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Terms of Service

Last updated: March 31, 2010

Effective date: April 30, 2010

Welcome to Second Life! This agreement (this "Agreement" or the "Terms of Service") describes the terms on which Linden Research, Inc. ("Linden Lab") offers you access to Second Life. "Second Life" or the "Service" means the multi-user online service offered by Linden Lab, including its Websites, Servers, Linden Software, Linden In-World Content, and User Content (as those terms are defined in this Agreement). This offer is conditioned on your agreement to all of the terms and conditions contained in the Terms of Service, including the policies and terms linked to or otherwise referenced in this Agreement.

By using Second Life, you agree to and accept these Terms of Service. If you do not so agree, you should decline this Agreement, in which case you are prohibited from accessing or using Second Life.

0.0 TABLE OF CONTENTS

This Agreement includes both the terms above and the following 14 sections, which you may jump to directly by selecting the appropriate link below. The headings and subheadings are for your convenience only -- you are responsible for reviewing all sections, defined terms and related links in their entirety to ensure you fully understand this Agreement.

- Changes to This Agreement
- Eligibility to Use Second Life
- Account Registration and Billing
- Second Life is a Virtual World Service
- "Linden Dollars" are Virtual Tokens That We License
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- Content Licenses and Intellectual Property Rights
- Conduct by Users of Second Life
- Privacy and Your Personal Information
- Releases, Disclaimers, Liability Limits and Indemnification
- Suspension and Termination of Your Account
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- Additional Terms and Policies

1. CHANGES TO THIS AGREEMENT

This Agreement may be changed by Linden Lab effective immediately by notifying you as provided in Section 13.4 below, provided that Material Changes will become effective thirty (30) days after such notification. By continuing to access or use Second Life after the effective date of any such change, you agree to be bound by the modified Terms of Service. A "Material Change" is a change to this Agreement which reduces your contractual rights or increases your responsibilities under this Agreement in a significant manner.

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2. ELIGIBILITY TO USE SECOND LIFE

2.1 Age Requirements for Second Life.

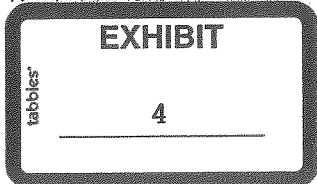
By accepting this Agreement in connection with an Account (other than for Teen Second Life), you represent that you are at least 18 years of age, or the legal age of majority where you reside if that jurisdiction has an older age of majority, and you have the legal authority to enter into this Agreement.

2.2 Age Requirements for Teen Second Life.

By accepting this Agreement in connection with an Account for use in Teen Second Life, you represent that (i) you are at least 13 years of age and less than 18 years of age; (ii) you will not continue to use Teen Second Life after you turn 18; (iii) your parent or legal guardian has consented to your having an Account in Teen Second Life, participating in the Service, and providing your personal information in connection with the Service; and (iv) your parent or legal guardian has read and accepted this Agreement

Policies & Guidelines

- Second Life Terms of Service
- Revised SL Terms of Service
- Privacy
- Community Standards
- DMCA
- Brand Center
- Trademark Guidelines
- Online Safety
- Value Added Tax (VAT)
- Spicing List
- Revised SL Listing Guidelines
- Policy on Third-Party Viewers



on your behalf. If you are under 13 years of age, then please do not use Teen Second Life. There are lots of other great virtual world services for you. Talk to your parents about which services are appropriate for you.

2.3 Age Verification for Adult Only Second Life.

In order to access Second Life regions or listings designated as "Adult Only" Content (which Content may be explicitly sexual, intensely violent or otherwise designated as Adult under our **Maturity Ratings** ("Adult Only Content")), you affirm that you are at least 13 years of age, or the age of legal majority where you reside if that jurisdiction has an older age of majority. You further agree that as a condition to accessing Adult Only Second Life, you will submit to account verification as required by Linden, and provide only true and accurate identification documentation to Linden or its third party service providers to verify your age. You further acknowledge that you will comply with our **Maturity Ratings**, and conduct any activities we have defined as Adult only within regions designated as Adult.

2.4 Requirements for Corporate Users.

If you are using the Service on behalf of a company, organization or other legal entity (collectively, "User Organization"), you represent and warrant that you are an employee of that User Organization or other person authorized to do so.

2.5 Other Eligibility Requirements for Use of Second Life.

You may not use or register to use Second Life (i) for the duration of your suspension if you have been suspended from the Service by Linden Lab; (ii) at any time if you have been terminated from the Service by Linden Lab; or (iii) at any time if you are a person barred from receiving the Services under applicable law.

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3. ACCOUNT REGISTRATION AND BILLING

3.1 You must establish an account to use Second Life, using true and accurate registration information.

You must establish an Account with Linden Lab to use the Service, except for those portions of the Websites which Linden Lab allows users to access without registration. You may establish one or more additional Accounts, provided that your existing Account is in good standing and you are otherwise in full compliance with this Agreement. You may not transfer or assign your Account and its contractual rights, licenses and obligations to any third party without the prior written consent of Linden Lab.

You agree to provide accurate, current and complete information about yourself as prompted by the registration form ("Registration Data") and to use the account management tools provided to keep your Registration Data accurate, current and complete.

You may establish an Account with Registration Data provided to Linden Lab by a third party who provides a gateway to our Service through the use of an API, in which case you may have a separate, additional account relationship with such third party. This relationship in no way modifies, lessens or alters your obligations under this Terms of Service. Access to Second Life through third parties may be available or discontinued at the discretion of Linden Lab. You acknowledge that Linden Lab is not liable for the acts or omissions of such third parties, which are not the partner or representative of Linden Lab or endorsed or controlled by Linden Lab.

3.2 You agree to use an Account Name in Second Life that is not misleading, offensive or infringing. You are responsible for activities related to your Account Name, and for keeping your password for this Account secure.

You must choose an account name to identify yourself to Linden Lab staff in connection with your Account (your "Account Name"), which will also serve as the name for your graphical representation within the Service under this Account (your "Avatar"). You may not select as your Account Name any name that Linden Lab determines may cause deception or confusion; may violate any trademark right, copyright, or other proprietary right or mislead other users regarding your identity or affiliation; or any name that Linden Lab determines in its discretion to be vulgar, offensive, or otherwise inappropriate. Linden Lab reserves the right to delete or change any Account Name that violates this paragraph, and will have no liability regarding the use or deletion of any Account Name.

You are responsible for all activities conducted through your Account, in the event that fraud, illegality or other conduct that violates this Agreement is discovered or reported (whether by you or someone else) that is connected with your Account, we may suspend or terminate your Account (or Accounts) as described in Section 11.

At the time your Account is opened, you must select a password. You are responsible for maintaining the confidentiality of your password and are responsible for any harm resulting from your disclosure, or authorization of the disclosure of your password or from any person's use of your password to gain access to your Account or Account Name. At no time should you respond to an online request for a password other than in connection with the log-on process to the Service. Your disclosure of your password to any other person is at your own risk.

3.3 If you choose to use paid aspects of the Service, you agree to the posted pricing and billing policies on the Websites.

Certain aspects of the Service, including the usage of virtual environments known as "Virtual Land" in Second Life, or subscription to a "premium account", are provided for a fee or other charge. These fees and charges are set forth on the **Second Life Fee Schedule**. Should you elect to use paid aspects of the Service, you agree to the pricing, payment and billing policies posted on the Websites applicable to such fees and charges, plus VAT or other taxes as applicable, including as set forth in the **Second Life Billing Policy**, and in the **Xstreet SL Billing Policy**. Linden Lab may add new services for additional fees and charges, or prospectively amend fees and charges for existing services.

You acknowledge that it is your responsibility to ensure payment in advance for all paid aspects of the Service, and to ensure that your credit or debit cards or other payment instruments accepted by Linden Lab continue to be valid and sufficient for such purposes. Linden Lab may exercise its suspension or termination rights as provided in Section 11.3 in the event of any payment delinquency.

Linden Lab does not accept returns or provide refunds of products or services purchased from Linden Lab. For disclosure purposes, the legal name under which Linden Lab does business is Linden Research, Inc. and the address from which business is conducted is 945 Battery Street, San Francisco, California 94111.

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4. SECOND LIFE IS A VIRTUAL WORLD SERVICE

4.1 Second Life is a virtual world service consisting of a multi-user environment, including software, websites and virtual spaces.

"Account" means the entirety of your contractual rights and obligations under this Agreement associated with a particular Account Name you have selected for accessing the Service.

"Content" means any works of authorship, creative works, graphics, images, textures, photos, logos, sounds, music, video, audio, computer programs, applications, animations, gestures, text, objects, primitives, scripts, and interactive features.

"Intellectual Property Rights" means copyrights, trademarks, service marks, trade dress, publicity rights, database rights, patent rights, and other intellectual property rights or proprietary rights recognized by law.

"In-World" means within the three-dimensional virtual world environment of Second Life.

"Linden In-World Content" is the Content provided to you In-World by Linden Lab under license in connection with the Service, except all User Content (as defined below), including but not limited to Content we created or licensed from third parties.

"Linden Software" is the software provided to you by Linden Lab and/or its suppliers under license in connection with the Service, including but not limited to the viewer software for accessing the Second Life environment (the "Viewer"), any other communication software, whether facilitating text-based, chat-based, voice, audio or other communication, within or outside of the Second Life environment, and any application program interfaces for use with Second Life (the "APIs").

"Second Life" or the "Service" is the multi-user online service offered by Linden Lab and includes the Websites, Servers, Linden Software, Linden In-World Content, and User Content.

"Servers" are the online environments that support the Service, including without limitation: the server computation, electronic data storage, software access, messaging and protocols that simulate the Second Life environment.

"User Content" means any Content that a user of the Service has uploaded, published, or submitted to or through the Servers, Websites, or other areas of the Service.

"Websites" are the websites and services available from the domain and subdomains of <http://secondlife.com> and <http://xstreet.sl.com> and any related or successor domains from which Linden Lab may offer services.

4.2 Second Life exists only as long as and in the form that we may provide the Service, and all aspects of the Service are subject to change or elimination.

Linden Lab has the right to change and/or eliminate any aspect(s), features or functionality of the Service as it sees fit at any time without notice, and Linden Lab makes no commitment, express or implied, to maintain or continue any aspect of the Service. You acknowledge that your use of the Service is subject to this risk and that you knowingly assume it and make your decisions to participate in the Service, contribute Content and spend your money accordingly.

4.3 Linden Lab is a service provider and is not responsible or liable for the Content, conduct, or services of users or third parties.

You understand that Linden Lab is a service provider that enables its users to interact online and display and communicate information and Content chosen by those users, and that users likewise can alter the service environment on a real-time basis. Linden Lab does not control or endorse the Content of communications between users or users' interactions with each other or the Service.

You acknowledge that you will be exposed to various aspects of the Service involving the conduct, Content, and services of users, and that Linden Lab does not control and is not responsible or liable for the quality, safety, legality, truthfulness or accuracy of any such user conduct, User Content, or user services. You acknowledge that Linden Lab does not guarantee the accuracy of

information submitted by any user of the Service, nor any identity information about any user. Your interactions with other users and your use and purchase of User Content or user services are entirely at your own risk.

You agree that Linden Lab has and may exercise the right in its sole discretion to pre-screen, refuse, or delete any Content or services from the Service or disable any user's access to the Service without notice or liability to you or any other party, including upon our belief that such user's conduct, Content, services, or use of the Service is potentially illegal, threatening, or otherwise harmful to any user or other person or in violation of our Terms of Service, **Community Standards**, or other policies.

The Service may contain links to or otherwise allow connections to third-party websites, servers, and online services or environments that are not owned or controlled by Linden Lab. You agree that Linden Lab is not responsible or liable for the Content, policies, or practices of any third-party websites, servers, or online services or environments. Please consult any applicable terms of use and privacy policies provided by the third party for such websites, servers, or online services or environments.

4.4 If properly notified, Linden Lab responds to complaints that User Content infringes another's intellectual property.

Intellectual property infringement on the Service is a violation of this Terms of Service, and you agree not to engage in such infringement. It is our policy to respond to notices of alleged copyright infringement that comply with the Digital Millennium Copyright Act and to terminate the accounts of repeat infringers in appropriate circumstances. We operate an intellectual property complaint process for complaints that User Content infringes another's intellectual property; the details of which are available in our **Intellectual Property Policy**. Linden Lab reserves the right to disable, delete or terminate, without notice, any user's Content or access to the Service if that user is determined by Linden Lab to infringe or repeatedly infringe.

4.5 Second Life is subject to scheduled and unscheduled service interruptions and loss of server data, which you do not own and for which you will not hold us liable.

Linden Lab may on occasion need to interrupt the Service with or without prior notice. You agree that Linden Lab will not be liable for any interruption of the Service (whether intentional or not), and you understand that except as may otherwise be specifically provided in **Linden Lab's Billing Policy**, you will not be entitled to any refunds of fees or other compensation for interruption of service.

Likewise, you agree that in the event of data loss, we will not be liable for any purported damage or harm arising therefrom. Linden Lab owns the bits and bytes of electronic data stored on its Servers, and accordingly will not be liable for any deletion, corruption or data loss that occurs in connection with the Service. Linden Lab will solely determine any disposition of the electronic data stored on its Servers and will have no obligation to reproduce, process, transfer, extract or recreate any data from its Servers. Our ownership of these bits and bytes of electronic data stored on our Servers does not limit or impair any Intellectual Property Rights you may have in your Content as set forth in Section 7.1 below.

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5. "LINDEN DOLLARS" ARE VIRTUAL TOKENS THAT WE LICENSE

5.1 Each Linden dollar is a virtual token representing contractual permission from Linden Lab to access features of the Service. Linden dollars are available for Purchase or distribution at Linden Lab's discretion, and are not redeemable for monetary value from Linden Lab.

The Service includes a component of virtual tokens ("Linden dollars" or "L\$"), each of which constitutes a limited license permission to use features of our Service as set forth below. Linden Lab may or may not charge fees to acquire or use Linden dollars, and these fees may change at any time.

When you acquire a Linden dollar, Linden Lab hereby grants you a limited license ("Linden Dollar License") to use the Linden dollar as a virtual token to be held, bartered, traded and/or transferred in Second Life with other users (and/or Linden Lab), in exchange for permission to access and use Content, applications, services, and various user-created features, in accordance with these Terms of Service. The Linden Dollar License is transferable by the holder to any other user, provided that both users comply with these Terms of Service, maintain their Accounts in good standing, and are not delinquent on any Account payment requirements. Except as expressly permitted by this Agreement or otherwise expressly permitted by Linden Lab, the Linden Dollar License may not be sublicensed, encumbered, conveyed or made subject to any right of survivorship or other disposition by operation of law or otherwise, and you agree that any attempted disposition in violation of these Terms of Service is null and void. Linden Lab may revoke the Linden Dollar License at any time without notice, refund or compensation in the event that: (i) the Linden dollar program is suspended or discontinued; (ii) Linden Lab determines that fraud or other illegal conduct is associated with the holder's Account; (iii) Linden Lab imposes an expiration date on usage of Linden dollars in compliance with applicable laws and regulations; (iv) the holder's Account is terminated for violation of these Terms of Service; or (v) the holder becomes delinquent on any of that user's Account payment requirements, ceases to maintain an active Account or terminates this Agreement.

You acknowledge that Linden dollars are not real currency or any type of financial instrument and are not redeemable for any sum of money from Linden Lab at any time. You agree that Linden Lab has the right to manage, regulate, control, and/or modify the license rights underlying such Linden dollars as it sees fit and that Linden Lab will have no liability to you based on its exercise of this right. Linden Lab makes no guarantee as to the nature, quality or value of the features of the Service that will be accessible through the use of Linden dollars, or the availability or supply of Linden dollars.

5.2 Second Life offers a Linden dollar exchange, called the LindeX exchange, for the trading of Linden dollars, which uses the terms "Buy" and "Sell" to indicate the transfer of Linden Dollar Licenses.

The Service includes a component called the "LindeX exchange" or the "LindeX," which refers to an aspect of the Service through which Linden Lab permits transactions in which users may exchange their Linden dollars with one another. The Service includes other, similar Linden dollar exchange sites and methods, including the Xstreet "Currency Exchange" at xstreetsl.com, and the Service may from time to time include other, similar methods or sites on which Linden dollars may be exchanged (referred to collectively as the "LindeX" or "LindeX exchange"). You acknowledge that the LindeX exchange has been created to enable users of Second Life to enhance their experience using the Service with the ability to transfer license rights to other users of the Service, and that the terminology used is solely for the purpose of enabling this use of the Service.

Regardless of terminology used, you acknowledge that as used in this Agreement and throughout the Service in the context of Linden dollar transfers: (a) the term "Sell" means "to transfer for consideration to another user their Linden dollars in accordance with the Terms of Service," (b) the term "Buy" or "Purchase" means "to receive for consideration from another user their Linden dollars in accordance with the Terms of Service," (c) the terms "Buyer," "Seller," "Sale" and "Purchase" and similar terms have corresponding meanings to their root terms, (d) "Sell Order" and similar terms mean a request from a user to Linden Lab to list Linden dollars for Sale on the LindeX exchange at a requested Sale price, and (e) "Buy Order" and similar terms mean a request from a user for Linden Lab to match open Sale listings with a requested Purchase price and facilitate completion of the Sale of Linden dollars.

You acknowledge that Linden Lab may deny any Sell order or Buy order individually or with respect to general volume, price or other limitations set by Linden Lab. Linden Lab may halt, suspend, discontinue, or reverse any LindeX exchange transaction (whether proposed, pending or past) in cases of actual or suspected fraud, violations of other laws or regulations, or deliberate disruptions to or interference with the Service.

5.3 There are other Linden dollar exchanges that are operated by third parties.

Linden dollars are occasionally Bought and Sold on third party exchanges, which are wholly distinct from the LindeX exchange. Unless specified by Linden Lab, these exchanges have no affiliation with Linden Lab. We do not guarantee the legitimacy of the Linden dollar transfers offered on them, and we are not liable for purchases of such Linden dollars. You purchase Linden dollars from such sites at your own risk. If you Buy Linden dollars that are traced to unauthorized credit card activity or other fraudulent activity, we will recoup these Linden dollars from your Account.

Purely for informational purposes, we may list on our Websites third-party exchanges that use our "Risk API" tool. The use of the Risk API may lessen the occurrence of fraud on those exchanges, however, in no event do we endorse, guarantee or insure your purchases from these unaffiliated exchanges.

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6. "VIRTUAL LAND" IS IN-WORLD SPACE THAT WE LICENSE

Virtual Land is the graphical representation of three-dimensional virtual world space. When you acquire Virtual Land, you obtain a limited license to access and use certain features of the Service associated with Virtual Land stored on our Servers. Virtual Land is available for Purchase or distribution at Linden Lab's discretion, and is not redeemable for monetary value from Linden Lab.

The Service includes a component of in-World virtual space that is stored on our Servers and made available in the form of virtual units ("Virtual Land"). This "Virtual Land" constitutes a limited license to access and use certain features of our Service as set forth below. Linden Lab may or may not charge fees for the right to acquire, transfer or access Virtual Land, and these fees may change at any time.

When you acquire Virtual Land, Linden Lab hereby grants you a limited license ("Virtual Land License") to access and use features of the Service associated with the virtual unit(s) of space corresponding to the identifiers of the Virtual Land within the Service as designated by Linden Lab, in accordance with these Terms of Service and any other applicable policies, including the **Second Life Mainland Policies** as they exist from time to time. The Virtual Land License is transferable by the holder to any other user provided that both users and the proposed transfer comply with these Terms of Service, maintain their accounts in good standing, and are not delinquent on any Account payment requirements. Except as expressly permitted by this Agreement, this Virtual Land License may not otherwise be encumbered, conveyed or made subject to any right of survivorship or other disposition and any attempted disposition in violation of these Terms of Service is null and void. Linden Lab may revoke the Virtual Land License at any time without notice, refund or compensation in the event that: (i) Linden Lab determines that fraud, illegal conduct or any other violations of these Terms of Service or other Second Life policies is associated with the holder's Account or Virtual Land; or (ii) the holder becomes delinquent on any of that user's Account's payment requirements, ceases to maintain an active Account or terminates this Agreement.

You may permit or deny other users to access your Virtual Land on terms determined by you. Any agreement you make with other users relating to use or access to your Virtual Land must be consistent with these Terms of Service, and no such agreement can abrogate, nullify, void or modify these Terms of Service.

You acknowledge that Virtual Land is a limited license right and is not a real property right or actual real estate, and it is not redeemable for any sum of money from Linden Lab. You acknowledge that the use of the words "Buy," "Sell" and similar terms carry the same meaning of referring to the transfer of the Virtual Land License as they do with respect to the Linden Dollar License. You agree that Linden Lab has the right to manage, regulate, control, modify and/or eliminate such Virtual Land as it sees fit and that Linden Lab shall have no liability to you based on its exercise of such right. Linden Lab makes no guarantee as to the nature of the features of the Service that will be accessible through the use of Virtual Land, or the availability or supply of Virtual

Land.

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7. CONTENT LICENSES AND INTELLECTUAL PROPERTY RIGHTS

7.1 You retain any and all Intellectual Property Rights in Content you submit to the Service.

You retain any and all Intellectual Property Rights you already hold under applicable law in Content you upload, publish, and submit to or through the Servers, Websites, and other areas of the Service, subject to the rights, licenses, and other terms of this Agreement, including any underlying rights of other users or Linden Lab in Content that you may use or modify.

In connection with Content you upload, publish, or submit to any part of the Service, you affirm, represent, and warrant that you own or have all necessary Intellectual Property Rights, licenses, consents, and permissions to use and authorize Linden Lab and users of Second Life to use the Content in the manner contemplated by the Service and these Terms of Service.

Because the law may or may not recognize certain Intellectual Property Rights in any particular Content, you should consult a lawyer if you want legal advice regarding your legal rights in a specific situation. You acknowledge and agree that you are responsible for knowing, protecting, and enforcing any Intellectual Property Rights you hold, and that Linden Lab cannot do so on your behalf.

7.2 You grant certain Content licenses to Linden Lab by submitting your Content to the Service.

You agree that by uploading, publishing, or submitting any Content to or through the Servers, Websites, or other areas of the Service, you hereby automatically grant Linden Lab a non-exclusive, worldwide, royalty-free, sublicenseable, and transferable license to use, reproduce, distribute, prepare derivative works of, display, and perform the Content solely for the purposes of providing and promoting the Service.

You understand that this license enables Linden Lab to display, distribute, promote, and improve the Service. You agree that the license includes the right to copy, analyze and use any of your Content as Linden Lab may deem necessary or desirable for purposes of debugging, testing, or providing support or development services in connection with the Service and future improvements to the Service. The license granted in this Section 7.2 is referred to as the "Service Content License."

7.3 You grant certain Content licenses to users of Second Life by submitting your Content to publicly accessible areas of the Service.

You agree that by uploading, publishing, or submitting any Content to any publicly accessible areas of the Service, you hereby grant each user of Second Life a non-exclusive license to access the User Content through the Service, and to use, reproduce, distribute, prepare derivative works of, display, and perform the Content In-World or otherwise on the Service solely as permitted by you through your interactions with the Service under these Terms of Service. This license is referred to as the "User Content License" and the Content being licensed is referred to as "User Content."

"Publicly accessible" areas of the Service are those areas that are accessible to other users of Second Life. If you do not wish to grant users of Second Life a User Content License, you agree that it is your obligation to avoid displaying or making available your Content to other users. For example, you may use Virtual Land tools to limit or restrict other users' access to your Virtual Land and thus the Content on your Virtual Land.

"Your interactions with the Service" may include use of the Second Life permissions system and the copy, modify, and transfer settings for indicating how other users may use, reproduce, distribute, prepare derivative works of, display, or perform your Content In-World subject to these Terms of Service. Any agreement you make with other users relating to use or access to your Content must be consistent with these Terms of Service, and no such agreement can abrogate, nullify, void or modify these Terms of Service.

You acknowledge that when you receive a User Content License you receive only licensing and use rights. You therefore do not acquire ownership of any copies of the Content, or transfer of any copyright or other Intellectual Property Rights in the Content. You acknowledge that with respect to the use of the words "Buy" and "Sell" as used in this Agreement and throughout the Service in the context of User Content: (a) the term "Sell" means "to grant a User Content License in exchange for Linden dollars or other consideration in accordance with the Terms of Service," (b) the term "Buy" or "Purchase" means "to receive a User Content License in exchange for Linden dollars or other consideration in accordance with the Terms of Service," and (c) the terms "Buyer," "Seller," "Selling," and "Purchaser," and similar terms have corresponding meanings to their root terms. This includes User Content that may be Bought or Sold on the Xstreet SL online marketplace.

7.4 You also grant Linden Lab and other users of Second Life a license to use in snapshots and machinima your Content that is displayed In-World in publicly accessible areas of the Service.

You agree that by uploading, publishing, or submitting any Content to or through the Servers for display In-World in any publicly accessible area of the Service, you hereby grant each user of Second Life and Linden Lab a non-exclusive, worldwide, royalty-free, sublicenseable and transferable license to photograph, capture an image of, film, and record a video of the Content, and to use, reproduce, distribute, prepare derivative works of, display, and perform the resulting photograph, image, film, or video in any current or future media as provided in and subject to the restrictions and requirements of our [Snapshot and Machinima](#)