

ZERO-G

Tester and Contributor Agreement

Agreement Version: 2026.08.24

Effective Date: August 24, 2026

CONFIDENTIAL TESTING - VERSIONED LEGAL RECORD

Attorney-review draft. Pennsylvania counsel should approve the final commercial version before public launch.

Company: Beals MMO Haven LLC (the "Company")

Product: Zero-G, including its Discord applications, plugins, websites, dashboards, APIs, documentation, private builds, development tools, and related services (collectively, "Zero-G")

This Zero-G Tester and Contributor Agreement (the "Agreement") is between the Company and the person accepting it (the "Tester"). By signing or electronically accepting this Agreement, Tester confirms that Tester has read the complete Agreement, is at least eighteen years old, has legal capacity to enter it, and agrees to be bound by it.

1. Limited testing appointment

The Company may give Tester temporary, personal, revocable, non-exclusive, non-transferable access to specified pre-release Zero-G materials solely to evaluate them, perform testing requested by the Company, and provide reports or feedback to the Company (the "Permitted Purpose"). Tester is not an employee, agent, partner, franchisee, or representative of the Company and has no authority to bind the Company. Unless separately agreed in writing, testing is voluntary and unpaid.

The Company may limit, suspend, or revoke access at any time, with or without cause. No minimum access period, release date, publication, continued development, compensation, credit, purchase opportunity, or commercial relationship is promised.

2. Confidential Information

"Confidential Information" means all non-public information disclosed or made available to Tester by or for the Company, whether before or after acceptance and whether written, oral, visual, electronic, or observed through access. It includes:

- source code, object code, scripts, manifests, signing data, package hashes, builds, plugins, APIs, architecture, databases, schemas, algorithms, prompts, automation, and technical documentation;
- vulnerabilities, defects, exploits, security reports, credentials, tokens, keys, access links, private channels, account information, logs, telemetry, and incident information;
- product plans, roadmaps, pricing, financial information, advertising plans, unpublished features, release timing, customer or vendor information, and business methods;
- screenshots, video, audio, streams, transcripts, test results, performance data, communications, and the existence or scope of a private test; and
- notes, extracts, copies, analyses, summaries, or materials derived from any of the foregoing.

Confidential Information does not include information Tester can prove with contemporaneous written records: (a) became public through no breach of this Agreement; (b) was lawfully known to Tester without confidentiality duty before disclosure; (c) was received lawfully from a third party without confidentiality duty; or (d) was independently developed without using or referring to Confidential Information.

3. Confidentiality and security duties

Tester shall:

1. use Confidential Information only for the Permitted Purpose;
2. protect it with at least reasonable care and no less care than Tester uses for Tester's own sensitive information;
3. keep access credentials private, use multi-factor authentication when available, use updated devices and software, and promptly install reasonable security updates;

4. give access only to the Tester account approved by the Company and never share, sublicense, sell, lend, or transfer access;
5. not disclose, publish, demonstrate, stream, record, screenshot, distribute, upload, transmit, or discuss Confidential Information outside locations expressly approved by the Company;
6. not upload Confidential Information to public repositories, file-sharing services, generative-AI systems, machine-learning tools, code assistants, paste sites, malware scanners, or other third-party services unless the Company gives specific written approval;
7. not remove confidentiality, ownership, watermark, access-control, or attribution notices;
8. immediately stop access when instructed; and
9. notify the Company within twenty-four hours after discovering suspected loss, unauthorized access, disclosure, credential compromise, malware, or other security incident, preserve relevant evidence, and reasonably cooperate with containment.

Tester may disclose Confidential Information when legally compelled only after giving the Company prompt written notice, unless prohibited by law, and providing reasonable cooperation so the Company may seek protection. Tester shall disclose only the minimum legally required portion.

4. Testing restrictions

Except when the Company gives specific written authorization, Tester shall not:

- copy Zero-G materials except for a temporary copy technically necessary for approved testing;
- reverse engineer, decompile, disassemble, decode, scrape, probe, bypass, or defeat technical or access controls;
- conduct denial-of-service, destructive, persistence, credential-harvesting, social-engineering, or third-party security testing;
- access another person's account, server, guild, tenant, data, or systems;
- use production customer data or target live customers;
- introduce malware, hidden access, telemetry, license bypasses, or undisclosed network calls;
- use Zero-G or Confidential Information to build, train, improve, market, or support a competing or substitute product; or
- make public statements on behalf of the Company or imply endorsement, employment, partnership, certification, or approval.

Nothing in this section prohibits lawful activity that cannot be restricted by contract. Tester shall coordinate authorized security research through the Company's designated private reporting channel.

5. Company Materials and license

Zero-G, Confidential Information, and all related intellectual-property rights are and remain owned by the Company or its licensors ("Company Materials"). No ownership is transferred to Tester. Subject to this Agreement, the Company grants Tester only the limited access license stated in Section 1. No implied license, patent license, trademark license, distribution right, source license, commercial-use right, or right to create derivative products is granted.

6. Contributions and feedback

"Contribution" means code, documentation, designs, assets, tests, fixes, configurations, or other work created specifically for Zero-G at the Company's request or submitted by Tester for inclusion in Zero-G. To the fullest extent permitted by law, each Contribution is specially commissioned as a work made for hire for the Company. To the extent any Contribution is not a work made for hire, Tester hereby irrevocably assigns to the Company all worldwide right, title, and interest in the Contribution, including copyrights, patent rights, trade-secret rights, and all rights to register, enforce, and recover for infringement. Tester waives and agrees not to assert moral rights to the extent permitted by law and shall sign reasonable confirmatory documents.

Tester retains ownership of materials created before this engagement and identified to the Company in writing before inclusion ("Background Materials"). If Tester includes approved Background Materials in a Contribution, Tester grants the Company a perpetual, irrevocable, worldwide, transferable, sublicensable, royalty-free license to use, reproduce, modify, distribute, display, perform, make, have made, sell, offer for sale, import, and otherwise exploit those Background Materials as part of or in connection with Zero-G.

Tester represents that Contributions are original or properly licensed, do not knowingly infringe third-party rights, and contain no undisclosed third-party code, data, licenses, malware, credentials, or restrictions. Tester shall disclose applicable open-source licenses before submission.

Suggestions, ideas, test reports, and feedback that are not Contributions may be used by the Company without restriction or compensation. Tester grants the Company a perpetual, irrevocable, worldwide, transferable, sublicensable, royalty-free license to use and exploit that feedback for any purpose.

7. Return, deletion, and certification

Immediately upon request or access termination, Tester shall stop using Company Materials. Within five calendar days, Tester shall return or permanently delete all Company Materials from devices, accounts, repositories, messages, removable media, cloud storage, backups under Tester's control, and third-party services. Tester shall not retain archival copies except where law requires retention, in which case the retained material remains protected, may not be used, and must be deleted when retention is no longer required.

At the Company's request, Tester shall provide a truthful written certification identifying the deletion date, affected systems, and any legally retained material. Loss of access does not end Tester's continuing obligations.

8. Duration and survival

This Agreement begins when accepted and continues until terminated by either party. Obligations for trade secrets continue for as long as the information remains a trade secret under applicable law. Obligations for other Confidential Information continue for five years after the last disclosure. Sections concerning ownership, Contributions, feedback, return and deletion, remedies, disclaimers, liability, and general contract terms survive termination.

9. Pre-release risk and disclaimer

Pre-release materials may be incomplete, unstable, insecure, unavailable, or capable of causing data loss, service interruption, account action, or device problems. Tester shall use isolated test accounts, test servers, and backups where directed. COMPANY MATERIALS ARE PROVIDED "AS IS" AND "AS AVAILABLE" FOR TESTING, WITHOUT WARRANTIES OF ANY KIND TO THE MAXIMUM EXTENT PERMITTED BY LAW. The Company is not required to release, support, repair, or continue any tested feature.

10. Remedies and limitation

Tester acknowledges that unauthorized use or disclosure may cause harm that money alone may not adequately remedy. The Company may seek temporary, preliminary, and permanent injunctive or equitable relief in addition to other lawful remedies, without waiving any requirement imposed by applicable law.

To the maximum extent permitted by law, the Company will not be liable for indirect, incidental, special, consequential, exemplary, or punitive damages arising from testing or pre-release access. Nothing in this Agreement excludes liability that cannot lawfully be excluded.

11. Governing law and venue

Pennsylvania law governs this Agreement, without regard to conflict-of-law rules. The parties consent to exclusive jurisdiction and venue in the state or federal courts serving the Pennsylvania county in which the Company maintains its principal office, except that the Company may seek urgent equitable relief in any court with jurisdiction.

12. General terms

This Agreement is the complete agreement about its subject and replaces prior discussions or agreements on that subject. Amendments must be in a writing accepted by both parties, except the Company may present a new version for prospective access; Tester must affirmatively accept that version before additional access is granted. A waiver must be written and applies only to the stated instance. If a provision is unenforceable, it will be narrowed to the minimum extent necessary and the remainder will continue. Tester may not assign this Agreement or testing access. The Company may assign it in connection with a merger, reorganization, sale, financing, or transfer of Zero-G or relevant assets.

Headings are for convenience. "Including" means "including without limitation." Electronic records, electronic signatures, and counterparts are intended to have the same effect as originals. Tester may download and retain the accepted version. The authoritative version is identified by its version number and SHA-256 hash recorded with Tester's acceptance.

13. Acceptance information

By signing below or completing Zero-G's electronic acceptance flow, Tester confirms:

- I received access to the complete Agreement and could retain a copy.
- I read and agree to the complete Agreement identified above.
- I am at least eighteen years old and have legal capacity to agree.
- The legal name, email address, and Discord account supplied with my acceptance identify me accurately.

Tester legal name: _____

Tester email: _____

Discord username: _____

Discord user ID: _____

Tester signature: _____

Date: _____

BEALS MMO HAVEN LLC

Authorized representative: _____

Title: _____

Signature: _____

Date: _____