

Glossary

This glossary explains the essential terminology that we use throughout our Terms and policies.

1. **Additional Features**

Those elements, content and functionalities of EVERYWHERE that are not yet immediately available at the time of the commencement of your adventure, but can become a part of the Services that may be provided to you in the future.

2. **ARCADIA (or ARCADIA TOOLKIT)**

ARCADIA is our editor environment in which you can design content in EVERYWHERE. ARCADIA includes a large catalogue of Elements and STAMPS with which you can build your own Virtual Items and Experiences.

3. **Arcs**

All the various forms of UGC environments available for you to enjoy in EVERYWHERE. Arcs can be provided by us, by commercial partners of Build A Rocket Boy or as UGC by Builders (each referred to as the “**Arc Builder**”). Individual Arcs within EVERYWHERE can be subject to certain rules in addition to the Terms, as defined by the individual Arc Builder. While you may freely make use of the Virtual Items and Skins you have unlocked within most Arcs, sometimes an Arc Builder may have chosen to restrict possible forms of use of these Virtual Items to enhance the experience within that Arc as a whole.

4. **Avatars**

An Avatar is the 3D model that represents a User in EVERYWHERE. You can modify your Avatar with Skins and equip it with Virtual Items available on the Marketplace.

5. **Build a Rocket Boy Account / Account**

Means a Build A Rocket Boy account created via a Build A Rocket Boy platform (including everywhere.game) which is used to access EVERYWHERE. Build A Rocket Boy Accounts are governed by the Terms of Service and other Terms.

6. **Build A Rocket Boy Terms (our “Terms”)**

All Terms and policies posted on any of the websites operated by Build A Rocket Boy and relating to EVERYWHERE or displayed within and through the Services are together referred to as our Terms.

7. **Builders**

EVERYWHERE offers its Users the possibility to create their own content and items in our editor environment, ARCADIA. We call Users who create such UGC in EVERYWHERE Builders.

8. **Cash Cubes**

Cash Cubes are one of the in-game currencies in EVERYWHERE. During Alpha Phase 1, Cash Cubes are available to a limited extent. Please read our **Terms of Use** carefully for the details. You can use Cash Cubes to unlock access to Arcs, Stamps or Virtual Items.

9. **Contract**

All policies and terms posted on any of the websites operated by, or on behalf of, Build A Rocket Boy and relating to EVERYWHERE or displayed within and through the Services constitute a legally binding agreement between you and Build A Rocket Boy which we call a Contract.

10. **Data Cubes**

Data Cubes are the other in-game currency in EVERYWHERE. During Alpha Phase 1, Data Cubes are available to a limited extent. Please read our **Terms of Use** carefully for the details.

11. **Elements**

The smallest unit of items of which STAMPS and other Virtual Items can be built.

12. **Fiat Currency**

Real-world money, such as EUR, USD and GBP, can also be referred to as Fiat Currency.

13. **Intellectual Property Rights**

Refers to any right, title, interest and ownership right in the Services and includes any copyrights, design rights database rights, patents and any rights to inventions, know-how, trade and business names, trade secrets and trade marks (whether registered or unregistered) and other intellectual property rights in or connected with the Services and each part thereof. For further information, please read our relevant rules and regulations, in particular **Section 6.2** of our **Terms of Use**.

14. **Licensed Material**

Content provided by third parties for use in ARC-ADIA. This may include musical works, images, sound effects, video clips and other material. Licensed Material is owned and provided by third parties, often in the form of STAMPS, and you are allowed to use it to create UGC in EVERYWHERE only. See **Section 2** of the **Builder Terms** for all further details.

15. **Services**

Whenever we talk about the “Services” (capital S, and without the qualifier “Digital”), we refer to the platform EVERYWHERE and all of its features as a whole.

16. **Skins**

Skins are virtual add-ons that can be applied to your Avatars and Virtual Items to give them a different look, depending on your mood and tastes. They typically have no gameplay effects beyond looking really cool.

17. **STAMP Blueprints**

These are the architecture plans from which the STAMPS are created from individual Elements.

18. **STAMP Instances**

These are the individual STAMPS which you can generate from a STAMP Blueprint. Once a STAMP Blueprint has been created, you can decide which number of STAMP Instances you want your STAMP to have. Whenever you place a STAMP in a Toolkit project, or sell

it to, gift it to or trade it with another User, you use up one of the STAMP Instances you have defined for this STAMP. Once purchased, a STAMP Instance cannot be modified.

19. **STAMPS**

STAMPS are elements with which Builders like you can build Virtual Items and Arcs within EVERYWHERE. They can vary wildly in shape, size and interactive possibilities, from a simple garden flower to an entire castle. Usually, they are assembled from multiple Elements. Each STAMP is a copy, which we call STAMP Instance, of a STAMP Blueprint and can only be used once. We distinguish between several types of Stamps based on their availability, Standard STAMPS and Unique STAMPS.

20. **Standard STAMPS**

These are the STAMPS that can be created from a STAMP Blueprint by any User. A Standard STAMP can be made of other STAMPS, as well as from Elements. Accordingly, it can also itself be integrated into and become part of other STAMPS.

21. **Third-Party Content and Services**

“Third party” technically means any person or entity other than you or Build A Rocket Boy. However, when we refer to content and services being provided by “third parties” in our Terms, we generally mean independent business partners of Build A Rocket Boy. These independent business partners retain their Intellectual Property Rights in the content they provide.

22. **UGC**

Short for “User-Generated Content”. This covers any type of content you create within EVERYWHERE and our Services, including STAMPS and other Virtual Objects, Arcs, chat messages, postings, content reviews. We ask you to always comply with our Terms, and in particular with our **Community Guidelines**, whenever submitting any kind of content within EVERYWHERE.

23. **Unique STAMPS**

Unique STAMPS can only be created by us or by Users we have authorised. The Builder of a Unique STAMP can define the number of STAMP Instances available for a Unique STAMP, and once these are used up, can decide whether or not they release additional Instances of the STAMP. Unique STAMPS can be made of other STAMPS, as well as from Elements, but they cannot themselves be integrated into and become part of other STAMPS.

24. **Virtual Items**

Digital representations of objects you can use with your Avatar, such as tools, weapons, vehicles. Unlike **Skins**, these usually have certain gameplay effects and functionalities. Also see the broader category of **Virtual Objects**.

25. **Virtual Objects**

Any digital object meant for use in the EVERYWHERE environment. This includes Virtual Items, STAMPS, Skins, and Avatars. Virtual Objects are typically independent from a specific Arc and can be carried across, and used within, different Arcs. They are stored in your Wallet.

26. **Wallet**

The Wallet is like your virtual backpack and contains your stuff. Among other things, it includes your Cash Cubes and your Data Cubes, but also all the Virtual Objects you have obtained. If you make transactions, we will automatically remove the traded content from your Wallet and add the purchased content to your Wallet (note that all functionality of the Wallet may not be available during any Technical Test phase).