

“Architect of Worlds” Automation Policy

General Principles

The design sequences and “rules” in *Architect of Worlds* are based upon real-world mathematics and science, most of which are in the public domain and should be considered freely available to all.

Ad Astra Games and Jon F. Zeigler reserve the right to recognize whether the work of other parties is or is not in accord with the specific contents of *Architect of Worlds*.

We recognize many individuals are interested in implementing some or all of the material from *Architect of Worlds* in computer software, making the results available to others. This policy describes appropriate and permissible use of the material in *Architect of Worlds* with respect to such software implementations.

Implementing *Architect of Worlds* as an “Official” Application

Ad Astra Games intends to work with one or more partners to develop a specific implementation of the *Architect of Worlds* design sequences, in the form of an application that will be accessed via the Ad Astra Games website. This application’s features should include, but may not be limited to:

- Users will be able to randomly generate new star systems, with all their planets and moons, using the *Architect of Worlds* design sequences exactly as written (including all up-to-date errata).
- The application will output complete data for every star, planet, and major satellite in the generated star system(s), including the results of Steps One through Thirty-One of the primary design sequence, as well as a complete World Temperatures Worksheet derived from the section titled “Fine-Tuning World Climate.”
- The application will output complete data for the generated star system(s) in a common interchange format, such as JSON or XML. There may be an option available on the website to convert a JSON or XML format file into a PDF.
- Users will be able to apply constraints to the generated star system(s), such as (e.g.) “at least one star in the system must be of a specific spectral type and luminosity class” or “maximize the probability of a habitable Earthlike world somewhere in the system.”
- The application *will not* generate map coordinates for any generated star system(s). The user will be expected to place the randomly-generated system in maps of their creation, using whatever methods they prefer. Ad Astra Games may implement a utility that places stars algorithmically at a later time, with display options.
- The application *will not* require or accept any input of real-world astronomical data. All generated systems will be wholly random, within any user-provided constraints. In particular, the application will not attempt to work with any information about known exoplanets.

Developers are encouraged to submit design proposals to Ad Astra Games for consideration. If and when any such application is released, users will be invited to purchase “credits” from Ad Astra Games (e.g., \$1 for 100 randomly generated star systems). The developer(s) selected to create and maintain this “official” application will receive a portion of the proceeds, to be determined under specific contract with Ad Astra Games..

Implementing *Architect of Worlds* as an “Approved” Application

Developers may choose to develop applications implementing some or all of the *Architect of Worlds* material. In general, Ad Astra Games and Jon F. Zeigler have no objection to such applications being developed or made publicly available.

Should the application meets the following conditions:

- It applies the *Architect of Worlds* design sequences exactly as written (including all up-to-date errata), *and*
- It credits Ad Astra Games and Jon F. Zeigler for *Architect of Worlds*, including a copyright statement and information regarding where to acquire the book, *and*
- It is not made available on a for-profit basis

Then the developer may freely advertise the application as an *Approved Implementation* of the *Architect of Worlds* design sequence. Ad Astra Games will provide logos that may be used on the pertinent website or application output, marking it as such.

Implementing *Architect of Worlds* as an “Unapproved” Application

If an application implements some or all of the *Architect of Worlds* material, but it *fails* to meet all three of the above criteria, the developer *may not* advertise it as being an exact implementation of or “approved by” *Architect of Worlds* in any way. The developer should also avoid quoting or otherwise using specific text from *Architect of Worlds* beyond the bounds of fair use.