

THE AMIABLY UNBURDENSOME ROYALTY-FREE LICENSE (AURFL)

(version 2, updated as of 2024-10-26)



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LICENSE TERMS & CONDITIONS

By purchasing or using any part of the components, subcomponents, or end products governed by this license, you thereby agree to be bound by the following terms and conditions (not including appendix A):

1 – THE SPIRIT OF THE LICENSE (CORE ESSENCE & INTENT)

The goal of this license is to provide a balance between (1) highly permissive headache-free licenses such as "Creative Commons" and (2) proprietary royalty-free licenses in such a way as to mutually respect the practical realities, creative freedoms, legal imperatives, and ethical rights of both the licensor (seller, creator) and licensee (buyer, user). Neither licensor nor licensee should be able to treat the other in a predatory way nor to undermine the other's livelihood.

Highly permissive licenses such as "Creative Commons" often give away too much and thereby undermine the licensor's economic and creative sustainability. On the other hand though, proprietary licenses such as many "royalty-free" licenses often are riddled with impractical, unenforceable, and/or burdensome restrictions and thereby similarly

undermine the licensee's economic and creative sustainability. Thus the balance sought: to be practical both economically and creatively for both the licensor and the licensee without wronging either party.

To implement this balance, this license grants the licensee a worldwide non-exclusive royalty-free perpetual right to use the license-governed component(s) and product(s) (henceforth also known as "the material") in any number of derived or adapted designs and any number of produced units without practical or creative restrictions except to not undermine the licensor's continued profitable selling of the material nor either parties' reasonable (i.e. not economically or morally harmful) creative freedoms nor violate any of the below.

In particular, any user of the material must have paid the required licensor-specified fee (if any) at least once per individual licensee – meaning "per person" (per seat) simultaneously engaged in any process of active adaptation or modification of the material.

Thus, for example, if two people have the material open for adaptation or modification simultaneously then two license purchases are required. However, all licenses are "floating seats", not bound to a specific individual (unless temporarily only one such individual exists or remains associated with the legal organization embodied by the licensee). No onerous accounting or tracking of usage is required, nor is attribution or crediting of the licensor (although warmly appreciated), except to prevent deception or misrepresentation of the source of the material or infringement upon the licensor's rightful continued ownership and licensing of the material and its terms.

Additionally, independently of the above, this license also seeks to protect the licensor against systems of systematic theft-in-disguise and exploitation embodied by the advent of web-scraping-based generative artificial intelligence (AI) such as (but not limited to) those based on machine learning, large language models, and text-to-image processing. Such systems pose catastrophic risks to the long-term sustainability and viability of creators of useful, artistic, and/or entertaining products and thus the remediations for such misappropriations should be commensurate with the large (indeed, potentially unbounded and perpetual) magnitude of such harms.

Accordingly, the licensee must never knowingly upload the material to any generative artificial intelligence (AI) nor otherwise place the

material directly or indirectly anywhere where the harvesting of the material by/for a generative artificial intelligence (AI) is likely, such as on any platform (e.g. website, database, etc) where the terms and conditions of that platform state that the owners and/or users of that platform are permitted to use or store any part of contributed material as input to any generative artificial intelligence (AI).

The prior restriction is not to be interpreted as forbidding the licensee from placing license-honoring adapted or derived instances of the material on the internet anywhere where artificial intelligence (AI) harvesting is unstated or explicitly forbidden; the licensee is only expected to exercise economically practical anti-AI caution.

Furthermore, the restrictions above against artificial intelligence (AI) are not to be interpreted as a ban against using the material (or adaptations or derivations thereof) in the context of mere procedural generation, such as procedural generation that does not incorporate any form of (1) web scraping (whether direct or indirect – and whether past, present, or future), (2) machine learning, (3) large language models, or (4) any future technology similar in nature to the above in terms of economic or creative or generative effect.

Thus, for example, a random map generator for a "roguelike" video game would not have any restrictions imposed upon it by the above anti-AI restrictions, not even if some limited/specialized "AI" is used. However, if any form of web-scraping-based generative AI is used in a procedural generation system then the material may not be used in it.

Besides protecting against AI, the following protections also apply:

The licensee must never pretend to be the creator of the original material governed by this license and must never act in ways that undermine or usurp the licensor's material, creativity, or livelihood.

Likewise, the licensor must never renege upon any part of the terms, especially not opportunistically by trying to take a larger cut of any profits of any licensee after the agreement was made and paid for.

Additional clarifications and provisions for the precise terms and conditions follow in the remainder of this text, but this section (the Spirit of the License) is binding and is the primary legal intent.

2 – DISCLAIMER OF WARRANTIES AND LIMITATION OF LIABILITY

1. To the extent possible, the licensor offers the licensed material as-is and as-available, and makes no representations or warranties of any kind concerning the licensed material, whether express, implied, statutory, or other.

This includes (without limitation), warranties of title, merchantability, fitness for a particular purpose, non-infringement, defects (latent or otherwise), accuracy, errors, flaws, and/or other risks, whether or not known or discoverable.

2. To the extent possible, in no event will the licensor be liable to the licensee on any legal theory (including, without limitation, negligence) or otherwise for any direct, special, indirect, incidental, consequential, punitive, exemplary, or other losses, costs, expenses, or damages arising out of this license or use of the licensed material, even if the licensor has been advised of the possibility of such losses, costs, expenses, or damages or has ever implied a warranty.
3. The disclaimer of warranties and limitation of liability provided above shall be interpreted in a manner that, to the extent possible, most closely approximates an absolute disclaimer and waiver of all liability.
4. The material and any or all goods and services provided by the licensor would not have been provided without such limitations.

3 – REMEDIATION FOR BREACH OF ANTI-AI POLICY

1. For the purpose of proving that the licensee has breached this license's policy against uploading to (or in any other way incorporating) the licensed material into the database or computational process of any generative artificial intelligence (AI) system capable of producing copies or adaptations of the material, any of the following conditions shall be deemed to be **at least** adequate proof, in addition to any other means of proof that the law already provides independently of this license:

- (a) The licensee or their associate(s) stating (or clearly implying) through any form of communication (e.g. website, email, note, etc) that they gave the material as input to the database or computational process of such an AI.
- (b) The identification of the licensor in the licensee's products or services of watermarks, trademarks, or any other sufficiently distinctive elements in products created by the licensee that imply the likely use of AI.
- (c) The existence of an abundance of AI-generated material in or associated with any or all of the licensee's products or services that evidently (as determined by a court of law) likely derive from the work of people or entities other than the licensee and the licensee's legal collaborators, combined with the fact that the licensee also got access to the licensor's material, regardless of whether the evidently AI-generated material is certain to be the licensor's own material or not. Thus, analogously speaking: "Where there's smoke there's fire." applies.

In other words, a proven abundance of **any** AI-generated material in the licensee's products or services is sufficient to imply that the licensor's own material was likewise misappropriated via the AI, like all the others.

2. Owing to the fact that AI generation of misappropriated material poses a perpetual and existential threat to the continued economic and creative viability of the licensor, the licensor is permitted to seek proportional remedies for such damages.

Such remedies may also include any other remedies already available under the law (hence not limited to anything stated in this license), but not less than 1 year's associated revenue (income **before** costs) from the average annual sales of the specific licensed material is owed to the licensor by the licensee and must be paid as the **minimum** of remediation.

3. In the event that the licensor's material is a newly released product (with "newly" defined as being available for less than 1 year) at the time of infringement, then for the purposes of determining the necessary compensation as accorded by provision

#2 above the licensee shall instead owe the licensor at least the most recent average annual sales figure associated with a sufficiently similar preexisting product that the licensor also has available for sale. Otherwise, if no such comparable item exists in the licensor's catalog, then the licensee shall owe the licensor at least (**in addition** to law outside this license) \$1,000 (USD, as of January 1st, 2024) adjusted for inflation.

4. In the event of a violation of the anti-AI policy that goes to court, the licensee shall also pay all of the licensor's related legal costs, unless the court deems those costs to be excessive.
5. The licensor is not entitled to seek remediation based merely on paranoid suspicion, nor to hold the licensee liable for the actions of downstream individuals or organizations not legally associated with the licensee, nor to seek any remediation for cases of mere personal use (such as personalized custom print-on-demand services only accidentally harvested by AI), unless it can be shown that the licensee did any of the above as a way of seeking a loophole or disregarding the spirit of the license.

4 – OTHER TERMS AND CONDITIONS (MOSTLY TECHNICALITIES)

(mostly as expected, but note the generous incapacitation provision – see §4.9)

1. The licensor may at some future time offer the licensed material under a separate, different, or altered license or stop distributing the material. However, doing so will not terminate this license nor the licensee's originally granted rights.
2. The licensor authorizes the licensee to use and adapt the material in all media and formats (except AI), whether now known or hereafter created, and to make whatever technical and/or creative modifications are necessary to do so practically (except for any those forbidden by these terms, such as AI).
3. Except where otherwise noted in the terms of this license, the licensee may not redistribute or resell the original material to the public or others. However, material that has been (1) sufficiently modified (as determined by the personal opinion of the licensor, unless that opinion is determined by a court of law to be in bad faith), or (2) adapted to or incorporated into

a larger body of work in a transformative manner, may be freely redistributed or resold by the licensee as their own product.

However, even if the licensee's modified material greatly differs from the licensor's original material, then the licensee may not behave in ways that inhibit the licensor's reasonable creative freedom, business, and vocation. Both the licensor and the licensee must always mutually respect each other's creative and economic freedoms in such a way as to not harm either party.

For example, although the licensee is encouraged to exercise broad creative freedom in using the material, including allowing liberal use of the material in the licensee's own products, the licensee must not sell a largely licensor-imitative collection of products. To do so would be an example of undermining or usurping the licensor. Informally: don't behave like a parasite.

4. For cases where the licensee is using the material simply for personal use, such as printing out a customized product on a print-on-demand (POD) site or any other similar context, then the standard of what defines "redistribution" may be (only if necessary) weakened such that the personal use is made possible.

However, reselling material (even if lightly altered) to unlicensed people publicly or commercially is not personal use.

5. Under no circumstances is it permitted to upload the material to a publicly accessible database (whether online or offline) in such a way as to efface or omit the terms of this license or to evade or circumvent paying the licensor's required fee.

Especially harmful however, is any attempt to upload the material to any generative AI system capable of creating derived imitations of the material. Such uses carry the potential for unlimited harm to the licensor's business and hence justify the licensor possibly seeking proportional remedies for such harm.

6. No endorsement of the licensee by the licensor is implied by this agreement nor by the licensee's use of the licensor's materials. Nothing in this license constitutes or may be construed as permission to assert or imply that the licensee's use of the material is condoned by, sponsored, endorsed, or

granted official status by the licensor or other rights holders.

7. Patent and trademark rights are not granted by this license, though they may be by some other legal agreement. Thus, for example, brand or business-identifying marks and signifiers (i.e. trademarks) associated with or owned by the licensor are not to be construed as being licensed to the licensee, even if present in some form in some part of the licensor's distributed material. The licensee shouldn't use such trademarks if present.
8. Insofar as anything in or associated with the licensor's other statements or claims elsewhere (in any medium of communication: whether spoken, written, signed, or implied; whether by paper, email, text, or otherwise) are in conflict or inconsistent with this document, then this document shall take precedence. Thus, in case of conflict, this document determines the outcome.
9. If the licensor becomes deceased or permanently incapacitated, such that the licensor is no longer able to manage or specify the future of this license, then (after a 3 month waiting period in the case of apparent incapacitation, to be safe) the material shall transition to being permanently discounted to \$0.49 USD (as of 2024-01-01, adjusted for inflation) and then rounded to \$0.00 and shall become freely redistributable at that price (zero) by any or all licensees or members of the public, acting on behalf of the deceased or incapacitated licensor (governing the material only). However, if a licensee played a role in the licensor's demise or incapacitation then this grant is not applicable to that licensee. Regardless, new licenses associated with substantively modified instances of the material can still change, whether by the licensor's own hand, kin, or assignee.
10. Regardless, the licensor may grant discounts that reduce the price of the material to zero at any time and for any reason, but the licensee agrees that any such discount(s) never count as "free" for public use and hence the material remains always proprietary and hence **unambiguously illegal** for harvest by AI.
11. The licensee agrees to indemnify, defend and hold the licensor and all the licensor's associates, affiliates, partners, rights holders, and suppliers harmless from any liability, loss, claim and expense, including reasonable attorney's fees, related to a

buyer's or licensee's violation of this license, the material, or the means by which the material was obtained (e.g. websites).

12. Outside of the United States of America (where this license was originally authored), all prices and remediations shall be set according to the equivalent international exchange rate for the relevant international currency(s), provided that such conversion has not already taken place via any payment processors or is necessary for administering these terms.
13. If the licensor and/or licensee is not under the jurisdiction of the law of the United States, or any applicable international treaties to the same effect, then the terms of this license shall be interpreted according to the closest approximation of the legal code and legal language of the relevant foreign country(s) of the licensor and/or licensee, such that the intention of the license is adhered to as much as possible.

In the event of conflict in this regard, the licensor may consult legal counsel to write a minimally reinterpreted port of the license and the licensee must adhere to that port (retroactively, if necessary) unless it can be proven that the port was made in bad faith.

14. The licensor may not retroactively modify the terms that the licensee originally agreed to. The licensee's originally granted license is the one with force of law. This is **unlike** many contracts that permit later changes by the licensor. New instances of the licensor's license can still change though.

However, if neither the licensor nor licensee can determine the original version of the license or locate it, then the licensee must instead adhere to the most recent version of the license.

15. The licensor reserves the right (at any time and at the licensor's sole discretion) to refuse service beyond the intact delivery of the licensed materials. Sale of any goods or services is subject to availability and circumstance. The licensor does not owe the licensee any customer service.
16. Any failure of the licensor to enforce any provision of this license in a timely manner shall not be treated as a waiver of

such provisions nor of the right to enforce such provisions.

17. In the event that any part of this license is found to be legally unclear or underspecified, then the license's interpretation shall be based (interpolated and/or extrapolated) predominantly on the Spirit of the License section (§1), as a tiebreaker in the event of any ambiguities arising elsewhere.
18. To the extent possible, if any provision of this license is deemed unenforceable, it shall be automatically reformed to the minimum extent necessary to make it enforceable. If the provision cannot be reformed, it shall be severed from this license without affecting the enforceability of the remaining terms and conditions.

5 – DEFINITIONS (GLOSSARY)

These definitions cover only words or phrases that seem to pose potential legal risks (however paranoid) and provide **non-exhaustive** coverage of the meanings of the words or phrases. The common meanings of legal words still apply whenever absent or underspecified here.

1. **The material** means the component(s), subcomponent(s), and product(s) associated with (and legally bound by) this license, as provided by the licensor to the licensee for a fee. Even if the licensor discounts the fee to zero, the material is still always to be considered paywalled (not public, not free).
2. **Paywalled** means that the material requires that the licensee purchase the material to be permitted to use it, even if the price may vary over time, perhaps even being zero. Importantly, this also implies that it is extra illegal for any artificial intelligence (AI) user to claim to be "just taking inspiration from freely available public material", since paywalled products are neither publicly visible beyond samples nor actually free.
3. **Non-zero price rounded to zero** means the smallest amount of currency that a given governmental jurisdiction acknowledges as being possible to exist or – if the concept of an infinitesimal price is not acknowledged by the legal system as valid – then instead \$0.01 USD (one cent) converted to the relevant currency

but then treated as zero by the seller as a pragmatic courtesy.

This license mentions a product's price being potentially "rounded to zero". The obvious question: Why? The answer is because doing so is likely to make it harder for users of generative AI that create plagiarized replicas or derivatives of other people's work to argue that storage or processing of the material is "just inspiration". It isn't. It is automated theft.

Anti-AI policies are a key aspect of this license and indeed of the future of contract law probably. Making the license's defense against AI as airtight as possible without harming good-faith licensees in the process of doing so is a major goal of the license. This contrivance enables products or services offered temporarily for "free" to instead be treated as always non-free even if the price is seemingly "set to zero", thus providing a continuous unbroken line of non-free status.

4. **Permissive license** means a highly licensee-friendly license in which the licensor grants a very wide range of freedom and rights to the licensee. Such licenses tend to be very benevolent, but may be too easy to exploit or too economically unsustainable for a creator's time and resource investment.

Examples of this type of license include the Creative Commons licenses and open source licenses (e.g. MIT, zlib, Apache, etc).

The AURFL license (this license) in contrast seeks a nuanced balance *between* that of permissive and proprietary licenses.

5. **Creative Commons** refers to a very popular and widely used collection of permissive licenses, often used for the part of freely distributed products that are *not* software. See [Creative Commons's site](#) or the related [Wikipedia page](#) for more info.
6. **Predatory** mostly refers to (but is not limited to) behavior that is hostile, exploitive, parasitic, long-term destructive (e.g. "the tragedy of the commons"), unethical, non-cooperatively opportunistic, or selfishly manipulative. This is relevant to this license because both parties to the agreement are forbidden from treating each other in predatory ways and thus must, insofar as possible and reasonable, strive to treat each other

in a mutually beneficial and good-natured way whenever possible.

7. Livelihood is a person and/or legally recognized organization's ability to continue to be economically and creatively viable to the extent that they are or were evidently capable of being so. Destroying or severely harming the livelihood of either party may (in the short term) profit one party, but (in the long term) will harm the overall economy and human society as a whole. Thus, both the parties must respect the each other's livelihood.
8. Economic and creative sustainability refers to the financial, social, organizational, and personal circumstances necessary to make it possible for an individual or legal organization to continue operating into the future. Certain behaviors between parties of a license or of society as a whole can undermine this sustainability and thus harm the lives of producers and consumers and indeed all of society over time. It therefore is necessary to safeguard sustainability. One such safeguard added to this license was thus the provisions against use of AI.
9. Burdensome in this context refers to provisions that are common to many licenses that impose too much limitation or overhead upon either party, often in such a way as to be difficult to even enforce even for compliant parties. A common example of this would be tracking the exact number of digital copies of a product, which can be costly or confounded by many factors.
10. Worldwide has its usual meaning: international applicability.
11. No unit limit in this license means the same as in typical royalty-free licenses: that there is no per-unit compensation for the licensor for each manufactured or copied item. Informally: the fee is per "design", not per "manufacturing".
12. Non-exclusive means that the licensor can grant licenses to as many licensees as the licensor wants to. The licensee does not have exclusive (sole) usage rights to the material.
13. Royalty-free has the usual meaning. See "no unit limit" above.
14. Perpetual means what one would expect: irrevocable and continuing forward "forever" as long as the terms are not

violated. However, this "perpetuity" **can't extend copyright** and **doesn't grant ownership** of the licensor's intellectual property.

15. **Produced units** refers to physically manufactured, digitally copied, or otherwise replicated instances of any product of the licensee which uses the material of the licensor. Especially of note is that, since this is a royalty-free license, there is no royalty (no compensation) per each such produced unit.
16. **Economic and creative freedom** means the ability of an individual and/or legal organization to make choices freely and to explore new ideas in **viable** ways. This is important to sustain and support for both parties because otherwise one's inability to adapt or find fulfillment would be too prohibitive.
17. **Seat or floating license** refers to a license that is not tightly bound to a specific individual within a legal organization, but instead is based on simultaneous users. This is a more flexible, less onerous, and more useful policy than rigidly binding each license to specific named people. However, if only one individual exists, then the license is theirs until such time as any additional collaborators join the associated legal organization, at which point the license again floats. However, seats may not be shared with the general public nor be otherwise manipulated in disregard to the spirit of the license.
18. **Onerous accounting or tracking** refers to the tedium (often bordering on unenforceable, or at least costly) sometimes found in conventional royalty-free licenses, such as keeping track of all per-license counts of production units or attributions.
19. **AI** abbreviates artificial intelligence throughout this text. For clarity: it does not refer to Adobe Illustrator files.
20. **Generative artificial intelligence** is (in the context of this license, but not necessarily elsewhere) any software system which stores and/or computationally processes data (whether originating online or offline and whether from the past, present, or future) in such a way as to be able to produce copies, facsimiles, derivatives, adaptations, or any other creative output or transformations of originally human-made work in an automated matter, especially if such a system is readily

able to imitate the style or other qualities of humans.

21. Limited or specialized artificial intelligence refers to a much more wholesome (and usually harmless) form of "artificial intelligence" which is hand-made by programmers (**not** gathered in any way by scraping the web or by building any offline or online database of other people's work) by making the code and data manually. Typical examples of this include things like the AI opponents of strategy video games from the 1990s and 2000s, etc.
22. Systematic theft-in-disguise is an apt description of what web-scraping-based generative AI actually is. Basically, such AI actually computes predictive patterns from other people's work and then uses predictive models to statistically superimpose those patterns upon each other in ways that create the **illusion** of originality. Very often if one can see the source images the AI was trained on side-by-side with the human originals then the plagiaristic nature of these AI becomes readily apparent.

However, AI developers and companies often deliberately hide and/or delete any or all info about where they got the data during the training process, likely **precisely because they don't want to be held accountable** for the (obvious when seen side-by-side) plagiarism inherent to "their" "technology", even though tracking such would actually be easy to code in reality: just add a variable to the training structure that stores URLs (a trivial task that any novice programmer could do, but which AI companies are strongly motivated to pretend is not the case).

23. License-honoring adapted or derived instances means products of the licensee that **do** adhere to and respect this license's terms.
24. Mere procedural generation is any automated computational generative process that does **not** pull data from, steal, or "creatively" transform the work of human beings (besides work from the software developer themselves) but instead is designed solely based upon the software developer's own hand-written code and data, such that no significant amount of data (or computational processing) is ever pulled from someone else's work on the web (or any similar-in-effect database) at any point in the entire development process of the software or of the entire development processes of any *other 3rd party software*

package the software developers are using.

For example, fractal generators such as Mandelbrot set formulas, strange attractors, traditional (i.e. not implementing machine learning or large language, etc) cellular automata, random map generators, and so on – those all qualify as being "mere procedural generation". Roguelike games are a classic example.

Mere procedural generation differs from web-scraping-based generative AI in that mere procedural generation does **not** impinge upon and systematically rob the work of others without consent. Mere procedural generation is the more wholesome and harmless subset of computer generated content, in other words, precisely the subset of such possible software that doesn't exploit, disenfranchise, or usurp the work of artists or others.

25. Anti-AI means having some quality that counteracts unethical forms of AI in such a way as to impede or punish such uses.
26. Undermine or usurp means to take, parasitically attach to, exploit, misrepresent, impersonate, plagiarize, or otherwise **displace** the rightful (probably much more highly invested and much more expense-bearing and risk-bearing) original creator of material and thus steal any proportion of that value via any kind of lower effort or opportunistically exploitive behavior.
27. Upload means to transmit data for something to either the internet or **any database or other medium**, regardless of whether this process has taken place online or offline and regardless of if it remains connected to the means of uploading or has changed form via any computational process or aggregation whatsoever.
28. Remediation means the usual: a remedy (often monetary) for harms instigated or caused by one party against another, etc.
29. Downstream individuals or organizations not legally associated with the licensee means anyone not subject to the terms of the license and which the licensee cannot be expected to control.
30. Liberal use of the material means feeling empowered to broadly and freely use the material, such that the licensee does **not** feel burdened or paranoid about tracking or special cases. Along

these lines, it is important to note that, despite this license being so large and carefully thorough, the intent is to maximize headache-free creative freedom and economic viability for **both** parties to the license instead of only the freedom of one party. That unfortunately seemed to require verbosity, to be safe.

31. Licensors-imitative collection of products means a set of licensee-created products that collectively bear so much of a resemblance to or are in such close competition to the offerings of the licensor that the licensee is not honoring the **spirit** of the license, even if on a per item basis the licensee might otherwise appear to be following the **letter** of the license. Informally: "See the whole forest, not just the individual trees." when interpreting the meaning of this license.

(The document continues on the next page.)

6 – NAMES AND SIGNATURES (IF NECESSARY OR DESIRED)

If the context of the purchase (such as digital or physical records) does not already provide proof of the agreement made between the licensor and the licensee, then the following lines may optionally be used as a mechanism for identifying the involved parties:

printed name

signature

Licensor: _____

Licensee: _____

Names or Description
of Licensed Products:

Price Paid: _____

Date of Agreement: _____

Note however that the blankness of any lines present here does not invalidate the agreement between licensor and licensee if there is sufficient context or evidence elsewhere to prove it. For example, an informed purchase via a digital platform also constitutes agreement.

A – APPENDIX (EXTRA INFO, NOT PART OF THE LICENSE)

The acronym AURFL can be pronounced as "our-full", which sounds like "earful", and can be thought of as a [double entendre](#) referring to the long-winded nature of the title & license: it's "an earful". Or, if you are feeling more humorous (or *snarky*), the acronym could instead be thought of as "awful" but with an "r" thus: "the awful license".

The author of this license is privacy-minded and hence publicly pseudonymous, but can be reached at the email address formed by concatenating only the green and/or underlined words in the following list of words: fox, groundhog, [Wraith](#), tree, shrub, [Glade](#), river, library, @, science, philosophy, ethics, [protonmail.com](#), forge, alloy.

That tedium above is there to confuse spam bots and AI, by the way.

I created this license out of frustration with the lack of a license suitable for people who **both** want to be very generous in the permitted uses of their content but to also protect their own rights and creative and economic futures. On the one hand, open/free licenses often "give away the farm" to the point of not being viable for many use cases, but on the other hand many closed/proprietary licenses are frighteningly licensee-hostile or onerously tedious to track/manage.

As such, I hope that you enjoy and benefit from this alternative!

However, be advised that I am **not** a lawyer and I am especially not **your** lawyer. This license was assembled by a combination of piecing together legal material from other sources and [first principles](#).

Also, this license document *itself* (**the text**) is hereby licensed under [the Creative Commons Attribution-ShareAlike 4.0 license](#), though I may offer a "pay what you want" of \$0+ for it just to support donations.

You may attribute me via my internet pseudonym/alias: **WraithGlade**

I also have a website, which you are warmly welcome to visit:

◆ [WraithGlade.com](#) ◆