

CookiecraftMods Licence v1.0

Version 1.0 — 11 August 2026

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All Rights Reserved.

This Licence applies to any CookieCraft Mods project that expressly states that it is distributed under the **CookiecraftMods Licence v1.0**.

This is a proprietary, source-available licence where source code is made available. It is not intended to be an open-source or free-software licence.

1. Definitions

For the purposes of this Licence:

1.1. "Mod"

"Mod" means the Minecraft mod, add-on, plugin, library, resource pack, data pack, or other software project to which this Licence is attached, including, where applicable:

- compiled files;
- source code;
- configuration files;
- data files;
- documentation;
- bundled resources; and
- other files distributed as part of the project.

1.2. "Assets"

"Assets" means original creative material included in or distributed with the Mod, including but not limited to:

- textures;
- 3D models;
- animations;
- sounds and music;
- icons;
- logos;
- graphical user interface elements;
- artwork;
- renders;
- images;
- designs;
- written documentation; and

- other artistic or creative resources.

1.3. "Licensor"

"Licensor" means CookieCraft Mods and/or the applicable copyright holder identified by the relevant project.

1.4. "Official Project"

"Official Project" means a version of the Mod published or otherwise explicitly authorised by the Licensor.

1.5. "Approved Modpack Platforms"

"Approved Modpack Platforms" means:

- CurseForge;
- Modrinth; and
- any other platform explicitly designated as an approved modpack distribution platform by the Licensor.

A platform does not become an Approved Modpack Platform merely because it provides access to, mirrors, indexes, imports, or links to the Mod.

1.6. "Redistribution"

"Redistribution" means making a copy of the Mod, its source code, compiled files, or Assets available to another person or to the public, whether for free or for payment.

2. Ownership

The Mod and all original code, Assets, designs, branding, and other copyrightable material created by the Licensor remain the intellectual property of their respective copyright holder(s).

This Licence grants limited permission to use the Mod. It does **not** transfer ownership of the Mod, its source code, its Assets, or any associated intellectual property.

Except for the permissions expressly granted by this Licence, **all rights are reserved.**

No rights shall be implied merely because:

- the Mod is publicly downloadable;
 - its source code is publicly viewable;
 - the Mod is available free of charge;
 - a repository is publicly accessible;
 - the Mod may be used in a modpack; or
 - the Mod appears on a third-party website or service.
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3. General Use

You may:

1. download and install the Mod from an authorised source;
2. use the Mod for personal purposes;
3. use the Mod while playing Minecraft;
4. use the Mod on private or public Minecraft servers;
5. configure the Mod for your own installation or server; and
6. use the Mod as otherwise expressly permitted by this Licence.

Use of the Mod on a commercial or monetised Minecraft server does not grant any right to sell, redistribute, sublicense, or claim ownership of the Mod itself.

Users remain responsible for complying with all applicable Minecraft, Mojang, Microsoft, platform, server, and other third-party terms and policies.

4. Private Modifications

You may modify the Mod for **your own private use**.

This includes, where legally permitted:

- editing the source code;
- editing configuration or data files;
- modifying textures;
- modifying models;
- modifying sounds or other Assets;
- compiling your own modified build;
- debugging the Mod;
- decompiling or inspecting compiled code when necessary for permitted private modification;
- and
- creating private experimental versions or ports.

These permissions apply only where the resulting modified material is not Redistributed.

You may **not** publish, upload, send, distribute, sell, sublicense, or otherwise make a modified version available to other people unless you have received explicit permission from the Licensor.

A modification being free of charge, non-commercial, educational, experimental, abandoned, or described as a "fork", "port", "patch", "fix", or "community version" does not exempt it from this restriction.

5. Modpacks

5.1. CurseForge and Modrinth Modpacks

You may include an **unmodified official version** of the Mod in a modpack published through an Approved Modpack Platform.

For CurseForge and Modrinth modpacks, the Mod must, whenever the platform provides such functionality, be included through the platform's official project, dependency, manifest, index, or equivalent system so that the Mod remains associated with its official project and downloads are handled through the platform's authorised infrastructure.

You may publish both free and monetised modpacks containing the Mod through an Approved Modpack Platform, subject to that platform's rules.

You do not need to request individual permission from the Licensor for such use.

5.2. Direct Bundling

You may not independently bundle, mirror, rehost, or redistribute the Mod's `.jar` or equivalent distributable file.

Direct inclusion of the file is permitted only where it is a normal and necessary part of the official modpack distribution mechanism of an Approved Modpack Platform and is authorised by that platform's system.

This exception does not grant permission to separately extract, mirror, or redistribute the Mod.

5.3. External Modpacks

You may not redistribute the Mod as part of a modpack hosted or distributed through:

- an independent website;
- a third-party file host;
- a public file archive;
- cloud storage;
- a software repository;
- a custom launcher;
- another mod distribution service;
- a standalone downloadable ZIP or archive; or
- any other source that is not an Approved Modpack Platform,

unless the Licensor has explicitly granted permission.

This restriction applies even when the Mod is only one component of a larger modpack.

5.4. Linking Is Allowed

Nothing in this section prevents a third-party website, article, mod list, recommendation page, or similar service from providing a normal link directing users to an official CookieCraft Mods, CurseForge, or Modrinth project page.

Such a website must not falsely represent itself as an official distributor of the Mod.

6. Content Creation and Social Media

You may freely create, publish, and monetise media featuring the Mod.

This includes:

- YouTube videos;
- livestreams;
- Twitch content;
- TikTok videos;
- Instagram posts;
- social-media content;
- screenshots;
- reviews;
- showcases;
- tutorials;
- modpack videos;
- server advertisements;
- articles; and
- other audiovisual or editorial content.

Commercial monetisation of such content, including advertisements, sponsorships, subscriptions, donations, memberships, and platform revenue-sharing programmes, is permitted.

You may display the Mod and its Assets as they naturally appear as part of gameplay, screenshots, videos, thumbnails, reviews, showcases, or other permitted media.

This permission does **not** allow the underlying Mod files or Assets to be separately extracted and Redistributed.

For example, showing a model or texture in a gameplay video is permitted. Providing the model or texture itself as a downloadable file is not.

7. Source Code and Public Repositories

Where the Licensor makes the Mod's source code publicly accessible, you may:

- view the source code;

- study it;
- learn from it;
- inspect it for compatibility or debugging purposes;
- use it to create permitted private modifications; and
- submit proposed changes to the official project.

Public availability of source code does not by itself grant permission to redistribute, republish, sublicense, or create publicly distributed derivative versions of the Mod.

7.1. Repository Hosting Platform Rights

If source code is hosted on GitHub or another repository hosting service whose terms grant users limited rights necessary to view, clone, reproduce, or fork public repositories, nothing in this Licence is intended to revoke rights that are separately granted by that hosting platform and that cannot be restricted by this Licence.

Any such platform-granted permission is limited to the rights actually granted by that platform.

It does **not** independently grant permission to:

- publish releases of the Mod;
- distribute compiled builds;
- redistribute the Mod outside that platform;
- publish modified versions through mod distribution platforms;
- use the Mod's Assets in another project; or
- represent a fork as an official CookieCraft Mods project.

8. Contributions

You may submit bug reports, suggestions, pull requests, patches, translations, code, Assets, or other contributions to the official project.

Unless otherwise agreed in writing, by intentionally submitting a contribution for inclusion in an official CookieCraft Mods project, you represent that you have the legal right to submit it and grant the Licensor a worldwide, perpetual, irrevocable, royalty-free, transferable and sublicensable licence to:

- use;
- reproduce;
- modify;
- adapt;
- distribute;
- publicly display;
- publicly perform;
- compile;
- incorporate;
- sublicense;
- relicense; and
- commercially exploit

that contribution as part of the Mod or related CookieCraft Mods projects.

This provision does not by itself transfer copyright ownership of the contribution to the Licensor.

If copyright assignment is required for a particular contribution, it must be handled through a separate written agreement where legally applicable.

9. Asset Restrictions

Except as expressly permitted for private modification or content creation, you may not:

1. extract Assets from the Mod for use in another project;
2. redistribute original Assets;
3. redistribute modified versions of the Assets;
4. include the Assets in another mod, game, application, resource pack, website, asset pack, or software project;
5. sell or sublicense the Assets;
6. publish the Assets as downloadable resources;
7. claim the Assets as your own;
8. use CookieCraft Mods branding in a way that implies official affiliation or endorsement; or
9. create and distribute derivative asset packs based substantially on the Mod's Assets.

This applies regardless of whether the resulting project is commercial or non-commercial.

Private modification of Assets remains permitted under Section 4.

10. Prohibited Redistribution

Unless expressly permitted elsewhere in this Licence or separately authorised by the Licensor, you may not:

- reupload the Mod;
- mirror the Mod;
- host copies of the Mod;
- redistribute the Mod's `.jar` files;
- redistribute the source code as an independent project;
- publish modified builds;
- publish unofficial ports;
- publish forks as downloadable versions of the Mod;
- sell the Mod;
- sublicense the Mod;
- include the Mod in paid software bundles;
- place the Mod behind a paid download;
- charge users specifically for access to copies of the Mod;
- distribute the Mod through unauthorised third-party download pages; or
- use another distribution method whose purpose or effect is to replace the Mod's official distribution sources.

A website may provide information about the Mod and link users to an authorised source, but it may not present an unauthorised copy of the Mod as a download.

11. Unofficial Ports, Forks and Continuations

You may create ports, forks, compatibility modifications, fixes, or continuations privately under Section 4.

You may not publicly distribute them without explicit permission from the Licensor.

The fact that:

- a Minecraft version is no longer supported;
- development of the Mod has slowed or stopped;
- an official download becomes temporarily unavailable;
- the project is archived;
- the source repository remains public; or
- the Mod has not received an update for a particular period of time

does not automatically grant permission to redistribute, continue, port, or take over the project.

Only an explicit licence change or written authorisation from the Licensor may grant such permission.

12. Commercial Use

Commercial use of the Mod is permitted only where expressly allowed by this Licence.

Examples of permitted commercial activity include:

- monetised videos featuring gameplay with the Mod;
- monetised livestreams;
- sponsorships in content featuring the Mod;
- monetised Minecraft servers using the Mod; and
- modpacks monetised in accordance with the rules of an Approved Modpack Platform.

This does not permit the sale, licensing, rehosting, redistribution, or commercial exploitation of the Mod itself or its Assets.

13. Third-Party Material

The Mod may include libraries, code, Assets, dependencies, or other material created by third parties.

Such third-party material remains subject to its respective copyright, licence, and terms.

Nothing in this Licence is intended to override rights granted or restrictions imposed by a valid third-party licence.

Where this Licence conflicts with the applicable licence of third-party material, the third-party licence applies to that material.

The CookiecraftMods Licence v1.0 applies only to material for which the applicable copyright holder has the authority to issue this Licence.

14. Trademarks and Branding

This Licence does not grant any ownership or trademark rights in:

- CookieCraft Mods;
- CookieCraft Mods logos;
- project names;
- project logos;
- associated branding; or
- other identifiers belonging to the Licensor.

You may refer to the Mod by its proper name when discussing it, reviewing it, creating compatible software, including it in a permitted modpack, or creating permitted media.

You may not use the name, logo, or branding in a manner that falsely suggests that an unofficial project, fork, website, modpack, service, or product is officially created, endorsed, sponsored, or approved by CookieCraft Mods.

15. Compatibility and Add-ons

This Licence does not prohibit independently created software from being designed to interact or work with the Mod, provided that such software:

- does not include or redistribute protected portions of the Mod;
- does not include or redistribute the Mod's Assets;
- does not require distribution of an unauthorised modified version of the Mod;
- does not falsely claim to be an official CookieCraft Mods project; and
- otherwise complies with applicable law.

Nothing in this section grants additional rights to copy protected source code or Assets from the Mod.

16. Termination

Your rights under this Licence terminate automatically if you materially violate its terms.

After termination, you must cease any activity that relied upon permissions granted by this Licence and stop distributing any material that you were not authorised to distribute.

Termination does not affect rights that cannot legally be terminated or rights separately granted by applicable law or by a third-party platform under its own terms.

The Licensor may separately restore permission after a violation.

17. No Warranty

THE MOD IS PROVIDED "**AS IS**" AND "**AS AVAILABLE**", WITHOUT WARRANTY OF ANY KIND, TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW.

THE LICENSOR MAKES NO GUARANTEE THAT THE MOD WILL:

- FUNCTION WITHOUT ERRORS;
- BE COMPATIBLE WITH ANY PARTICULAR VERSION OF MINECRAFT;
- REMAIN COMPATIBLE WITH OTHER MODS;
- RECEIVE FUTURE UPDATES;
- REMAIN AVAILABLE FOR DOWNLOAD; OR
- BE SUITABLE FOR ANY PARTICULAR PURPOSE.

YOU USE THE MOD AT YOUR OWN RISK.

18. Limitation of Liability

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE LICENSOR SHALL NOT BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, CONSEQUENTIAL, EXEMPLARY, OR OTHER DAMAGES ARISING FROM THE USE OR INABILITY TO USE THE MOD.

THIS INCLUDES, WITHOUT LIMITATION:

- LOST DATA;
- CORRUPTED WORLDS;
- SERVER FAILURES;
- SOFTWARE CONFLICTS;
- LOST PROFITS;
- BUSINESS INTERRUPTION; OR
- OTHER TECHNICAL OR FINANCIAL LOSS.

Nothing in this section excludes liability that cannot lawfully be excluded under applicable law.

19. Exceptions and Additional Permission

The Licensor may grant additional permissions to specific persons or projects.

Such permission must be explicit.

Permission granted for one project, person, platform, version, or use does not automatically apply to another.

The Licensor may also publish project-specific exceptions or additional permissions alongside a particular Mod.

Where a project-specific permission grants additional rights, that permission applies only to the extent expressly stated.

20. Licence Versions

The Licensor may publish updated versions of the CookiecraftMods Licence.

A Mod remains governed by the version of the Licence that the Licensor has expressly applied to that version of the Mod, unless the Licensor explicitly states that a newer version also applies.

Publication of a newer CookiecraftMods Licence does not automatically grant additional rights to copies previously released under an earlier version.

21. Severability

If any provision of this Licence is found to be invalid or unenforceable under applicable law, the remaining provisions shall remain in effect to the maximum extent permitted by law.

An invalid or unenforceable provision shall be interpreted as closely as legally possible to its original purpose.

22. No Waiver

Failure by the Licensor to enforce a provision of this Licence in a particular situation does not constitute a permanent waiver of that provision or of the Licensor's right to enforce it in another situation.

23. Entire Licence

This Licence contains the permissions granted by the Licensor concerning the Mod unless additional permission has been expressly provided.

No statement made by an unrelated third party, website, launcher, modpack author, redistribution service, or other person may grant rights to the Mod on behalf of the Licensor.

24. Summary of Permissions

This section is provided for convenience only. If it conflicts with another section of this Licence, the full Licence terms above control.

Activity	Permission
Download and use the Mod	Allowed
Use on a private server	Allowed
Use on a public server	Allowed
Modify for personal use	Allowed
Modify Assets for personal use	Allowed
Study publicly available source code	Allowed
Create videos, streams and screenshots	Allowed
Monetise videos and streams	Allowed
Include unmodified Mod in a CurseForge modpack through the official project system	Allowed
Include unmodified Mod in a Modrinth modpack through the official project system	Allowed
Link to an official Mod download/project page	Allowed
Reupload or mirror the Mod	Not allowed
Upload modified versions	Not allowed
Publish unofficial ports or forks	Not allowed without permission
Redistribute modified Assets	Not allowed
Extract Assets for another project	Not allowed
Sell the Mod itself	Not allowed
Bundle the Mod in externally distributed ZIP modpacks	Not allowed without permission
Host the Mod on another download website	Not allowed without permission

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