LacNova Games

Legal Centre · Operated by Lacspace Corporation Pvt Ltd

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Licensing and project terms

How licensing one of our games, or having us build a game for you, usually works. A plain-English overview; your signed agreement is what counts.

Version v1.0 · Effective 14 November 2026 · 12 sections · 19 clauses

AT A GLANCE

A plain-language summary. The numbered sections below are what applies.

- This is an overview, not a contract. Every licence or project gets its own signed agreement, and that agreement prevails.
- License one of our games or engines under your brand, or have us build a game to your brief.
- Scope, branding, hosting, support, ownership and fees are agreed in writing before work starts.
- You keep your brand; we keep our games and engines unless the agreement says otherwise.

1 An overview, not a contract

1.1 **This page describes how we usually work. It is not an offer, it does not create an agreement, and it does not bind either side.**

1.2 **Every game licence and custom project is covered by its own written agreement, signed by both sides. If anything in that agreement differs from this page, the signed agreement prevails.**

1.3 LacNova Games is operated by Lacspace Corporation Pvt Ltd. Agreements are made with **Lacspace Corporation Pvt Ltd**.

2 Two ways to work with us

- **License a game.** Launch one of our titles under your brand, build a game of your own on the engine under it, or add a bundle of games to your app. See license a game.
- **Custom development.** We design and build a game to your brief, from first idea to launch and beyond. See custom game development.

3 How an engagement starts

3.1 It starts with a conversation. Write to business@lacspace.com or use the contact page and tell us what you have in mind.

3.2 We reply with questions and options, then send a written proposal setting out scope, timeline and fees. Work starts once both sides have signed the agreement.

3.3 If you need a confidentiality agreement before sharing sensitive details, tell us and we'll agree one first.

4 Game licensing

4.1 A licence gives you the right to use and publish an agreed game, or an engine, under your brand, for the purposes, platforms and period set out in the agreement.

4.2 We keep ownership of the underlying game, its code and engine, and our own art, unless the agreement says otherwise. The licence is personal to you and can't be passed on or sub-licensed without our written consent.

4.3 Fixes and improvements from the main game can reach your version, as set out in the agreement.

5 Custom development

5.1 The agreement sets out what we will build, the milestones, and how each stage is reviewed and accepted. You see a playable version early and the game as it grows, as described on how we work.

5.2 Changes to the agreed scope are welcome, and are agreed in writing, with any effect on timeline or fees, before we make them.

6 Who owns what

6.1 You keep ownership of your brand, logos, characters and any content you give us, and you give us permission to use them to build and run your game.

6.2 Ownership of what we create for you, and the licence you receive to any of our pre-existing tools, engines and code used in it, is set out in the agreement.

7 Fees and payment

7.1 We don't publish a price list. Fees depend on the title or the work, your audience, and whether we host and run the game, and they are set out in your proposal and agreement, along with payment terms.

8 Store publishing and hosting

8.1 The agreement says whose store accounts the game is published on, who is responsible for store listings and reviews, and whether we host the online side for you or hand it over to run on your own servers.

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9 Support, updates and live ops

9.1 Support, updates, events and new content after launch are agreed as part of the engagement. See live ops and updates for what we can run for you.

10 Player data and privacy

10.1 The agreement sets out each side's responsibilities for player data, privacy notices, store privacy forms and children's safety, and includes data-processing terms where the law requires them. We build with fair, server-decided play and keep personal data to what the game needs.

11 Ending an agreement

11.1 How long an agreement lasts, how either side can end it, and what happens to the game, data and accounts afterwards are set out in the agreement itself.

12 Talk to us

12.1 Questions about licensing, custom projects or an existing agreement go to business@lacspace.com.

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Contact: hello@lacspace.com (general and privacy) · business@lacspace.com (business and legal notices).

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