

//Collected by [MC: Consequences Edition community](#). Provided by [@KianBrose](#) for use on [Consumer Rights Wiki](#). on **2025-08-18** Use with "NOTES List of Minecraft's Legal Contract(s) Changes @MCCE".

//This document only contains **NOTES** to an **UNFINISHED** archived link directory. ALL information in this document can only be used as **waypoints** and must be **verified if used**.
NOT TO BE DIRECTLY CITATED

Changes to Minecraft's Legal Agreements

This document will outline every single change that has ever occurred to Minecraft's legal agreements for use in the legal proceedings against Mojang. Since Mojang makes it borderline impossible for consumers to be aware of when changes to their legal agreements happened, it will have to be entirely dependent on web archives and other archived sources.

Minecraft Alpha Build

17 May 2009

CREATED copyright.jsp ~May 17 2009 [\[Archive\]](#)

MODIFIED copyright.jsp ~Jun 11 2010 [\[Archive\]](#)

- Added
 - (For information about support, [go here](#))
- Removed
 - You can reach me at markus@mojang.com. I will try to keep this page updated.

CREATED support.jsp ~Jul 25 2010 [\[Archive\]](#)

MODIFIED support.jsp ~Nov 04 2010 [\[Archive\]](#)

- Added
 - Tom Costello is very graciously offering some unofficial support here: <http://www.formspring.me/MojangSupport>

- Removed
 - Q: How do I request a refund?
A: You can request a refund for any reason within one month of buying the game by sending an email to payment@mojang.com. Please put "refund" in the subject line so I can find it. Make sure to include the original transaction id from the receipt email you got from paypal, and what username you're using.

CREATED /support/ ~May 20 2011 [\[Archive\]](#)

REMOVED support.jsp ~May 24 2011 [\[Archive\]](#)

- Now redirects to new page /support/
- (!!)
- Refunds in the new one are being denied

MODIFIED copyright.jsp ~Sep 24 2010 [\[Archive\]](#)

- Added
 - **What you get for purchasing**
Please note that Minecraft is currently a work in progress and NOT a finished product! The sandbox mode available right now. However, you may buy a discounted premium account today, which will unlock the features of all future versions up to and including the final with the full game!
As we at Mojang continue to release more complete builds of the game, we will also be reducing the discount gradually until we reach the final version and full price of the product. So the earlier you buy, the better value you get! Although we are very passionate about this project, we cannot guarantee that it will be completed - that's why we offer the discounted price
When you purchase the game, you pay for it as it is right now. Future updates are an added bonus.
- Removed
 - If you change your mind about buying the game within one month, you can get a full refund. I'd like to know why, but it's not a requirement.
 - You may sell the game on for any reason if you ever want to. For now, this means selling your account as well.

MODIFIED copyright.jsp ~Nov 01 2010 [\[Archive\]](#)

- Added
 - Any suggestions made are assumed to be free unless otherwise agreed before the suggestion was made.

MODIFIED copyright.jsp ~Dec 17 2010 [\[Archive\]](#)

Website design change

MODIFIED copyright.jsp ~Dec 21 2010 [\[Archive\]](#)

- Removed and added
 - Please note that Minecraft is currently a work in progress and NOT a finished product! The sandbox mode available right now. However, you may buy a discounted premium beta account today, which will unlock the features of all future versions up to and including the final with also include the full game!

MODIFIED copyright.jsp ~Apr 24 2011 [\[Archive\]](#)

Website design change

REWORKED copyright.jsp ~May 24 2011 [\[Archive\]](#)

TITLE

"Copyright information" → "Terms of Use"

WHAT YOU GET FOR PURCHASING

"Minecraft is currently a work in progress and NOT a finished product" → "you purchase Minecraft you do so as is, be it in the early stages of development or already fully released"

"you may buy a discounted beta account today, which will also include the full game!" → "Purchases during the development of the game are discounted and include the full game upon release."

Removed: "Future updates are an added bonus."

Replaced with: "Subsequent updates are only an added bonus and not a guarantee, as icing on a cake."

Added: "we cannot guarantee that any project will ever be completed and/or provided support for. There's always the risk of a project being discontinued at any time."

THE ONE MAJOR RULE

"I've made" → "we've made" (throughout)

"includes the client and the server software" → "includes, but not limited to, the client or the server software"

Added: "It's also important for us that 3rd party tools/services don't seem 'too official' as we can't guarantee their quality."

Added: "please make sure that it can't be interpreted as being official."
WHAT YOU CAN DO

"Any tools you write for the game from scratch belong to you." → "Any tools you write for the game from scratch belongs to you."

Added: "that's no fun" (after "don't just rip art resources and pass them around")

Added: "We reserve the final say regarding what constitutes a tool/plugin and what doesn't."
OTHER

Added: "We reserve the right to change this agreement at any time with or without notice, with immediate and/or retroactive effect."

"I'm not going to put up a huge EULA." → "We're not going to put up a huge EULA."

"I hope people treat me the same way back." → "we hope people treat us the same way back."

"either don't do it or ask me about it." → "don't do it and ask us about it. Basically, don't be ridiculous and we won't."

NEW SECTIONS IN VERSION 2

Privacy Policy (entirely new)

Company Information (entirely new)

CREATED /terms ~Sep 23 2011 [\[Archive\]](#)

- A copy of copyright.jsp at the same date with minor differences
 - REWORDED
 - In order to **maintain control** **ensure integrity** of the **project game**, we need all game downloads to come from a single central source: us. We hope you understand. It's also important for us that 3rd party tools/services don't seem "too official" as we can't guarantee their quality. If you wish to make something pertaining to anything we've made we're humbled, but please make sure that it can't be interpreted as being official.

REMOVED copyright.jsp ~Nov 01 2011 [\[Archive\]](#)

Minecraft Full Release Build

18 November 2011

MODIFIED /terms ~ Jan 25 2012 [\[Archive\]](#)

- Added
 - Do not make commercial use of anything we've made.

CREATED /brand-guidelines ~Mar 04 2012 [\[Archive\]](#)

MODIFIED /terms ~ Mar 05 2012 [\[Archive\]](#)

- Added
 - Make sure to read through our brand guidelines

MODIFIED /terms ~ Mar 29 2012 [\[Archive\]](#)

- Modified
 - Any tools you write for the game from scratch belongs to you. You're free to do whatever you want with screenshots and videos of the game, but don't just rip art resources and pass them around, that's no fun. Plugins for the game also belong to you and you can do whatever you want with them, including selling as long as you don't sell them for money. We reserve the final say regarding what constitutes a tool/plugin and what doesn't.

MODIFIED /terms ~ Jun 14 2012 [\[Archive\]](#)

- Modified
 - Any tools you write for the game from scratch belongs to you. You're Other than commercial use, you're free to do whatever you want with screenshots and videos of the game, but don't just rip art resources and pass them around, that's no fun. Plugins for the game also belong to you and you can do whatever you want with them, as long as you don't sell them for money. We reserve the final say regarding what constitutes a tool/plugin and what doesn't.

MODIFIED /brand-guidelines ~ Jul 05 2012 [\[Archive\]](#)

- Added
 - If you upload videos of the game to video sharing and streaming sites you are however allowed to put ads on them.

MODIFIED /terms ~ Jul 05 2012 [\[Archive\]](#)

- Added
 - Do not make commercial use of anything we've made unless specifically authorized by us in our brand and assets usage guidelines (which you should read as each of these policies form part of these Terms of Use).
 - If you've bought the game, you may play around with it and modify it. We'd appreciate it if you didn't use this for griefing, though, and remember not to distribute the **changes**. changed versions of our software. Basically, mods (or plugins, or tools) are cool (you can distribute those), hacked versions of the Minecraft client or server are not (you can't distribute those).
 - Any tools you write for the game from scratch belongs to you. Other than commercial use (unless specifically authorized by us in our brand and assets usage guidelines - for instance you are allowed to put ads on your YouTube videos containing Minecraft footage), you're free to do whatever you want with screenshots and videos of the game, but don't just rip art resources and pass them around, that's no fun. Plugins for the game also belong to you and you can do whatever you want with them, as long as you don't sell them for money. We reserve the final say regarding what constitutes a tool/plugin and what doesn't.

CREATED account.mojang.com/terms ~ Oct 11 2012 [\[Archive\]](#)

MODIFIED /brand-guidelines ~ Aug 27 2013 [\[Archive\]](#)

- Added
 - We are also quite relaxed about other non-commercial things so feel free to create and share videos, screen shots, independently created mods (that don't use Minecraft Assets), fan art, machinima, and more on YouTube etc;
 - Commercial Things (including information about YouTube advertisements)
 - Non-Commercial Things (including some info on YouTube videos)
 - You may use the Minecraft Name as a secondary name or title on YouTube, or any other site if you:
 - You may not make any other commercial use of the Minecraft Brand or Minecraft Assets for example you may not sell any merchandise that uses the Minecraft Brand or Minecraft Assets. If you upload videos of the game to video sharing and streaming sites (like YouTube) you are however allowed to put ads on them.

MODIFIED account.mojang.com/terms ~ Aug 27 2013 [\[Archive\]](#)

You should read the full terms and conditions but here is a quick summary of some important points to help guide you - the full terms and conditions still apply though.

Our games are usually made available during development and will contain errors and bugs.
Do not redistribute our games or any alterations of our game files.
You may develop tools, plug-ins and services for commercial use but they may not seem official, such as using our logos. Do not make commercial use of anything we've made without our permission.
We are trying to be open, honest and trusting with the hope that you hold us in the same regard.

Updated: 29 June 2012 11:07
Updated: 31 January 2013 14:33

give copies our Game to anyone else;
give copies of our Game to anyone else;
make commercial use of anything we've made;
try to make money from anything we've made; or
let other people get access to anything we've made in a way that is unfair or unreasonable.

GUIDELINES

These Guidelines cover the use of our Brands and our Assets. For these purposes, therefore when we refer to:

- a Name what we mean is the name of any one of our games as well as any names which are confusingly similar to the names of any of our games;
- our Brands what we mean is any Names and the related logos and distinctive characteristics of any of our games;
- our Assets what we mean is the code, software, graphics, textures, sound and audio from any of our games and any videos or screenshots taken from our games.

These Guidelines apply in addition to and not in place of our Terms of Use or EULAs. Please remember that we say in all of our EULA that we have one major rule about our games and that is: Do not distribute anything we've made - which means don't

- give copies of our games to anyone else;
- make commercial use of anything we've made;
- try to make money from anything we've made; or
- let other people get access to anything we've made in a way that is unfair or unreasonable;

unless we specifically agree to it or allow it under these Guidelines.

These Guidelines do not change that principle but are intended to help people understand what we expect and want.

If something isn't covered by these Guidelines that probably means we don't want you to do it. In any case if it isn't covered please don't do it without getting permission from us. You can contact us at brands at mojang.com. If something is specifically covered and permitted by these Guidelines, our Terms of Use or EULAs applicable to any of our games then you don't need to contact us.

Please also check back here from time to time because we will update these guidelines and provide further guidance.

Videos and Screenshots

You are allowed to put footage of our Game on YouTube or any other website. In fact, we like you doing so.

You may create, use and distribute videos of you playing or using our Game for any lawful reason provided that you don't make any money from them.

You may make money using your videos of our Game so as long as you also add your own unique content to the video, such as audio commentary. The amount you add must also be enough to make it fair and worthwhile for someone to pay for it or for you to make money from it. For example you couldn't just include your logo, web address or indent but you could add an audio commentary or your own music if you are creating a music video.

You may make money using your videos of our Game so, for instance by putting ads on them, as long as you also add your own unique content to the video, such as audio commentary. The amount you add must also be enough to make it fair and worthwhile for someone to pay for it or for you to make money from it. For example you couldn't just include your logo, web address or indent but you could add an audio commentary or your own music if you are creating a music video.

You may also make money using videos and screen-shots if it is covered by so called "fair dealing" or "fair use" exceptions to copyright, such as where it is for criticism and review, reporting current affairs etc. In each case, you will still need to add appropriate additional content and credits where applicable.

...more will follow as and when we decide what to add - so feel free to make requests - and if you are unsure about anything you may or may not do, don't do it unless you get an OK from us first.

...more will follow as and when we decide what to add - so feel free to make requests.

If something isn't covered by these Guidelines that probably means we don't want you to do it. In any case if it isn't covered please don't do it without getting permission from us. You can contact us at brands at mojang.com. If something is specifically covered and permitted by these Guidelines, our Terms of Use or EULAs applicable to any of our games then you don't need to contact us.

CREATED /documents/minecraft_eula ~ Dec 10 2013 [\[Archive\]](#)

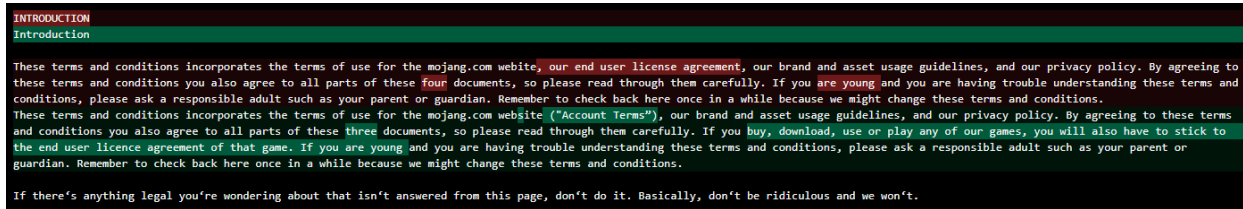
This is basically a complete rework of the terms

CREATED /documents/brand_guidelines ~ Dec 12 2013 [\[Archive\]](#)

DiffCheck document: [\[DOWNLOAD\]](#)

REMOVED /terms ~ Dec 22 2013 [\[Archive\]](#)

MODIFIED account.mojang.com/terms ~ Jan 22 2014 [\[Archive\]](#)



REMOVED /brand-guidelines ~ Apr 02 2014 [\[Archive\]](#)

Minecraft Sold to Microsoft

15 September 2014

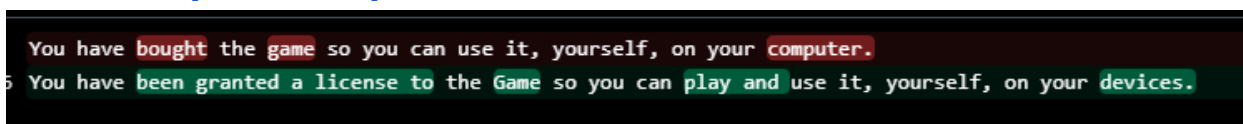
MODIFIED /account.mojang.com/terms ~ Oct 15 2015 [\[Archive\]](#)

In principle the entire agreement was mostly changed or reworded, especially the privacy policy.

MODIFIED /documents/minecraft_eula ~ Oct 27 2015 [\[Archive\]](#)

- Added
 - This license is a legal agreement between you and us (Mojang AB) and describes the terms and conditions for using the Game.
 - licence terms ("EULA") -> license agreement ("EULA") terms
 - and, if you live in the United States, our Arbitration Agreement. (And the arbitration agreement)
- Modified
 - By agreeing to this EULA you also agree to all parts of these three of the terms of the foregoing documents, so please read through them carefully.

DiffCheck file: [\[DOWNLOAD\]](#)



The permission we give you to use and play our Game can be revoked if you break the terms of this EULA.

0 The license and permission we give you to use and play our Game can be revoked if you break any of the terms of this EULA.

7 When you buy our Game, we give you permission to install the Game on your own personal computer and use and play it on that computer as set out in this EULA. This permission is personal to you, so you are not allowed to distribute the Game (or any part of it) to anyone else. This also means you cannot sell or rent the Game, or make it available for access to other people and you cannot pass on or resell any license keys. You may however give gift codes that have been bought through our official gift code system. This is important to help us stop piracy and fraud and to protect our Game. It is also important to prevent members of our community from buying pirated versions of our Game or fraudulent license keys which we may cancel, such as in the case of fraud.

32 When you buy our Game, you receive a license that gives you permission to install the Game on your own personal computer and use and play it on that computer as set out in this EULA. This permission is personal to you, so you are not allowed to distribute the Game (or any part of it) to anyone else. This also means you cannot sell or rent the Game, or make it available for access to other people and you cannot pass on or resell any license keys. You may however give gift codes that have been bought through our official gift code system. This is important to help us stop piracy and fraud and to protect our Game. It is also important to prevent members of our community from buying pirated versions of our Game or fraudulent license keys which we may cancel, such as in the case of fraud.

If you've bought the Game, you may play around with it and modify it. We'd appreciate it if you didn't use this for griefing, though, and remember not to distribute the changed versions of our software. Basically, mods (or plugins, or tools) are cool (you can distribute those), hacked versions of the Game client or server are not (you can't distribute those).

34 If you've bought the Game, you may play around with it and modify it by adding modifications, tools, or plugins, which we will refer to collectively as "Mods." By "Mods," we mean something original that you or someone else created that doesn't contain a substantial part of our copyrightable code or content. When you combine your Mod with the Minecraft software, we will call that combination a "Modded Version" of the Game. We have the final say on what constitutes a Mod and what doesn't. You may not distribute any Modded Versions of our Game or software, and we'd appreciate it if you didn't use Mods for griefing. Basically, Mods are okay to distribute; hacked versions or Modded Versions of the Game client or server software are not okay to distribute.

33 Essentially the simple rule is do not make commercial use of anything we've made unless specifically agreed by us, either in our brand and asset usage guidelines or under this EULA. Oh and if the law expressly allows it, such as under a "fair use" or fair dealing" doctrine then that's ok too but only to the extent that the law says so.

38 Essentially the simple rule is do not make commercial use of anything we've made unless we've specifically said it's okay. Oh and if the law expressly allows it, such as under a "fair use" or fair dealing" doctrine then that's ok too but only to the extent that the law applicable to you says so.

40 Although we give you permission to play our Game, we are still the owners of it. We are also the owners of our brands and any content contained in the Game. Therefore, when you pay for our Game, you are buying a permission to play / use our Game in accordance with this EULA - you are not buying the Game itself. The only permissions you have in connection with the Game are the permissions set out in this EULA.

43 Although we license you permission to install on your computer and play our Game, we are still the owners of it. We are also the owners of our brands and any content contained in the Game. Therefore, when you pay for our Game, you are buying a license to play / use our Game in accordance with this EULA - you are not buying the Game itself. The only permissions you have in connection with the Game and your installation of it are the permissions set out in this EULA.

43 If you make any content available on or through our Game, you must give us permission to use, copy, modify and adapt that content. This permission must be irrevocable, and you must also let us permit other people to use, copy, modify and adapt your content. If you don't want to give us this permission, do not make content available on or through our Game. Please think carefully before you make any content available, because it will be made public and might even be used by other people in a way you don't like.

48 If you make any content available on or through our Game, you agree to give us permission to use, copy, modify, adapt, distribute, and publicly display that content. This permission is irrevocable, and you also agree to let us permit other people to use, copy, modify, adapt, distribute, and publicly display your content. You are not giving up your ownership rights in your content, you are just giving us and other users permission to use it. For example, we may need to copy, reformat, and distribute content that you post on our website so others can read it. If you don't want to give us these permissions, do not make content available on or through our Game. Please think carefully before you make any content available, because it may be made public and might even be used by other people in a way you don't like.

47 Any content you make available on our Game must also be your creation. You must not make any content available, using the Game, that infringes the rights of anyone else. If you post content on our Game, and we get challenged, threatened or sued by someone because the content infringes that persons rights, we may hold you responsible and that means you may have to pay us back for any damage we suffer as a result. Therefore it is really important that you only make content available that you have created and you don't do so with any content created by anyone else.

52 Any content you make available on our Game must also be your creation or you must have permission or the legal right to do it. You must not and you agree that you will not make any content available, using the Game that infringes the rights of others.

53 We reserve the right to take down any content in our discretion.

55 When you get a copy of our Game, we provide it "as is". Updates and upgrades are also provided "as is". This means that we are not making any promises to you about the standard or quality of our Game or that our Game will be uninterrupted or error free or for any loss or damage that they cause. We only promise to provide the Game and any services with reasonable skill and care and even then you have to accept that we may release games well before they are complete and so they may (and often will) have bugs but that's a price you pay for getting them so early. The law in most countries says that we can't disclaim liability for death or personal injury caused by our negligence so if your computer gets up and stabs you because of something we've done wrong then we'll take the hit on that.

61 OUR LIABILITY, GOVERNING LAW, AND PLACE TO RESOLVE DISPUTES

62

63 The terms of this EULA do not affect any legal (statutory) rights that you may have under the law that applies to you for the Game. You might have certain rights which the law that applies to you says cannot be excluded. Nothing we say in these terms will affect those legal rights, even if we say something which sounds like it contradicts your legal rights. That's what we mean when we say "subject to applicable law".

64

65 SUBJECT TO APPLICABLE LAW, When you get a copy of our Game, we provide it "as is". Updates are also provided "as is". This means that we are not making any promises to you about the standard or quality of our Game, or that our Game will be uninterrupted or error free. We are not responsible for any loss or damage that it may cause. You bear the entire risk as to its quality and performance. You have to accept that we may release games well before they are complete and so they may (and often will) have bugs but we prefer to release these features early than make you wait for perfection. If you would like to notify us about a potential bug, we have a site for that here.

66

67 If you and we ever have a dispute in court (and we hope that won't happen just as much as you do), the exclusive forum (that is, the place it will be handled) will be a state or federal court in King County, WA (if you live in the United States) or a court in Ontario (if you live in Canada). (If you live in the United States, most disputes go to arbitration, not court.) The laws of your state or province govern this EULA and all disputes, including disputes relating to it, our Game, or our Website, regardless of conflict of laws principles, except that the Federal Arbitration Act governs everything related to arbitration.

9 If we want we can terminate this EULA if you breach the terms. You can terminate it too, at any time, all you have to do is uninstall the Game from your computer and the EULA will be terminated. If the EULA is terminated, you will no longer be allowed to play our Game. The paragraphs about "Ownership of Our Game", "Our Liability" and "General Stuff" will continue to apply even after the EULA is terminated.

0 If we want we can terminate this EULA if you breach any of the terms. You can terminate it too, at any time, all you have to do is uninstall the Game from your computer and the EULA will be terminated. If the EULA is terminated, you will no longer have any of the rights to the Game given in this license. You do still have the right to things you have created yourself with the game of course. The Arbitration Agreement (if you live in the United States) and the paragraphs about "Ownership of Our Game", "Our Liability" and "General Stuff" will continue to apply even after the EULA is terminated.

We may also change this EULA from time to time but those changes will only be effective to the extent that they can legally apply. For example if you only use the Game in single player mode and don't use the updates we make available then the old EULA applies but if you do use the updates or use parts of the game that rely on our providing ongoing online services then the new EULA will apply. In that case we may not be able to / don't need to tell you about the changes for them to have effect so you should check back here from time to time so you are aware of any changes to the EULA. We're not going to be unfair about this though - but sometimes the law changes or someone does something that affects other users of the Game and we therefore need to put a lid on it.

5 We may change this EULA from time to time, if we have reason to, such as changes to our games, our practices, or our legal obligation. But those changes will be effective only to the extent that they can legally apply. For example if you use the Game only in single-player mode and don't use the updates we make available then the old EULA applies but if you do use the updates or use parts of the game that rely on our providing ongoing online services then the new EULA will apply. In that case we'll inform you of the change before it takes effect, either by posting a notice on our Website or by other reasonable means. We're not going to be unfair about this though - but sometimes the law changes or someone does something that affects other users of the Game and we therefore need to put a lid on it.

MODIFIED /documents/brand_guidelines ~ Nov 02 2015[Archive]

Updated: 28 November 2013 08:16

GUIDELINES FOR THE NAME, BRAND AND ASSETS OF ANY OF OUR GAMES

Updated: 27 October 2015 12:44

BRAND AND ASSET USAGE GUIDELINES FOR OUR GAMES

We don't want you to stop doing the cool stuff that you do and so these Guidelines are intended to help everyone understand what we consider to be fair and unfair use of our "Brands" and "Assets". We've had some help from some lawyers and they will also help us if we need to take further steps to protect our rights but the purpose of these "Guidelines" is to give some clarity on what you can do without having to contact us (or our lawyers) - and what you mustn't do or else we (or our lawyers) will have to contact you. We hope you understand.

We want you to keep doing the cool stuff that you do and so these Guidelines are intended to help everyone understand what we consider to be fair and unfair use of our "Name", "Brands" and "Assets". We've had some help from some lawyers and they will also help us if we need to take further steps to protect our rights but the purpose of these "Guidelines" is to give some clarity on what you can do without having to contact us (or our lawyers) and what you mustn't do or else we (or our lawyers) will have to contact you. We hope you understand.

GUIDELINES

These Guidelines cover the use of our Brands and our Assets. For these purposes, therefore when we refer to:
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a Name what we mean is the name of any one of our games as well as any names which are confusingly similar to the names of any of our games;
our Brands what we mean is any Names and the related logos and distinctive characteristics of any of our games;
our Assets what we mean is the code, software, graphics, textures, sound and audio from any of our games and any videos or screenshots taken from our games.
a "Name" what we mean is the name of any one of our games, taglines, features, events, or company identity, as well as any names which are confusingly similar to the names of any of our games, taglines, features, events, or company identity;
our "Brands" what we mean is any Names and/or the related logos and distinctive characteristics of any of our Names and games;
our "Assets" what we mean is the code, software, graphics, textures, images, models, sound and audio from any of our games and any videos or screenshots taken from our games.

These Guidelines apply in addition to and not in place of our Account Terms or EULAs. Please remember that we say in all of our EULA that we have one major rule about our games and that is: Do not distribute anything we've made - which means don't
These Guidelines apply in addition to and not in place of our Account Terms or End User License Agreements (EULAs). Please remember that we have always said in our EULAs that we have one major rule: do not distribute anything we've made. This means don't:

give copies of our games to anyone else;
make commercial use of anything we've made;
try to make money from anything we've made; or
let other people get access to anything we've made in a way that is unfair or unreasonable;
make commercial use of anything we've made (including our Names, Brands, and Assets);
try to make money from anything we've made (including our Names, Brands, and Assets); or
let other people get access to anything we've made in a way that is unfair or unreasonable;

unless we specifically agree to it or allow it under these Guidelines.

unless we specifically agree to it or allow it.

Please also check back here from time to time because we will update these guidelines and provide further guidance.
Please also check back here from time to time because we may update these guidelines and provide further guidance.

The first thing to say is that there are the following Essential Requirements that apply to all use of the our Brands (which include any Names) and our Assets. If you are allowed to use any part of any Name, any of our Brands and / or any of our Assets then what you are doing MUST:
The first thing to say is that there are Essential Requirements that apply to all use of our Names, Brands, and Assets. If you are using any part of any Name, any of our Brands and / or any of our Assets, then what you are doing MUST:

NOT make people think that you or what you are doing is official; approved or endorsed by us; or associated or connected with us;
NOT make people think that you or what you are doing is official; approved or endorsed by us; or associated or connected with us;
NOT be unlawful, deceptive, obscene, harmful or disparaging;
NOT adversely affect any of our Brands or any of our Assets;
NOT include anything else around it that makes people think that you or what you are doing is official; approved or endorsed by us; or associated or connected with us;
comply with the relevant Account Terms/EULA;
sufficiently differentiate the use of any Name you are using from any other branding;
NOT take action that would harm or damage any of our Brands or any of our Assets;
NOT include anything else around it that makes people think that you or what you are doing is official; approved or endorsed by us; or associated or connected with us;
comply with the relevant Account Terms/EULA; and
sufficiently differentiate the use of any Name you are using from any other branding.

We are very relaxed about things you **do** for yourself. Pretty much anything goes there - so go for it **and** have fun just **don't** distribute anything we've made **etc.**
We are very relaxed about things you **create** for yourself. Pretty much anything goes there - so go for it, have fun, **and** just **don't** distribute anything we've made.

follow the Essential Requirements;
do so in a way that honestly and fairly describes those things or the purpose of them; **and**
ensure that the Name (which includes any confusingly similar name) is not the first word **and** **don't** use any other aspect of any of our Brands or Assets as part of any related branding, including as or as part of any logo;
do so in a way that honestly and fairly describes those things or the purpose of them;
ensure that the Name (which includes any confusingly similar name) is not the first word, **doesn't** use any other aspect of any of our Brands or Assets as part of any related branding, including as or as part of any logo; **and**
make it clear that the product is unofficial and not from Minecraft or approved by Minecraft.

This applies especially if you want to set up and run **blogs, servers, community forums, fan sites, fan clubs, news groups, events and gatherings.**
This applies especially if you want to set up and run **any non-commercial blogs, servers, community forums, fan sites, fan clubs, news groups, events and gatherings.**

You may use a Name **as** a secondary name or title if you:
You may use a Name **in** a secondary name or title if you:

do so because it is necessary to honestly and fairly describe those things or the purpose of them;
do so because it is necessary to honestly and fairly describe those things or the purpose of them;
follow the Essential Requirements;
ensure that the Name (which includes any confusingly similar name) is not the dominant element or the distinctive part of the complete name or title of what you are doing;
don't use any other aspect of any of our Brands or Assets as part of any related branding, including as or as part of any logo.
ensure that the **secondary title** (which includes a Name or any confusingly similar name) is not the dominant element or the distinctive part of the complete name or title; **and**
don't use any other aspect of any of our Brands or Assets as part of any related branding, including as or as part of any logo.

To help you we've suggested the following examples:

To help you we've suggested the following examples:

"The Shaft - a Minecraft podcast" (we're cool with that).

"Minecraft - the ultimate help app" (we're NOT cool with that)

Kotoba Miners: A Minecraft server for learning " (we're cool with that).

"Minecraft - the ultimate server for learning" (we're NOT cool with that)

You may not make any other commercial use of any of our Brands or Assets for example you may not sell any merchandise that uses any of our Brands or Assets and you definitely may not use our Names as keywords or search tags for products that have no relationship with them.
You may not make any other commercial use of any of our Brands or Assets. For example, you may not sell any merchandise that uses any of our Brands or Assets and you definitely may not use our Names as keywords or search tags for products that have no relationship with them or that are infringing or counterfeit.

In addition to the Brand Guidelines above we also have the following Asset Usage Guidelines that are intended to help you and everyone else understand what we consider to be fair and unfair - what you can and cannot do.
Commercial Usage Guidelines

The One Major Rule still applies but we may make some exceptions and they will be listed here, in this policy.

In this policy we will also give some additional specifics of what you may not do. However if something is not mentioned here it involves making money using anything from Minecraft (or anything else we've made) please do not do it.

We love the idea of people doing cool things with our games and sharing those things with the community. That's something we totally support and encourage. So please feel free to do so but please also make sure you don't go too far. For additional information, consult the Commercial Usage Guidelines (which are outside the scope of and do not form a part this agreement).

In addition to the specifics set out below, where we do allow you to do something you will always need to add a credit as follows:

In addition to the specifics set out above, where we do allow you to do something you will always need to add a notice as follows:

Minecraft ©/TM & © 2009-2013 Mojang / Notch
NOT AN OFFICIAL MINECRAFT PRODUCT. NOT APPROVED BY OR ASSOCIATED WITH MOJANG.

So long as you stay within the Essential Requirements:

You may create, use and distribute videos of you playing or using our Game for any lawful reason provided that you don't make any money from them.

You may create, use and distribute videos of you playing or using our game for any lawful reason provided that you don't make any money from them.

You may make money using your videos of our Game so, for instance by putting ads on them, as long as you also add your own unique content to the video, such as audio commentary. The amount you add must also be enough to make it fair and worthwhile for someone to pay for it or for you to make money from it. For example you couldn't just include your logo, web address or indent but you could add an audio commentary or your own music if you are creating a music video.

However, you may make money using your videos of our game by, for instance, through ad revenue, as long as you also add your own unique content to the video, such as audio commentary. The amount you add must also be enough to make it fair and worthwhile for someone to pay for it or for you to make money from it. For example you couldn't just include your logo, web address or indent but you could add an audio commentary or your own music if you are creating a music video.

You may also make money using videos and screen-shots if it is covered by so called "fair dealing" or "fair use" exceptions to copyright, such as where it is for criticism and review, reporting current affairs etc. In each case, you will still need to add appropriate additional content and credits where applicable.

You may also make money using videos and screen-shots if it is covered by so called "fair dealing" or "fair use" exceptions to copyright, such as where it is for criticism and review, reporting current affairs etc. In each case, you will still need to add appropriate additional content and credits where applicable.

...more will follow as and when we decide what to add - so feel free to make requests.

...more will follow as and when we decide what to add - so feel free to make requests.

If something isn't covered by these Guidelines that probably means we don't want you to do it. In any case if it isn't covered please don't do it without getting permission from us. You can contact us at brands at mojang.com. If something is specifically covered and permitted by these Guidelines, our Account Terms or EULAs applicable to any of our games then you don't need to contact us.

If something isn't covered by these Guidelines and we haven't otherwise said it's okay, that probably means we don't want you to do it. In any case if it isn't covered please don't do it without getting written permission from us. You can contact us at brands at mojang.com. If something is specifically covered and permitted by these Guidelines, our Account Terms or EULAs applicable to any of our games then you don't need to contact us.

MODIFIED /documents/minecraft_eula ~ Nov 05 2015[\[Archive\]](#)

In order to protect Minecraft (our "Game") and the members of our community, we need these end user license terms to set out some rules for downloading and using our Game. This license is a legal agreement between you and us (Mojang AB) and describes the terms and conditions for using the Game. We don't like reading license documents any more than you do, so we have tried to keep this as short as possible. If you break these rules we may stop you from using our Game. If we think it is necessary, we might even have to ask our lawyers to help out. **Please read, print and save a copy of these terms and conditions for your records because a copy won't be saved for you.**

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60
7  SUBJECT TO APPLICABLE LAW, when you get a copy of our Game, we provide it "as is". Updates are also provided "as is". This means that we are not making any promises to you about the
  standard or quality of our Game, or that our Game will be uninterrupted or error free. We are not responsible for any loss or damage that it may cause. You bear the entire risk as to its
  quality and performance. You have to accept that we may release games well before they are complete and so they may (and often will) have bugs -but we prefer to release these features early
  than make you wait for perfection. If you would like to notify us about a potential bug, we have a site for that here.
61 SUBJECT TO APPLICABLE LAW, WHEN YOU GET A COPY OF OUR GAME, WE PROVIDE IT "AS IS". UPDATES ARE ALSO PROVIDED "AS IS". THIS MEANS THAT WE ARE NOT MAKING ANY PROMISES TO YOU ABOUT THE
  STANDARD OR QUALITY OF OUR GAME, OR THAT OUR GAME WILL BE UNINTERRUPTED OR ERROR FREE. WE ARE NOT RESPONSIBLE FOR ANY LOSS OR DAMAGE THAT IT MAY CAUSE. YOU BEAR THE ENTIRE RISK AS TO ITS
  QUALITY AND PERFORMANCE. YOU HAVE TO ACCEPT THAT WE MAY RELEASE GAMES WELL BEFORE THEY ARE COMPLETE AND SO THEY MAY (AND OFTEN WILL) HAVE BUGS -BUT WE PREFER TO RELEASE THESE FEATURES EARLY
  THAN MAKE YOU WAIT FOR PERFECTION. IF YOU WOULD LIKE TO NOTIFY US ABOUT A POTENTIAL BUG, WE HAVE A SITE FOR THAT HERE.
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MODIFIED /documents/brand_guidelines ~ Jun 03 2016[\[Archive\]](#)

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Kotoba Miners: A Minecraft server for learning " (we're cool with that).
"Kotoba Miners: A Minecraft server for learning" (we're cool with that).
```

MODIFIED /documents/minecraft_eula ~ Jun 03 2016[\[Archive\]](#)

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Updated: 27 October 2015 12:44
3 Updated: 31 May 2016 11:53
4 MINECRAFT END USER LICENSE AGREEMENT
5
  In order to protect Minecraft (our "Game") and the members of our community, we need these end user license terms to set out some rules for downloading and using our Game. This license is a
  legal agreement between you and us (Mojang AB) and describes the terms and conditions for using the Game. We don't like reading license documents any more than you do, so we have tried to keep
  this as short as possible. If you break these rules we may stop you from using our Game. If we think it is necessary, we might even have to ask our lawyers to help out. Please read, print and
  save a copy of these terms and conditions for your records because a copy won't be saved for you.
6 In order to protect Minecraft (our "Game") and the members of our community, we need these end user license terms to set out some rules for downloading and using our Game. This license is a
  legal agreement between you and us (Mojang AB) and describes the terms and conditions for using the Game. We don't like reading license documents any more than you do, so we have tried to keep
  this as short as possible. If you break these rules we may stop you from using our Game. If we think it is necessary, we might even have to ask our lawyers to help out.
7
```

```
18 unless we specifically agree to it. And so that we are crystal clear, "the Game" or "what we have made" includes, but is not limited to, the client or the server software for our Game. It also
  includes updates, patches, downloadable content, add-ons, or modified versions of a Game, part of those things, or anything else we've made.
18 unless we specifically agree to it. And so that we are crystal clear, "the Game" or "what we have made" includes, but is not limited to, the client or the server software for our Game and
  includes Minecraft Pocket Edition on all platforms. It also includes updates, patches, downloadable content, add-ons, or modified versions of a Game, part of those things, or anything else
  we've made.
```

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29 When you buy our Game, you receive a license that gives you permission to install the Game on your own personal computer and use and play it on that computer as set out in this EULA. This
  permission is personal to you, so you are not allowed to distribute the Game (or any part of it) to anyone else. This also means you cannot sell or rent the Game, or make it available for
  access to other people and you cannot pass on or resell any license keys. You may however give gift codes that have been bought through our official gift code system. This is important to help
  us stop piracy and fraud and to protect our Game. It is also important to prevent members of our community from buying pirated versions of our Game or fraudulent license keys - which we may
  cancel, such as in the case of fraud.
29 When you buy our Game, you receive a license that gives you permission to install the Game on your own personal device and use and play it on that device as set out in this EULA. This
  permission is personal to you, so you are not allowed to distribute the Game (or any part of it) to anyone else. This also means you cannot sell or rent the Game, or make it available for
  access to other people and you cannot pass on or resell any license keys. You may however give gift codes that have been bought through our official gift code system. This is important to help
  us stop piracy and fraud and to protect our Game. It is also important to prevent members of our community from buying pirated versions of our Game or fraudulent license keys - which we may
  cancel, such as in the case of fraud.
```


66 If we want we can terminate this EULA if you breach any of the terms. You can terminate it too, at any time; all you have to do is uninstall the Game from your computer and the EULA will be terminated. If the EULA is terminated, you will no longer have any of the rights to the Game given in this license. You do still have the right to things you have created yourself with the game of course. The paragraphs about "Ownership of Our Game", "Our Liability" and "General Stuff" will continue to apply even after the EULA is terminated.

67 If we want we can terminate this EULA if you breach any of the terms. You can terminate it too, at any time; all you have to do is uninstall the Game from your device and the EULA will be terminated. If the EULA is terminated, you will no longer have any of the rights to the Game given in this license. You do still have the right to things you have created yourself with the game of course. The paragraphs about "Ownership of Our Game", "Our Liability" and "General Stuff" will continue to apply even after the EULA is terminated.

You should read the full terms and conditions but here is a quick summary of some important points to help guide you - the full terms and conditions still apply though.

Our games are usually made available during development and will contain errors and bugs.

Do not redistribute our games or any alterations of our game files.

You may develop tools, plug-ins and services for commercial use but they may not seem official, such as using our logos. Do not make commercial use of anything we've made without our permission.

Do not redistribute our games or any alterations of our games or game files.

You may develop tools, plug-ins and services as long as they do not seem official or approved by us, such as by using our logos. Do not make commercial use of anything we've made without our permission.

We are trying to be open, honest and trusting with the hope that you hold us in the same regard.

Our games each have their own end user licence agreement which explain how our games can be used.

Our games each have their own end user licence agreements which explain how our games can be used. Please read, print and save a copy of these terms and conditions for your records because a copy won't be saved for you.

These Account Terms cover the ways our websites [mojang.com](#) and [minecraft.net](#) (our "Website") will be provided to you and may be used by you. It is important to us that all of the members of our community can enjoy using our Website, so we've made these [terms and conditions](#) to set a few ground rules. We also want to make sure that people don't use our Website in a way which might have a bad impact on our games or our brand.

These Account Terms cover the ways our websites [mojang.com](#) and [minecraft.net](#) (our "Website") will be provided to you and may be used by you. It is important to us that all of the members of our community can enjoy using our Website, so we've made these [Account Terms](#) to set a few ground rules. We also want to make sure that people don't use our Website in a way which might have a bad impact on our games or our brand.

[illegible]

[illegible]

The “Commercial guidelines” section was completely reworked

MODIFIED account.mojang.com/terms ~ Aug 29 2017 [\[Archive\]](#)

- Modified / Removed
 - The purchase of a game through our Website provides you with a license to use the game that commences when the download of the game starts, following which you shall not be entitled to cancel your order for the game **except if the law requires a cooling off period. For the purposes of such laws the game is digital content and by clicking "Purchase" you are expressly consenting to the game being made available to you straightaway and agree that this means you won't have a cooling off right.** If you first downloaded the game to play in DEMO mode and later buy a license code, your license commences when you redeem the license code.
 - **Without prior written approval from Mojang,** corporations, businesses, advertising agencies, non-profits, governments, and other entities MAY NOT use Minecraft gameplay to promote or market unrelated brands, products, campaigns, or services.
- Section about "Books and Publications" added

MODIFIED /documents/minecraft_eula ~ Jun 01 2018[\[Archive\]](#)

18 unless we specifically agree to it. And so that we are crystal clear, "the Game" or "what we have made" includes, but is not limited to, the client or the server software for our Game and includes Minecraft **Rocket** Edition on all platforms. It also includes updates, patches, downloadable content, add-ons, or modified versions of a Game, part of those things, or anything else we've made.

18 unless we specifically agree to it. And so that we are crystal clear, "the Game" or "what we have made" includes, but is not limited to, the client or the server software for our Game and includes Minecraft and Minecraft: **Java** Edition on all platforms. It also includes updates, patches, downloadable content, add-ons, or modified versions of a Game, part of those things, or anything else we've made.

MODIFIED /documents/minecraft_eula ~ Feb 24 2019[\[Archive\]](#)

Small wording change

8 If you buy, download, use or play our Game, you are agreeing to stick to the rules of these end user license agreement ("EULA") terms. If you don't want to or can't agree to these rules, then you must not buy, download, use or play our Game. This EULA incorporates the terms of use for the mojang.com website ("Account Terms"), our brand and asset usage guidelines, and our privacy policy. By agreeing to this EULA you also agree to all of the terms of the foregoing documents, so please read through them carefully.

8 If you buy, download, use or play our Game, you are agreeing to stick to the rules of these end user license agreement ("EULA") terms. If you don't want to or can't agree to these rules, then you must not buy, download, use or play our Game. This EULA incorporates the terms of use for the mojang.com website ("Account Terms"), our brand and asset usage guidelines, and our our privacy policy. By agreeing to this EULA you also agree to all of the terms of the foregoing documents, so please read through them carefully.

CREATED www.minecraft.net/en-us/eula ~ May 27 2019 [\[Archive\]](#)

- The "Updated" notice has been removed
- Arbitration clause with forum resolution to Washington

CREATED www.minecraft.net/en-us/community-standards ~ Jul 16 2019 [\[Archive\]](#)

- Your use of Minecraft is governed by the Microsoft Services Agreement ("MSA") and subsequent agreements
- The entire document in principle is new and introduces new limitations, some of which may go against free speech and criticism.

MODIFIED /documents/minecraft_eula ~Jul 19 2019 [\[Archive\]](#)

Small wording change

They removed the double "the the" and "our our"

MODIFIED www.minecraft.net/en-us/community-standards ~ Jul 26 2019 [\[Archive\]](#)

- Added
 - o Modding in Minecraft is only acceptable in the base Minecraft game under the existing EULA. Modding in Minecraft Earth is not permitted.

Commercial Usage Guideline Update [Announced](#)

17 April 2020

MODIFIED account.mojang.com/terms ~ Jul 04 2020 [\[Archive\]](#)

- Changes in the Commercial Use Guidelines

With hosting servers we want to enable the community to make money by creating, hosting and maintaining servers for Minecraft, so you may do this subject to these Guidelines. You may have seen the Blog post on server monetization <https://mojang.com/2014/06/lets-talk-server-monetisation/> and the follow up Q&A <https://mojang.com/2014/06/lets-talk-server-monetisation-the-follow-up-qa>. This section of these Guidelines clarifies them. By "server," we mean a single connecting address or IP number.

With hosting servers, we want to enable the community to make money by creating, hosting, and maintaining servers for Minecraft, so you may do this subject to these Guidelines. By "server," we mean a single connecting address or IP number.

<p>you own or control the server and continue to do so for the whole time that you charge for access to it - so, if you sell the actual servers or server space with Mods pre-installed on them, you must ensure that the person buying the server is aware that she must follow these rules. Essentially you can't get round the rules above by setting up servers with Mods on and then selling those set-ups; and</p> <p>overall your access charges should be targeted to cover your operational costs of running the server.</p> <p>you own or control the server and continue to do so for the whole time that you charge for access to it - so, if you sell the actual servers or server space with Mods pre-installed on them, you must ensure that the person buying the server is aware that she must follow these rules. Essentially you can't get round the rules above by setting up servers with Mods on and then selling those set-ups</p>	
<p>all servers, items and advertising are suitable for the target audience (i.e no gambling, pornography etc.) and don't damage the Brand.</p> <p>you don't pretend to be us or claim to have any association with us (for example, when selling product placement opportunities);</p> <p>you are explicit about who to contact about the server, who the operator is, and that it is NOT Mojang, NOT associated with Mojang and NOT supported by Mojang;</p> <p>Mojang has no liability for anything on the server or that happens on it, including any advertising, purchases or donations;</p> <p>you provide any user who gives you money an online payment /purchase history;</p> <p>you are transparent on informing users with regard to all the content and pricing applicable to your server before a person joins, signs up or logs in;</p>	<p>86 all servers, entitlements, and advertising are suitable for children and minors (i.e., no gambling, pornography, etc.) and don't harm the Brand.</p> <p>87 you don't pretend to be Mojang or Microsoft or claim to have any association with Mojang or Microsoft (for example, when selling product placement opportunities);</p> <p>88 you are explicit about who to contact about the server, who the operator is, and that it is NOT Mojang or Microsoft, NOT associated with Mojang or Microsoft and NOT supported by Mojang or Microsoft;</p> <p>89 Neither Mojang nor Microsoft has any liability for anything on the server or that happens on it, including any advertising, purchases, or donations;</p> <p>90 you provide any user who gives you real-world currency an online payment / purchase history for purchases made with that currency;</p> <p>91 you are transparent on informing users with regard to all the content and pricing applicable to your server before a person joins, signs up, or logs in;</p>
<p>sell cosmetic items, except for "Capes", IF the item sold does not give a user an unfair gameplay advantage over anyone else on the server - i.e there can be no "pay to win".</p> <p>sell positive effects or enhancements (other than "Capes") IF everyone on the server is positively affected in exactly the same way.</p> <p>provide in-game advertising opportunities, sponsorships, or product placement for 3rd parties IF they don't degrade or interfere with gameplay or give a user an unfair gameplay advantage over anyone else on the server.</p> <p>use in-game currencies IF (i) they are "soft currencies" i.e. a currency earned or expended only through gameplay that has no real world value and that cannot be cashed out, used or transferred across free or paid servers, or converted into "credits"; and (ii) you don't give the impression that it comes from or is associated with Mojang.</p>	<p>78 sell entitlements that affect gameplay provided that they do not adversely or negatively another player's experience and provided they do not give a competitive gameplay advantage. A competitive gameplay advantage is something that, given identical skill levels, time investment, and circumstances, can cause one player or group to perform better than another.</p> <p>79 Be aware that certain games or game modes can be designed as non-competitive (such as a player-versus-environment (PvE) game) and become competitive by adding gameplay elements such as a leaderboard.</p> <p>80 sell cosmetic entitlements, except for "Capes," which we define as anything that attempts to visually emulate the feature of a Minecraft player Cape.</p> <p>81 provide in-game display and video advertising, sponsorships, or product placement for third-parties IF (i) they don't degrade or interfere with gameplay or give a user any competitive gameplay advantage over anyone else on the server and (ii) you follow the rules outlined in "Constructed Promotions in Minecraft" below.</p> <p>82 use and sell in-game virtual currencies IF (i) they have no real-world value and that cannot be cashed out, used, or transferred across free or paid servers, or into any other currency with real-world value; (ii) you don't give the impression that it comes from or is associated with Mojang, (iii) they don't look like or have similar names to Minecoins or any other official virtual currency, and (iv) anything you sell with the currency follows our monetization guidelines.</p>
<p>charge for access to your server, including a server which hosts your Mods, BUT only if:</p> <p>you make a single charge per person that is the same for everyone;</p> <p>you give everyone you charge, access to all the Mods that you choose to have on your server (except only in respect of genuine admin tools / admin Mods which should be reserved to administrators);</p>	<p>71</p> <p>72 charge for access to your server, including a server which hosts your Mods, BUT only if:</p> <p>73 you make a charge per person that is the same for everyone;</p> <p>74 you give everyone you charge access to all the Mods that you choose to have on your server (except only in respect of genuine admin tools / admin Mods which should be reserved to administrators);</p>

Account Migration [Announced](#)

21 October 2020

MODIFIED account.mojang.com/terms ~ May 30 2021 [\[Archive\]](#)

If something isn't covered by these Guidelines and we haven't otherwise said it's okay, that probably means we don't want you to do it. In any case if it isn't covered please don't do it without getting written permission from us. You can contact us at [brands at mojang.com](mailto:brands@mojang.com). If something is specifically covered and permitted by these Guidelines, our Account Terms or EULAs applicable to any of our games then you don't need to contact us.

If something isn't covered by these Guidelines and we haven't otherwise said it's okay, that probably means we don't want you to do it. In any case if it isn't covered please don't do it without getting written permission from us. You can contact us at <https://help.minecraft.net/hc/requests/new> If something is specifically covered and permitted by these Guidelines, our Account Terms or EULAs applicable to any of our games then you don't need to contact us.

MODIFIED /documents/brand_guidelines ~ Jun 23 2021 [\[Archive\]](#)

If something isn't covered by these Guidelines and we haven't otherwise said it's okay, that probably means we don't want you to do it. In any case if it isn't covered please don't do it without getting written permission from us. You can contact us at [brands at mojang.com](#). If something is specifically covered and permitted by these Guidelines, our Account Terms or EULAs applicable to any of our games then you don't need to contact us.

If something isn't covered by these Guidelines and we haven't otherwise said it's okay, that probably means we don't want you to do it. In any case if it isn't covered please don't do it without getting written permission from us. You can contact us at <https://help.minecraft.net/hc/requests/new> If something is specifically covered and permitted by these Guidelines, our Account Terms or EULAs applicable to any of our games then you don't need to contact us.

CREATED www.minecraft.net/en-us/terms ~ Aug 26 2021 [\[Archive\]](#)

Added

- The laws of Washington State govern the interpretation of these Account Terms and claims for their breach, regardless of conflict of laws principles. The laws of your country govern all other claims and disputes (including consumer protection, unfair competition, and tort claims, and disputes relating to our Game, or our Website), regardless of conflict of laws principles.

Modified

The purchase of a game through our Website provides you with a license to use the game that commences when the download of the game starts, following which you shall not be entitled to cancel your order for the game. If you first downloaded the game to play in DEMO mode and later buy a license code, your license commences when you redeem the license code.

The purchase of a game through our Website provides you with a license to use the game that commences when the download of the game starts, following which you shall not be entitled to cancel your order for the game except if the law requires a cooling off period. For the purposes of such laws the game is digital content and by clicking "Purchase" you are expressly consenting to the game being made available to you straightaway and agree that this means you won't have a cooling off right. If you first downloaded the game to play in DEMO mode and later buy a license code, your license commences when you redeem the license code.

MODIFIED account.mojang.com/terms ~ Nov 04 2021 [\[Archive\]](#)

You can contact us at [\[brands at mojang.com\]](#).

You can contact us at <https://help.minecraft.net/hc/requests/new>

REMOVED account.mojang.com/terms ~ Nov 07 2021 [\[Archive\]](#)

MODIFIED www.minecraft.net/en-us/terms ~ Nov 30 2021 [\[Archive\]](#)

Fixed a typo, "and **make may** be revoked"

MODIFIED www.minecraft.net/en-us/terms ~ Dec 01 2021 [\[Archive\]](#)

COMMERCIAL USAGE GUIDELINES - LAST UPDATE: 17 APRIL 2020

The "Last Update" is back

REMOVED /documents/brand_guidelines ~ Oct 15 2022 [\[Archive\]](#)

MODIFIED www.minecraft.net/en-us/community-standards ~ May 20 2022 [\[Archive\]](#)

Your use of Minecraft is governed by the Microsoft Services Agreement ("MSA"). While the Code of Conduct section of the Microsoft Services Agreement applies to all Microsoft products as well as the Xbox Community Standards, as the Minecraft franchise continues to grow and introduce new Minecraft titles, the Minecraft franchise is offering new features including new ways to interact with others that benefit from an additional level of explanation. To this end, we've created the following Community Standards for the Minecraft franchise. Consider these standards a guide for how the Minecraft community should interact with each other and the game to keep our community a positive, safe, and enjoyable place for everyone.

We want to ensure players have the same, inclusive and welcoming game experience when playing any of our games under the Minecraft franchise. We also want to ensure that if players choose to not follow the Community Standards in one of the Minecraft franchise games, we can protect players across the franchise and in our community.

Community Standards

These handy Community Standards cover gameplay using Mojang-provided online services. This includes things like Featured Servers on Bedrock Engine-based platforms, Realms, and all gameplay in Minecraft Earth. On top of these, individual titles and sites may have additional policies specific to them - so make sure to check them out, too.

These handy Community Standards cover gameplay using Mojang-provided online services. This includes things like Featured Servers on Bedrock Engine-based platforms and Realms. On top of these, individual titles and sites may have additional policies specific to them - so make sure to check them out, too.

- o Treat other community members with respect. This is core to everything we believe in. When you express your opinions, please do so politely and respectfully.
- o If there's a chat function available in a game or on a website, be mindful of other people's experience. This includes avoiding excessive posting or spamming. Also, all-caps is often read as YELLING! And yelling at someone is usually not very nice.
- o If you have an argument or unpleasant encounter with another player, our lovely moderation team are available to advise and assist. Please contact them and/or report the player using the tools available within the game. Whatever the situation, don't "name and shame" other members of the community publicly as this counts as harassment.
- o Think twice about the information that you share publicly. Do not post personal information (phone numbers, email addresses, passwords, account information, physical addresses, first and last names, etc) about yourself or others.
- o You are not allowed to promote any manner of illegal activity.
- o Create content and conversation that is positive and encouraging, rather than negative and disparaging. It should go without saying, but don't ever create posts or content with the purpose of starting a fight or to elicit a negative response.
- o Minecraft has a zero-tolerance policy towards hate speech, bullying, harassing, sexual solicitation, or threatening others.
- o Do not share your account information with anyone. We will never ask for your password, and you shouldn't give it.
- o Modding in Minecraft is only acceptable in the base Minecraft game under the existing EULA. Modding in Minecraft Earth is not permitted.
- o Modding in Minecraft is only acceptable in the base Minecraft game under the existing EULA.

All activities are subject to Mojang/Minecraft's EULA & Terms and Conditions.

Minecraft Earth Additional Terms

In addition to Microsoft's Code of Conduct and the Xbox Community Standards, the following applies to you while using Minecraft Earth:

- o Minecraft Earth sometimes takes you on unexpected adventures in the real world! With that said, always respect other people's property. Do not trespass or access (or attempt to access) any area where you do not have the legal right to be.
- o You're playing a game, but you're also in the real world while doing so. While there, do not violate laws, ordinances, or other rules regarding safety, noise, litter, or other types of nuisance.
- o Minecraft Earth requires a fair bit of your attention. So do other activities, and they typically don't mix well. Do not use Minecraft Earth while operating a moving vehicle of any kind.
- o Be safe! Do not engage in any activity in connection with Minecraft Earth, or use of Minecraft Earth, that may in any way result in injury, death, or property damage to any person, including yourself.

How to submit a case review

Any player that meets the following criteria may submit a case review:

- Has an active enforcement action.
- The enforcement's duration is greater than 24 hours in length.
- The enforcement was issued in the last 12 months.

If your enforcement action meets the criteria, here's how you submit a Case Review.

REMOVED /documents/minecraft_eula ~ Jan 29 2023 [\[Archive\]](#)

REWORKED www.minecraft.net/en-us/community-standards ~ Apr 12 2023 [\[Archive\]](#)

- In principle the entire document was reworked
- Clauses about the Microsoft Services Agreement governing Minecraft has been removed
- Mojang is now called an Xbox Game Studio
- They added

- We reserve the right to suspend or permanently ban anyone who violates these Community Standards or this EULA.

MODIFIED www.minecraft.net/en-us/community-standards ~ Jun 08 2023 [\[Archive\]](#)

- Modified
 - To keep the Minecraft community welcoming and inclusive for everyone, we have a zero-tolerance policy towards hate speech, **terrorist or violent extremist content**, bullying, harassing, sexual solicitation, fraud, or threatening others.

Blog post about updating the EULA [Announced](#)

2 August 2023

CREATED www.minecraft.net/en-us/usage-guidelines ~ Aug 02 2023 [\[Archive\]](#)

MODIFIED www.minecraft.net/en-us/eula ~ Aug 02 2023 [\[Archive\]](#)

We may change this EULA from time to time, if we have reason to, such as changes to our games, our practices, or our legal obligation. But those changes will be effective only to the extent that they can legally apply. For example if you use the Game only in single-player mode and don't use the updates we make available then the old EULA applies but if you do use the updates or use parts of the game that rely on our providing ongoing online services then the new EULA will apply. In that case we'll inform you of the change before it takes effect, either by posting a notice on our Website or by other reasonable means. We're not going to be unfair about this though - but sometimes the law changes or someone does something that affects other users of the Game and we therefore need to put a lid on it.

We may change this EULA from time to time, if we have reason to, such as changes to our games, our practices, or our legal obligation. But those changes will be effective only to the extent that they can legally apply. In that case we'll inform you of the change before it takes effect, either by posting a notice on our Website or by other reasonable means. We're not going to be unfair about this though - but sometimes the law changes or someone does something that affects other users of the game and we therefore need to put a lid on it.

1 MINECRAFT END USER LICENSE AGREEMENT

2 In order to protect Minecraft (our "Game") and the members of our community, we need these end user license terms to set out some rules for downloading and using our Game. This license is a legal agreement between you and us (Mojang AB) and describes the terms and conditions for using the Game. We don't like reading license documents any more than you do, so we have tried to keep this as short as possible. If you break these rules we may stop you from using our Game. If we think it is necessary, we might even have to ask our lawyers to help out.

3

4 If you buy, download, use or play our Game, you are agreeing to stick to the rules of these end user license agreement ("EULA") terms. If you don't want to or can't agree to these rules, then you must not buy, download, use or play our Game. This EULA incorporates the terms of use for the mojang.com website ("Account Terms"), our brand and asset usage guidelines, and our privacy policy. By agreeing to this EULA you also agree to all of the terms of the foregoing documents, so please read through them carefully.

5 ONE MAJOR RULE

6 The one major rule is that you must not distribute anything we've made unless we specifically agree to it. By "distribute anything we've made" what we mean is:

7 Minecraft End(er)-User License Agreement ("EULA")

8

9 SUMMARY

10

11 This EULA is a legal agreement between you and us (Mojang AB and Microsoft Corporation, or, if applicable, one of its local affiliates listed in the Company Information section below). You should read the whole thing but here is a quick summary of some important points to help guide you - the full terms and conditions still apply though.

12

13 This Minecraft EULA and the Microsoft Services Agreement, together, apply to all Minecraft services.

14 Your content is yours, but please share it responsibly and safely.

15 Our community standards help us build a community that is open and safe for everyone.

16 You may develop tools, plug-ins and services as long as they do not seem official or approved by us, such as by using our logos.

17 Do not distribute or make commercial use of anything we've made without our permission.

18 We are trying to be open, honest and trusting with the hope that you hold us in the same regard.

19

20 This EULA applies to all Minecraft websites, software, experiences, and services ("Services"), except for the Minecraft Shop and Minecraft Education, each of which have their own separate terms.

21 Introduction

22

23 If you buy, download, or use any of our Services, or if you click to accept this EULA, that means you agree to this Minecraft EULA and the Microsoft Services Agreement, so please read through them carefully. If you are a minor and you are having trouble understanding these terms and conditions, please ask your parent or legal guardian to explain them, especially as your parent or legal guardian is responsible for the creation of your Microsoft account and the acceptance all terms on your behalf. Remember to check here and the Microsoft Services Agreement once in a while as we may update these terms and conditions, which will be effective the next time you use our Services.

24 ACCOUNT Terms

25

26 For the Microsoft platforms (including our website, Microsoft Store and Xbox), we use Microsoft accounts for our games and a Microsoft account is required to purchase our games or a Minecraft Realms subscription through our website, the Microsoft Store, or Xbox. The Microsoft Services Agreement has all the terms that apply to your Microsoft account.

27

28 If you purchased our games through a platform that does not require a Microsoft account, such as Sony PlayStation, Nintendo, Apple iOS, Google Play, or Steam, please view those platform's terms as those will apply to your purchase. The Microsoft Services Agreement may still apply to the extent you use a Microsoft account in connection with our Services (such as cross-platform play and Minecraft Realms).

29

30 An exception here is Minecraft Education. Minecraft Education is provided through the group agreement in place with the school or organization that purchased Minecraft Education for your use, so please view your group's terms for your legal agreement.

31

32 Another exception is the Minecraft Shop. Minecraft Shop is managed by our friends at Snow Commerce, who are not part of us or Microsoft. Please review their terms and conditions, as they apply to your Minecraft Shop purchases.

33

34 If you originally signed up for a Mojang Account in the past, you must migrate to a Microsoft Account in order to keep using the Services. You can find the legacy Mojang Account terms archived here: Mojang account terms.

35 what you can and can't do with Minecraft software and content

36

37 When you buy our games, that means you can download, install, and play them. For the server version of Minecraft: Java Edition, you can install it on a server and host online play.

38

However, you must not distribute anything we've made unless we specifically agree to it. By "distribute anything we've made" what we mean is:

- give copies of our Game to anyone else;
- give copies of our game software or content to anyone else;
- make commercial use of anything we've made;
- try to make money from anything we've made; or
- let other people get access to anything we've made in a way that is unfair or unreasonable;

unless we specifically agree to it. And so that we are crystal clear, "the Game" or "what we have made" includes, but is not limited to, the Client or the server software for our Game and includes Minecraft and Minecraft: Java Edition on all platforms. It also includes updates, patches, downloadable content, add-ons, or modified versions of a Game, part of those things, or anything else we've made.

- let other people get access to anything we've made in a way that is unfair or unreasonable.

And so that we are crystal clear, "the game" or "what we have made" includes, but is not limited to, the Services, plus any other games we might publish in the future. It also includes updates, patches, downloadable or Marketplace content, add-ons, or modified versions of a game, part of those things, merchandise, audio-visual content, or anything else we've made.

Otherwise we are quite relaxed about what you do - in fact we really encourage you to do cool stuff - but just don't do those things that we say you can't.

USING OUR GAME

You have been granted a license to the Game so you can play and use it, yourself, on your devices.

Below we also give you limited rights to do other things but we have to draw a line somewhere or else people will go too far. If you wish to make something pertaining to anything we've made we're humbled, but please make sure that it can't be interpreted as being official and that it complies with this EULA and the brand and asset usage guidelines and above all do not make commercial use of anything we've made.

The license and permission we give you to use and play our Game can be revoked if you break any of the terms of this EULA.

When you buy our Game, you receive a license that gives you permission to install the Game on your own personal device and use and play it on that device as set out in this EULA. This permission is personal to you, so you are not allowed to distribute the Game (or any part of it) to anyone else. This also means you cannot sell or rent the Game, or make it available for access to other people and you cannot pass on or resell any license keys. You may however give gift codes that have been bought through our official gift code system. This is important to help us stop piracy and fraud and to protect our Game. It is also important to prevent members of our community from buying pirated versions of our Game or fraudulent license keys - which we may cancel, such as in the case of fraud.

If you've bought the Game, you may play around with it and modify it by adding modifications, tools, or plugins, which we will refer to collectively as "Mods." By "Mods," we mean something original that you or someone else created that doesn't contain a substantial part of our copyrightable code or content. When you combine your Mod with the Minecraft software, we will call that combination a "Modded Version" of the Game. We have the final say on what constitutes a Mod and what doesn't. You may not distribute any Modded Versions of our Game or software, and we'd appreciate it if you didn't use Mods for griefing. Basically, Mods are okay to distribute; hacked versions or Modded Versions of the Game client or server software are not okay to distribute. Otherwise we are quite relaxed about what you do - in fact we really encourage you to do cool stuff - but just don't do those things that we say you can't. We've put together detailed Minecraft Usage Guidelines as to how you can or cannot do things using what we've made, including screenshots and recorded videos of our games. These Minecraft Usage Guidelines are extra permissions that we give to the community to encourage creativity and community, but we reserve the right to change them or withdraw permissions, especially if we see people exploiting or abusing these permissions. The Minecraft Usage Guidelines often change, and we have the right to withdraw the permissions given in them at any time without notice.

USING mods

If you've bought Minecraft: Java Edition, you may play around with it and modify it by adding modifications, tools, or plugins, which we will refer to collectively as "Mods." By "Mods," we mean something original that you or someone else created that doesn't contain a substantial part of our copyrightable code or content. When you combine your Mod with Minecraft: Java Edition, we will call that combination a "Modded Version" of the game. We have the final say on what constitutes a Mod and what doesn't. You may not distribute any Modded Versions of our game or software, and we'd appreciate it if you didn't use Mods for griefing. Basically, Mods are okay to distribute; hacked versions or Modded Versions of the game client or server software are not okay to distribute.

Within reason you're free to do whatever you want with screenshots and videos of the Game. By "within reason" we mean that you can't make any commercial use of them or do things that are unfair or adversely affect our rights unless we've specifically said it's okay in this EULA, allowed it through the Brand and Asset Usage Guidelines, or provided for it in a specific agreement with you. If you upload videos of the game to video sharing and streaming sites you are however allowed to put ads on them. Also, don't just rip art resources and pass them around, that's no fun.

Essentially the simple rule is do not make commercial use of anything we've made unless we've specifically said it's okay. Oh and if the law expressly allows it, such as under a "fair use" or "fair dealing" doctrine then that's ok too - but only to the extent that the law applicable to you says so.

Any Mods you create for Minecraft: Java Edition from scratch belong to you (including pre-run Mods and in-memory Mods) and you can do whatever you want with them, as long as you don't sell them for money / try to make money from them and so long as you don't distribute Modded Versions of the game. Remember that a Mod means something that is your original work and that does not contain a substantial part of our code or content. You only own what you created; you do not own our code or content.

When we update our games, some changes might not work well with other software, such as Mods. This is unfortunate, but it is something we don't take responsibility for. If that is the case, try running an older version.

In order to ensure the integrity of the Game, we need all Game downloads and updates to come from an authorized source. It's also important for us that 3rd party tools/services don't seem "official" as we can't guarantee their quality. It's part of the responsibility we have to the customers of Minecraft. Make sure that you read through our [brand and asset usage guidelines too](#).

OWNERSHIP OF OUR GAME AND OTHER THINGS

Although we license you permission to install on your device and play our Game, we are still the owners of it. We are also the owners of our brands and any content contained in the Game. Therefore, when you pay for our Game, you are buying a license to play / use our Game in accordance with this EULA - you are not buying the Game itself. The only permissions you have in connection with the Game and your installation of it are the permissions set out in this EULA.

Any Mods you create for the Game from scratch belong to you (including pre-run Mods and in-memory Mods) and you can do whatever you want with them, as long as you don't sell them for money / try to make money from them and so long as you don't distribute Modified Versions of the Game. Remember that a Mod means something that is your original work and that does not contain a substantial part of our code or content. You only own what you created; you do not own our code or content.

In order to ensure the integrity of our games, we need all game downloads and updates to come from a source that we authorize! It's also important for us that 3rd party tools/services don't seem "official" as we can't guarantee their quality. It's part of the responsibility we have to the customers of Minecraft. Make sure that you read through our [Minecraft Usage Guidelines too](#), as we may [take down Mods or other software that violate our Minecraft Usage Guidelines](#).

CONTENT

If you make any content available on or through our Game, you agree to give us permission to use, copy, modify, adapt, distribute, and publicly display that content. This permission is irrevocable, and you also agree to let us permit other people to use, copy, modify, adapt, distribute, and publicly display your content. You are not giving up your ownership rights in your content, you are just giving us and other users permission to use it. For example, we may need to copy, reformat, and distribute content that you post on our website so others can read it. If you don't want to give us these permissions, do not make content available on or through our Game. Please think carefully before you make any content available, because it may be made public and might even be used by other people in a way you don't like.

If you are going to make something available on or through our Game, it must not be offensive to people or illegal, it must be honest, and it must be your own creation. Some examples of the types of things you must not make available using our Game include: posts that include racist or homophobic language; posts that are bullying or trolling; posts that are offensive or that damage our or another person's reputation; posts that include porn or someone else's creation or image; or posts that impersonate a moderator or try to trick or exploit people.

Any content you make available on our Game must also be your creation or you must have permission or the legal right to do it. You must not and you agree that you will not make any content available, using the Game that infringes the rights of others.

We reserve the right to take down any content in our discretion.

Please watch out if you are talking to people in our Game. It is hard for either you or us to know for sure that what people say is true, or even if people are really who they say they are. You should think twice about giving out information about yourself.

UPDATES

We might make upgrades, updates or patches (we call them all "updates") available from time to time, but we don't have to. We are also not obliged to provide ongoing support or maintenance of any Game. Of course, we hope to continue to release new updates for our Game, we just can't guarantee that we will do so. With updates come changes that might not work well with other software, such as Mods. This is unfortunate, but it is something we don't take responsibility for. If that is the case, try running an older version.

LIABILITY AND GOVERNING LAW

The terms of this EULA do not affect any legal (statutory) rights that you may have under the law that applies to you for the Game. You might have certain rights which the law that applies to you says cannot be excluded. Nothing we say in these terms will affect those legal rights, even if we say something which sounds like it contradicts your legal rights. That's what we mean when we say "subject to applicable law".

SUBJECT TO APPLICABLE LAW, WHEN YOU GET A COPY OF OUR GAME, WE PROVIDE IT "AS IS". UPDATES ARE ALSO PROVIDED "AS IS". THIS MEANS THAT WE ARE NOT MAKING ANY PROMISES TO YOU ABOUT THE STANDARD OR QUALITY OF OUR GAME, OR THAT OUR GAME WILL BE UNINTERRUPTED OR ERROR FREE. WE ARE NOT RESPONSIBLE FOR ANY LOSS OR DAMAGE THAT IT MAY CAUSE. YOU BEAR THE ENTIRE RISK AS TO ITS QUALITY AND PERFORMANCE. YOU HAVE TO ACCEPT THAT WE MAY RELEASE GAMES WELL BEFORE THEY ARE COMPLETE AND SO THEY MAY (AND OFTEN WILL) HAVE BUGS -BUT WE PREFER TO RELEASE THESE FEATURES EARLY THAN MAKE YOU WAIT FOR PERFECTION. IF YOU WOULD LIKE TO NOTIFY US ABOUT A POTENTIAL BUG, WE HAVE A SITE FOR THAT [HERE](#).

The laws of the country where you have your habitual residence govern this EULA and all disputes, including disputes relating to it, our Game, or our Website, regardless of conflict of laws principles.

TERMINATION

If we want we can terminate this EULA if you breach any of the terms. You can terminate it too, at any time; all you have to do is uninstall the Game from your device and the EULA will be terminated. If the EULA is terminated, you will no longer have any of the rights to the Game given in this license. You do still have the right to things you have created yourself with the game of course. The paragraphs about "Ownership of Our Game", "Our Liability" and "General Stuff" will continue to apply even after the EULA is terminated.

The Microsoft Services Agreement says "Your Content remains Your Content", and that applies to Minecraft. We don't own the original stuff that you create. We will however own things that are copies (or substantial copies) or derivatives of our property and creations - but if you create original things, they aren't ours. So, as an example:

- a single Minecraft block (including its textures and its "look and feel") - we own that;
- your creation of a Gothic Cathedral with a rollercoaster running through it - we don't own that.

ONLINE SAFETY

Please watch out if you are talking to people in our games. It is hard for either you or us to know for sure that what people say is true, or even if people are really who they say they are. You should think twice about giving out information about yourself.

We have helpful resources [here](#) that can help you be safe on the Internet.

COMMUNITY STANDARDS FOR MINECRAFT

As an Xbox Game Studio, Mojang Studios affirms the Xbox Community Standards and all Minecraft players held responsible to those standards to participate in the Minecraft community. These Community Standards for Minecraft is a supplement to the Xbox Community Standards and is a statement of our values to keep the Minecraft community safe and fun for everyone.

Our Values

The spirit of inclusion lives in our values, which are key to sustaining a vibrant and welcoming community.

Minecraft is for everyone
Diversity powers our community
Playing with others should be safe and inclusive
Hate has no place here

Minecraft is for everyone, and diversity powers our community

Minecraft is available in countries all over the world, and it's important that our platform feels safe and inclusive for people of all backgrounds. Every player in the Minecraft community deserves a place to be their authentic selves and to build, craft, create, and express themselves in an environment that is inclusive to all. We aspire to be a community where Minecraft can be enjoyed by all. The Minecraft community is yours but it's everyone else's too. When you express your opinions, please do so politely and respectfully. Don't blow up like a creeper!

Playing with others should be safe and inclusive, and hate has no place here

To keep the Minecraft community welcoming and inclusive for everyone, we have a zero-tolerance policy towards hate speech, terrorist or violent extremist content, bullying, harassing, sexual solicitation, fraud, or threatening others. The mods, skins, builds, realms, packs, and other content you craft with Minecraft can be a great way to show off what's meaningful to you and to express your creativity. However, content that portrays hate or extreme bias or encourages illegal activity is not permitted. Fraud is any attempt to use deceit or misrepresentation for personal or financial gain. When someone commits fraud, they circumvent the processes that keep things fair and financially secure for everyone.

The world of Minecraft is built by players, for players. Whether you're building the grandest of castles in Creative mode or working to take down the Ender Dragon in Survival mode, player safety is a priority for Mojang to ensure everyone feels safe while contributing in their own way.

We reserve the right to suspend or permanently ban anyone who violates these Community Standards or this EULA. To learn more about our moderation policies, how to report a player, and how to appeal an active enforcement action on your account here.

REALMS

Minecraft Realms ("Realms") is our online service that allows people to play with others on dedicated servers that are hosted by us. Realms is not included with your purchase of Minecraft; it is an add-on to the game. We make Realms available only on accounts, devices, platforms and versions of Minecraft that are compatible with the Service. A Microsoft Account with Xbox Live profile is required; some countries may have restrictions on who and how a Microsoft Account can provision an Xbox Live profile.

Realms is a subscription service and the cost is as detailed on the applicable purchase pages and / or platform at the time of purchase, or the purchase price of the redeemable card or gift code. The terms and conditions of the applicable purchase pages, platform, redeemable card and / or gift code shall also apply in respect of the purchase of Realms. Realms is a service that commences as soon as your Realm is available for use. If you decide to cancel your Realm after you have already purchased it, your cancellation will be subject to the applicable store or platform rules.

When you get your Realm you will get access to a dedicated Realm, on which you can play Minecraft by yourself or you can invite several other people to play Minecraft with you (the number depends on which version of Realms you get). However you cannot do the following:

sell, lease, rent, transfer, give away, or otherwise deal in access to your Realm or receive financial, commercial or other benefits for letting other people play on your Realm.

As we mentioned in the Content section, your Content (e.g., the worlds that you create) remains yours. However, we retain ownership of our Minecraft intellectual property, which includes the game itself (including its content like the textures of our blocks and our character skins) and our Services, and derivatives of each. When you pay for the use of Realms, you are not buying ownership of the physical server hardware supporting your Realm - you are buying a permission to use Realms in accordance with this EULA. The only permissions you have in connection with Realms are those set out in this EULA - and the specific statutory exceptions or rights (including so called fair use or fair dealing rights) that you are otherwise entitled to by law, but they will generally apply to your Content and not Realms itself.

Some versions of Realms may allow you to back-up the data from your Realm, in which case you may be able to download the data to your device and use it with your own (legitimate) version of Minecraft.

Because we provide users with the freedom to create their own worlds within their Realms, and its technically impossible for us to monitor every bit of user content in our Realms, please note that:

the views expressed in any user content are the views of the individual authors or creators and not us or anyone connected with us unless we specify otherwise;
we are not responsible for (and, subject to and to the extent allowed by applicable law, we make no warranty or representation in relation to and disclaim all liability for) all user content including any comments, views or remarks expressed in it;
by using Minecraft Realms you acknowledge that we have no responsibility to monitor or review the content of any user content and that all user content is made available on the basis that we are not required to and do not exercise any control or judgment over it;
when you communicate with other players, do not ask people you haven't met in real life to meet up with you in real life.

REMOVED www.minecraft.net/en-us/terms ~ Aug 05 2023 [\[Archive\]](#)