

End-User License Agreement

Please read carefully the End-User License Agreement ("EULA"), or license ("License") contract, which includes information entailing the use of games and services ("Service") provided by XLGAMES ("Company"), before using The Cube Save Us ("Game Software").

The Company is located in Seongnam-si, Gyeonggi-do, South Korea. A user ("User") is allowed access to the Company's software ("Software") by logging into its client system ("System"), using the Service the Company provides.

Selecting "Agree" and installing the Game Software means that you understand and agree with the conditions of this EULA and the use of the Game Software. Selecting "Cancel" to express your disagreement with the conditions of this EULA will restrict access to the License of the Game Software.

To use the Service, the following is required of the user: (i) software download; (ii) creation of an account ("Account") within the Service; (iii) adherence to the terms of policy.

1. DEFINITIONS

The definitions of the terms as used in this EULA are as follows:

A. "Service" refers to the game service and all related services provided by the Company. The Company may provide services users can use without paying any additional fees ("Free Service") and/or services that users can use by paying a fee set in advance by the Company or the platform ("Paid Service").

B. "User" refers to a person who has successfully followed through the service use application procedure provided by the Company, agreed to this EULA, and has been granted service use rights.

C. "Platform" refers to a network service that enables you to download or install and use the Service provided by the Company. It refers to the entire network service that enables users to access the Service provided by the Company, not limited to global PC/console platforms and mobile platforms.

D. "Device" refers to a device that can download or install and use the Service provided by the Company, such as a mobile phone, smartphone, personal digital assistant (PDA),

PC, tablet, or any other device that can download or install content and use it or access it through a network.

E. "Account" refers to a combination of English letters and numbers selected by the user and approved by the Company for the purpose of user identification and use of the Service.

F. "Account Information" refers to personal information of the user gathered by the Company while the user is using the Service, including account, service use information, payment information, or information related thereto.

G. "Password" refers to a combination of letters or numbers set by the user to confirm that the user matches the account assigned to the user and to protect confidentiality.

H. "Cash" refers to a virtual payment method that can be used to purchase specific services or products. There are two types of cash: free cash that is applicable to all game services and paid cash that can only be used for specific game services. The paid cash that can only be used for specific game services may have different names depending on the service, the names determined by the Company based on prior notice. The conversion value of cash is in principle displayed within the game service but may be determined differently in exceptional cases, as notified to you in advance.

I. "Top-Up" refers to purchasing paid cash in units of a certain amount using a payment method designated by the Company.

J. "Free Cash" refers to cash acquired by a user through a method other than direct top-up. The name of each free cash may be determined differently by the Company based on prior notice. This includes cash provided free of charge or as a bonus by the Company, as well as any cash not directly paid for by the user, such as cash received as a gift from another user. Free cash is non-refundable.

K. "Homepage" refers to the game homepage managed by the Company for the Service.

2. Validity and Change of Contract

This EULA governs (i) software use, (ii) service registration and use, and (iii) system access. Furthermore, this EULA may be revised and amended, and any changes will be notified at least 7 days prior to their effective date through notices within the Service, website, or the platform providing the Service. However, if the EULA is revised to significantly impact your rights and obligations, notice of the change will be provided 30 days prior to the effective date. Therefore, you are advised to review this EULA regularly to protect their service use rights. Having accessed the System after accepting this EULA and accessing it again after the EULA is revised or amended, the Company will deem you

to have agreed to the revision or amendment.

The Company may establish operational policies to protect your rights and interests and maintain order within the game, as well as to enforce any terms not specified in this EULA. In such cases, the Company will notify you of the contents of these policies through the platform providing the Service or the game homepage. If the Company revises the operational policies, it will provide advance notice through the relevant platform, link screen, or the game's client guidance.

In the event of a conflict between this EULA and the policies of each platform, the policies in this EULA shall prevail. Matters not specified in this EULA and any interpretation thereof shall be governed by the laws of the Republic of Korea, including the Content Industry Promotion Act, laws concerning consumer rights in e-commerce and others, laws concerning regulation of terms and conditions, the User Protection Guidelines for Content established by the Minister of Culture, Sports and Tourism, and other relevant laws, regulations, or customary practices.

3. Account

A. Account Creation and Usage Restrictions

Regarding account creation, only adults (those who are of legal age) may create an account, and you expressly acknowledge and agree that you are fully responsible for all consequences arising from your account. You may not share your account with anyone else or allow anyone other than yourself (or your minor children, if you registered on behalf of a minor) to access or use your account. Joint use or sharing of an account by more than one user is prohibited.

You may not use your accounts for commercial purposes. Access to the System and use of the Service may only be for personal use and may not be used for commercial activities or the exchange of payments. You may not create accounts, access the System, or use the Service on behalf of a corporation or business entity. Accessing the System or using the Service for commercial purposes or for profit is prohibited.

B. Account Protection

You are responsible for managing your account, password, and device. You must not allow third parties to use these accounts. You may not transfer your account to a third

party under this EULA.

If you violate this and allow a third party to use your account, and the third party violates the terms and conditions or Operation Policy while using your account, and the account use is restricted, the Company may consider this to be a violation by you and maintain restrictions on account use.

If you become aware that your account has been stolen or is being used by a third party, you must notify the Company immediately and follow the Company's instructions. You are responsible for any disadvantages that arise from your failure to notify the Company of the fact or failure to follow the Company's instructions even after notifying the Company, as well as any damages incurred while using the Service or unauthorized use by a third party due to your negligence in managing your account, and the Company is not responsible for such.

C. Account Termination

If you wish to terminate your account, please refer to Article 6 of this EULA. All responsibility for transferring or attempting to transfer access rights to a person other than the account holder lies with you, not the Company. The Company shall not be legally liable for any acts, claims, representations, non-performance, omissions, or liabilities between the parties to the transaction (including those seeking to transfer account usage rights). If such acts are discovered, the Company may take action against you as inappropriate acts in accordance with its policies.

4. Payment and Cash

A. Payment

(1) You are not required to pay additional fees to use the Service. However, additional content may require download fees or account payments. Information regarding download fees, account payments, content purchases, and other costs will be provided during the initial purchase process. Information regarding special items within the Service will be provided prior to purchase. Payment fees and payment details can also be confirmed through the platform, account information, or payment provider. The above fees and payment details are subject to change at any time by the Company.

(2) You may purchase Service-related content in accordance with each platform's policies. However, matters related to content prices, payment methods, and refunds are governed

by this EULA. Refunds are not available for matters not specified in this EULA. You can have additional content benefits by paying additional fees and access the additional content during the payment period. If you choose not to pay or cancel their payment, your access to the additional content may be limited.

(3) You are responsible for checking the above terms and conditions when fees and payment terms change. If you do not agree to the changes, you may stop paying fees, terminate the EULA, and delete your account in accordance with the termination provisions below. You are responsible for all costs associated with payment, including fees and taxes, hardware, software, internet connection, and account payments, as well as system access costs.

B. Paid Cash

(1) Paid cash is a Paid Service that can be used by topping up from the Company or platform. The Company may vary the payment method or not provide it and may set different times for it, depending on the platform. However, if there is a separate business operator ("Payment Method Provider") operating each payment method, you must follow the procedures provided by the Payment Method Provider before using the payment method. When paying for the Company's Service, you are deemed to have agreed to the terms and conditions and policies provided by the Payment Method Provider.

(2) You can top up paid cash in units provided by the Company or platform's policy, and the top-up unit may differ depending on the selected payment method.

(3) The usage period for paid cash is 5 years from the date of top-up.

(4) Notwithstanding the current clause, the usage period of free cash is, in principle, 1 month. However, free cash received as a gift from another user can be used for 5 years, and in other cases where the Company sets a different usage period when issuing free cash, that period shall apply.

(5) In the case where you have multiple types of cash and simultaneously use some of the cash, the order of depletion of the cash and the method of use shall be separately notified by the Company on each game homepage, user guide page, etc.

(6) The Company may set limits on your cash top-up/holding/use in accordance with the Payment Method Provider (mobile carrier, credit card company, etc.) or the Company's policies.

(7) In the following cases, the Company may not approve your cash top-up or even cancel approval after you have topped up:

1. If the payment is incomplete or the payer cannot be identified.

2. If someone else's credit information was misused.
3. If the legal representative did not consent to a minor's top-up request.
4. In other cases where approval is deemed inappropriate for reasons similar to those in the subparagraphs 1 to 3.

5. Refund and Purchase Cancellation

(1) Unless otherwise specified and notified in advance by the Company when selling products/services, if you request suspension of Paid Service or termination of contract, a refund may be received in accordance with each of the following items.

1. Paid Cash: The amount after deducting the refund fee (the greater of 10% of the balance or KRW 1,000) from the paid cash balance at the time of the request (only the entire balance of the paid cash can be refunded; a portion of the balance cannot be refunded).
2. Fixed-Quantity Product: The refund will be made after deducting the usage fee (based on minutes) and a refund fee (the greater of 10% of the product price or KRW 1,000) from the price of the fixed-quantity product. Fixed-quantity products are valid for 1 year from the date the service becomes available (or the date of contract). No refunds will be made for the product once it expires.
3. Flat-Rate Product: The refund will be made after deducting the usage fee (based on days) and a refund fee (the greater of 10% of the product price or KRW 1,000) from the price of the flat-rate product.
4. Additional Service: Due to the nature of additional services, a single use is considered as complete usage of the service. Therefore, refunds are only available before the additional service is put into effect. Additional services include, but are not limited to, other services incidental to the main service provided by the Company, and the Company may provide certain additional services in a form that can be used immediately upon purchase. Unless otherwise specifically notified, additional services may be applied on the first regular maintenance date for the game service following your request. The regular maintenance time related to such services will be separately notified by the Company on the game homepage or through the game client.
5. Game Items: In the case of game items, refunds may be restricted for the items that have already been used or are deemed to have been used at the time of the refund request, or items of a similar nature (i.e., items depreciated in value due to a reason attributable to you; used/consumed items in part or whole; items that are difficult for the Company to resell after time has passed; items stipulated by law for the safety of

transactions; items whose characteristics have been clearly notified in advance, etc.). Provided the Company has notified you at the time of purchase of each of the game items, it may take action accordingly.

6. (1) In applying the current Article, the standard usage fee for each product or service is the daily usage fee of the regular price of the service, excluding discount benefits provided for long-term use of the service, events, or bundled sales of products, unless specifically determined and notified by the Company at the time of purchase of each product/service.

(2) When refunding a Paid Service purchased with paid cash, the refund amount will be paid in paid cash.

(3) If the Company separately notifies the refund policy for a particular product/service, that policy shall apply. In other words, if the Company has a refund policy applicable only to a specific product at the time of product/service sale (or restructuring products), it may separately notify or seek consent for such policy. Specifically, if the Company provides a refund calculation formula for a specific product through event terms, notices, purchase notes, and the like, such as during events (e.g., combined product promotions, discounted product promotions, etc.) or restructuring products due to game system improvements, the refund calculation formula for the specific product will apply. However, if the refund calculation formula is not separately specified in the service's display, refunds will be made in accordance with the current Article.

(4) When paid cash is refunded, any remaining paid cash received from the Company through additional top-up events, etc., or provided free of charge from other users or third parties will be considered free cash, and all such free cash will be forfeited.

(5) If the Company restricts your use of the Service or terminates the contract with you due to having used a program strictly prohibited by this EULA or having committed a serious illegal act, such as violating the Resident Registration Act of the Republic of Korea, the Company will not refund any remaining service fees at that time, taking into account the damages and losses incurred by your violation to the Service. However, in such cases, the Company will inform you via electronic documents on the homepage or emails of ways to redeem yourself with facts, objections, and explanations. If your argument is deemed reasonable, the aforementioned penalty will not apply.

(6) In the event of an overpayment, the Company shall refund the full amount using the same method used for the payment. However, if a refund using the same method is not possible, the Company shall notify you in advance. If an overpayment occurs due to a cause attributable to the Company, the Company shall refund the full amount of the

overpayment, regardless of contract fees or other charges. However, if an overpayment occurs due to a cause attributable to you, you shall bear the reasonable costs incurred by the Company in refunding the overpayment. The Company shall process overpayment refunds in accordance with the User Protection Guidelines for Content.

B. Purchase Cancellation

(1) You and the Company may cancel a purchase without an additional fee within 7 days from the date of contract or the date a specific service is to begin through the homepage, phone, etc. However, if the Company falls under any of the following cases, you may not cancel the purchase, etc., without the Company's consent. In the case of products, services, and the like for which cancellation, etc., is restricted according to the subparagraphs 2 through 4 and 6 below, the Company shall clearly indicate such fact in an easily visible place or take measures such as providing trial products to ensure that your right to cancel the purchase, etc., is not hindered. If the Company does not take such measures, you may cancel the purchase despite the reasons for the restriction on cancellation.

1. If the product or service is lost or damaged due to a reason attributable to you.
2. If you use or partially consume a product or service.
3. If it becomes difficult to resell after some time has passed.
4. If the packaging of replicable items is damaged.
5. In other cases stipulated by law for the safety of transactions.
6. In the case of game items and the like that have already been used or are deemed to have been used in accordance with this EULA and the notice given at the time of purchase.

(2) Notwithstanding the preceding paragraph, cancellation of purchase may be restricted in accordance with relevant laws and regulations, i.e., laws concerning consumer rights in e-commerce or the Content Industry Promotion Act, for services such as Free/Paid Services (gifts, etc.) provided free of charge by the Company or a third party, or Paid Services that have already been used or are deemed to have been used by you at the time of the request for the cancellation, and other services with such characteristics.

(3) You may cancel your purchase through the homepage or by phone.

C. Refund Due to Termination and Account Suspension

The Company will make every effort to provide a refund within 3 business days from the date you request termination of the contract or suspension of the Service.

The Company will refund the full amount using the same method you used to pay for the Service. However, if a refund using the same method is not possible (e.g., if a credit card payment cannot be cancelled or a partial refund is requested), the Company will immediately notify you of the appropriate refund procedure and provide the refund. Refunds via bank transfer are only available to the account holder's own account.

6. Termination and Account Suspension

A. Company - Service Suspension and Termination

(1) The Company may restrict or suspend all or part of the Service without prior notice in the event of a natural disaster, national emergency, or when the provision of the Service is prohibited at a specific time or method by relevant laws and regulations; when normal provision of the Service is impossible due to power outages, service facility failures, or surges in Service usage; when necessary to respond to electronic security incidents such as hacking, communication failures, abnormal game usage behavior by users, or unexpected instability of the Service; when there is a significant business circumstance for the Company such as a division/merger/transfer/business shutdown/decline in profit and the like relating to the Service; or when there is or is expected to be a force majeure event such as the discovery of a technical defect that is difficult to resolve or a serious change in the operation of the game. However, in a foreseeable event where the Company must suspend all its Service due to technical or operational needs, the Company will notify you at least 30 days prior to the termination of the Service through one or more of the following means of communication: (i) login notice window, (ii) Company homepage, (iii) email, or (iv) any other means of communication deemed appropriate by the Company.

(2) The Company may temporarily suspend the Service with prior notice if necessary for maintenance, inspection, replacement, or malfunction of computer or other information and communication equipment, communication disruption, periodic inspection, modification of game content or Service, or for other significant operational reasons. However, if the Company has unavoidable circumstances that prevent it from providing prior notice, it may provide notice after the fact.

B. Company - Breach of Contract and Misconduct

The Company may take appropriate measures against violations you commit, including Service use restrictions, such as suspension of Service and deletion of the account, and reporting to authorities, based on the Operation Policy of each game announced by the

Company. The Company may temporarily or permanently restrict your use of the Service, account, certain account privileges, character, and certain character/account privileges. In such cases, the Company will notify you and take appropriate measures as follows and provide you a sufficient period of time to give an explanation.

(1) If you violate your obligations stipulated in this EULA or the Service Operation Policy, or intentionally or negligently cause damage to the Company, the Company may take measures such as suspending your use of the Service in accordance with this EULA, which may result in data loss (game items requiring continuous management, etc.) due to your inability to maintain assets in the game. The Company will not provide compensation for such loss.

(2) In certain cases, the Company may terminate the contract immediately or temporarily suspend the Service use without prior warning out of necessity to maintain the sound operation of the Service. Such cases include identity/payment theft in violation of the 'Resident Registration Act' of the Republic of Korea; provision of illegal programs in violation of the 'Copyright or Computer Program Protection Act' and interference with the operation of the Service; illegal communication and hacking in violation of the 'Act on Promotion of Information and Communications Network Utilization and Information Protection' and the like; distribution of malicious programs; excessive access rights; mediation/purchase of game currency in violation of the 'Game Industry Promotion Act'; actions that damage the game's operation (i.e., impersonation of the operator, in-game fraud, repeated exploitation of bugs, etc.); and other significant violations that make it difficult to restore order in the operation of the Service. Upon termination of the contract pursuant to this paragraph, all asset data, such as game items and game currency, characters, and other benefits acquired through use of the Service, will be forfeited and deleted. The Company will not compensate or indemnify you in any form for any losses incurred in asset data and the like.

(3) If there is an objective and reasonable suspicion that your account or password has been leaked to a third party and used illegally, or if a third party has violated this EULA by illegally using your account, or if the Company discovers that your account is directly involved in such violations during the process of investigating a violation of this EULA, the use of the account may be restricted to maintain order in the game.

(4) If you wish to object to this EULA or the Company's actions pursuant to this paragraph, you may file an objection or provide an explanation through the homepage or email within 15 days from the date of receiving the notification. The Company may request you to submit objections, etc., in a form and method determined by the

Company. The Company must respond to you within 15 days of receiving such objections. If a response within 15 days is not possible, the Company will notify you of the reason and the processing schedule. The Company must take appropriate action based on the content of the response.

(5) The Company separately establishes and announces a policy for sanctioning malicious users or a game service operation policy. These policies contain specific terms and conditions and detailed information within the scope of the usage restrictions stipulated in this EULA. If use of the Service is restricted or the contract is terminated pursuant to these policies, the Company will notify the affected users individually or take measures to ensure individual notification through the in-game client, etc.

(6) If the Company conducts an investigation pursuant to the preceding paragraph, the Company may temporarily restrict the use of your account until the investigation is completed. If, as a result of such investigation, it is determined that you did not violate the Operation Policy, the Company will extend the Service usage period for a period equivalent to the period during which the Service was temporarily suspended, for which you had paid a certain amount, after the investigation is completed. However, this does not apply if you are determined to have violated the Operation Policy, such as through account theft or hacking.

C. User

(1) Voluntary Termination of Contract

You may terminate your account contract by sending an email to the Company.

(2) Change of Contract

You have the right to reject revised terms and conditions. You must exercise due diligence regarding changes to this EULA. If you do not agree to a revised EULA, you may terminate your contract. However, if you do not express your intention to reject the revised EULA by its effective date, you will be deemed to have agreed to the revised EULA. Furthermore, by selecting "Agree" to the EULA or accessing the System or Service, you will be deemed to have accepted the revised EULA and waived your right to terminate the contract as stated in the above paragraph.

D. Account Suspension

Upon termination of the EULA, all your accounts will be suspended, and all rights stated in the EULA will be terminated. Following this process, you will no longer be able to use the relevant Software and will no longer be able to access the System or Service through the suspended account. Upon account suspension, all content contained in the account,

including characters, items, currency, and the like, will be deleted. Upon termination of the EULA, you will not be compensated for any playtime invested in the Service, and you will not be entitled to a refund for your account value.

If your account has been suspended, you as a user cannot access the System or Service without the Company's permission. This restriction also applies to other accounts. Transferring account rights to a suspended user is prohibited.

7. User Obligations

A. Prohibited Acts

In order to maintain continuous use of the System and Service, you must not engage in any acts prohibited by the Company pursuant to this EULA. You must comply with relevant laws and regulations, the provisions of this EULA, the Operation Policy, user guides, and any notices, cautions, etc. separately notified by the Company. You must not engage in any other acts that interfere with the Company's business operation.

The Company prohibits the following actions that may negatively impact the overall experience of the Service, without limiting the Company's authority to control the Service or the user's scope of action.

- (1) Any act that places a huge burden on the System without cause.
- (2) Modifying or changing the Service usage and methods of content using software created by you or a third party.
- (3) Any act of abnormal acquisition of items, currency, objects, abilities, ranks, and positions, or achieving scores through software, macros, or automatic key input devices owned by you or a third party. Manipulating the user interface or Service data to obtain items, objects, abilities, or benefits in an abnormal manner.
- (4) Any act of creating or distributing a program that can bypass System login or access the System or Service through software and information that may be obtained from system data analysis.
- (5) Posting illegal content that may result in civil liability, including harassment, violence, threats, defamation, harmful materials, pornography, and intellectual property rights infringement, in chat windows or public communities.
- (6) Intentionally transferring or receiving characters, currency, or items obtained, created, or copied through abnormal means, or exploiting bugs in the Company programs.
- (7) Any act of registering false information when requesting to join (application for

membership) or changing user information.

(8) Any act of stealing other users' accounts, passwords, resident registration numbers, etc.

(9) Any act of transferring, donating, or providing as collateral the user account, character, level, or other service usage rights or other status under the contract to another person.

(10) Conducting business activities using the Service without the Company's permission. You may not conduct business activities using the Service without the Company's permission. If any business activity is conducted without the Company's prior approval, you are fully responsible for the results of such business activities. Furthermore, if your business activities result in or threaten to result in economic loss, damage to the Company's image, or other damages, you shall be liable for damages to the Company. Furthermore, the Company may restrict your use of the Service and, through due process, seek compensation for damages.

(11) Transmitting, posting, emailing, or distributing to others content that infringes on others' patents, trademarks, trade secrets, copyrights, or other intellectual property rights.

(12) Any act of transmitting, posting, emailing, or otherwise distributing to others information, sentences, figures, sounds, or videos containing vulgar or obscene content.

(13) Transmitting, posting, emailing, or distributing to others through any other means any content that is highly offensive or personal and may infringe upon the honor or privacy of others, or harassing or threatening other users, or causing continuous pain or discomfort to a specific user.

(14) Collecting or storing personal information of other users.

(15) Any act reasonably suspected to be connected with a crime.

(16) Any act that violates this EULA or any other regulations or terms of use established by the Company.

(17) Any act that violates other related laws and regulations.

(18) Any act that causes or encourages other users to commit prohibited acts as specified in items 1 through 17 above.

B. Selling Items

You may not transfer, sell, auction, or purchase content within the Service, nor may you offer such transactions to third parties. Items such as characters, character abilities, items, and currency may not be traded. You may not encourage or induce third parties to participate in transactions and may not use, transfer, or distribute Service assets for gambling activities operated by other companies. Furthermore, you may not purchase,

sell, or auction (or attempt to purchase) characters, character abilities, items, or currency through online auctions, newsgroups, bulletin boards, or other means. Such actions are prohibited by the EULA and constitute a violation of the Company's proprietary rights.

8. Collection and Monitoring of Personal Information

A. Collection and Use of Personal Information

The Company strives to protect your personal information, including registration and account information, in accordance with relevant laws and regulations. The protection and use of your personal information is governed by relevant laws and regulations and the Company's Privacy Policy. The Company may collect and store your Service usage information. This information will be stored together with Service usage information collected from other users through the Service and System. The Company may analyze or use your gameplay information for review, research, development, maintenance, operation, management, support, and product and Service sales.

B. Monitoring

The Company may collect and monitor your device information (settings, specifications, operating system, version, etc.) or PC specifications and operating system, browser and other system information, regional and language settings, GUID (Globally Unique Identifier), product identification information, and other error information to stabilize the Service, resolve errors, and check for malware infection.

9. License

A. Software License

Subject to this EULA, the Company grants you a limited, exclusive, revocable Software License and related documentation. The licensee may create a valid account and access the System and Service through the created account.

B. Provision of System Access and Service Play License

The Company grants you a limited, exclusive, revocable Software License and the copyright to the games and posts necessary for use of the Service, and the use and management of the posts (see below), provided you comply with this EULA and have a valid account. Within the scope permitted by the System, you may download and exchange content and user content within the Service through a valid account. The above is for use solely for the purpose of using the Service, subject to this EULA.

C. Limitations

(1) All rights not expressly granted in this EULA are reserved, and any licenses, permissions, access rights, or usage rights are implied. Any information obtained through the System may not be used for any purpose other than using the Service. You may not access the System or upload, download, or use any information obtained from the System except as permitted in this EULA.

(2) You may not create new software based on the Software or Software-related documentation, nor may you copy (except as specified above), distribute, rent, lease, adapt, translate, use, display, or create sublicenses. Except as specified in this EULA, the Software may not be transferred.

(3) You may not copy, distribute, rent, lease, modify, or create derivative works, nor may you adapt, translate, execute, publish, transfer, or reuse information accessible through the System. This includes, but is not limited to, items and characters registered to your account, including content within the Service and user content. You may modify content within the Service and user content within the scope permitted by the System for the purpose of using the Service.

(4) Extracting source code through the Software or system information (including data packets transmitted over a network) is not permitted. Regardless of whether encrypted, decomposing, decompiling, reverse engineering, analyzing, or deciphering packet stream code (or attempting to do so), or allowing a third party to do so is prohibited. If such actions are discovered, you expressly waive all legal rights. If the Software and/or System includes license management technology, the License may not be circumvented or disabled.

D. Software Update

The Company may update or modify the Software from time to time. You grant the Company the following rights: (i) the right to extract hardware system profile data; (ii) the right to collect file directory (Service and System access) information; and (iii) the right to download personal hardware, Service files, and Service-related information. The above applies to all accounts and hardware attempting to access the System.

E. Distribution of New Software

You are not obligated to use new Software, expansion packs, updates, upgrades, or additional content specified in this EULA. However, the Company may distribute such

content at its sole discretion. The Company may update, upgrade, and improve the Software without consulting with you. When releasing new Software, the Company may request that you change the Software as a condition of using the Service. When a new version is released, the Company will share relevant information with you and provide a time limit for downloading and installing the Software. You must install and run the new Software within the given period to access the System or use the Service. The Company shall not be liable for any failure to install the Software within the given period, and no refund of previously paid fees will be provided.

10. Ownership

A. Ownership of Software, System, and Service

In your relationship with the Company, the Company exclusively owns the Software, System, Service, and content within the Service. All Software, System, Service, and content within the Service are protected by copyright, trademark, and other ownership rights laws. The Company reserves all rights not expressly granted.

The Service consists of software code, programs, routines, subroutines, objects, files, data, characters (including account and character-related items, currency, objects, and abilities), graphics, sound effects, music, animations, videos, text, content, layouts, designs, and other information. All of the items listed above ("Service Content") can be accessed and downloaded through the System. The Company, its affiliates, copyright holders, and/or suppliers retain ownership and interest (including intellectual property rights) in the Software, System, Service, and Service Content. Except for the limited License expressly set forth above, no rights are transferred to you.

B. In-Game Asset Rights

(1) In-game assets (characters, game items, game currency, etc.) are intangible tools for using the Service and are not real-world property/currency. All rights, including ownership, to these in-game assets belong to the Company. For the purpose of providing the Service, the Company grants you limited rights to use in-game asset data in a manner and for a period determined by the Company. You cannot assert ownership or other rights to these in-game assets against the Company or any third party. In other words, you are granted a limited online usage right to in-game assets by the Company, and this right is limited to using the assets provided by the Company for a certain period of time on the website and/or game services operated by the Company in a

manner determined by the company. You may not transfer, gift, sell, rent, or allow others to use these assets, or use them in any way other than as determined by the Company.

(2) The Company retains all rights, including copyright, to the Service provided by the Company, portions of the Service, and derivative works thereof. The Company grants you the right to use these services only under the terms and conditions set by the Company and in accordance with this EULA.

(3) If necessary during operation of the Service, the Company may adjust some or all in-game assets at any time in accordance with the Company's service policies. However, if the adjustment is significantly disadvantageous to you and is expected to result in significant damages, the Company will notify you before or after the adjustment.

(4) If the Service is provided for testing purposes, in-game asset data acquired by you through the Service during the testing period may be lost, deleted, or reset at any time without notice.

C. Copyright of Posts

(1) User-published posts (including videos, text, images, audio, and combinations thereof) may be displayed in search results, informational emails, the Service, and promotions, and may be modified, copied, or edited to the extent necessary for this purpose. During this process, the Company complies with the copyright laws of the Republic of Korea, and you have the right to request the Company to take measures such as deleting the post, excluding it from search results, or making it private. This provision remains in effect for the duration the Company operates the Service, even after you withdraw from the Service.

(2) You may not manipulate, copy, publicly transmit (including transmission and broadcasting), publish, distribute, issue, or otherwise use any copyrighted material, including Company posts, obtained through the use of the Service, or distribute or disseminate such material to the public without the Company's prior written consent. However, this does not apply to content that the Company has permitted to be made public. Nevertheless, even in this case, users may not re-edit such content, use it for commercial purposes, or distribute it to third parties or the public.

(3) If the Company determines that your post violates this EULA, or if the Company receives a request from a third party to suspend the post due to violation of copyright or other related laws, infringement of rights, defamation, violation of public morals, etc., or if the Company determines that the post contains such content, the Company may delete the post, move the post to a separate posting space, or refuse to publish the

post.

(4) You shall be fully responsible for any civil or criminal liability arising from your post infringing upon the intellectual property rights, such as copyrights, of a third party.

D. Use and Management of Posts

(1) The Company may, without prior notice, delete, move, or refuse to publish any post or material that falls under any of the following categories. You must not engage in any of the following acts, and the Company may, in accordance with its Operation Policy, take appropriate measures against users who post such postings, including restricting their account name, character name, name of the group to which they belong, chat content and methods, bulletin board use, game play methods, and other Service use.

1. Use of illegal, threatening, intimidating, abusive, or obscene language;
2. Repeatedly posting the same content or comments;
3. Posting obscene, hateful, defamatory, or derogatory content, causing discomfort;
4. Posting malicious content that spreads false information targeting specific individuals or the Company;
5. Posting false information that cannot be verified;
6. Posting content that contains your/another person's personal information (identifying information, location, contact information, email, etc.);
7. Posting content that infringes upon the copyright or portrait rights of others or is related to the distribution of illegal materials;
8. Posting content that is confusing and clearly intended to impersonate the operator or Company employee of the Service or game;
9. Posting to distribute malware or cause system failure;
10. Posting content that promotes violence, delinquency, or gambling;
11. Posting content that may cause regional discrimination;
12. Posting content regarding politics, religion, ideology, etc., as specified in positive law;
13. Posting content based on socio-cultural prejudices such as race, gender, nationality, religion, or political conflicts;
14. Posting content related to account sharing and transaction attempts through the bulletin board;
15. General advertising (commercial writing with profit-making intent, general website promotion, and sign-up solicitation);
16. Distributing unofficial programs and methods for exploiting the System and bugs;
17. Posting content that causes a dispute between users or is inappropriate due to a

dispute;

18. Posting content created by illegal programs;

19. Posting content that violates the EULA, Operation Policy, or related laws and regulations;

20. Any other act that intentionally interferes with operations.

(2) Even if there is no request from the rights holder pursuant to the preceding paragraph, the Company may take temporary measures, etc., with respect to the relevant posting if there is reason to believe that the rights of the Company, a third party, or another user have been infringed upon, or if there is a violation of other Company policies or relevant laws and regulations.

11. Disclaimer of Warranty

The Software, System, Service, Service Content, and other materials related thereto are provided "as is," with no liability whatsoever for defects. You assume all risks associated with accessing the System and Service. The Company disclaims all warranties, express or implied, including warranties of merchantability, suitability for a particular purpose, and non-infringement. The Company does not guarantee that access to the System or execution of the Software will be uninterrupted or error-free. Furthermore, the System or Software may not be compatible with your hardware and software.

While the Company makes every effort to maintain the System, it does not guarantee continuous operation. The System may be terminated at any time during service, for reasons such as system maintenance, new software application, emergency situations, or equipment or network failures.

12. Indemnification

In no event shall the Company, its affiliates, licensors, or suppliers be liable to you or any third party for any special, indirect, incidental, consequential, punitive, or exemplary damages (including lost profits or lost data) arising from:

A. If the Company is unable to provide services due to natural disasters, war, or other similar force majeure, the Company is exempt from liability for providing the Service.

B. In the case of separately provided test services, such as servers for testing purposes, you fully understand that the game services and software provided are products for preliminary testing. You acknowledge that these are not finished products or services

that operate at an optimal level and may contain errors or defects. To the fullest extent permitted by the laws of the Republic of Korea, the Company does not warrant the efficiency, suitability, permanence, or appropriateness of the Service or any other products, services, or tests. Furthermore, the Company assumes no responsibility for any alteration, loss, or loss of use of your data that occurs during the provision of the services.

C. In the case of separately provided test services, such as servers for testing purposes, the Company may suspend the services for reasons such as maintenance, replacement, regular inspection, construction, occurrence of errors, or changes to service policies and environments of service equipment. The Company shall not be liable for any damages suffered by you due to suspension of the services, disruption of use, or interruption of testing for any reason.

D. In the case of Free Service among the game services/products provided by the Company, the Company will not compensate for damages unless there is intent or gross negligence on the part of the Company.

E. The Company is exempt from liability for the loss of your in-game assets (game currency), levels (experience points), etc., unless it is due to the Company's intent or gross negligence.

F. The Company is not responsible for any service interruption or disruption caused by reasons attributable to you.

G. The Company is exempt from liability if damages occur to you due to the telecommunications service provider suspending or failing to provide sound telecommunications services.

H. The Company is exempt from liability in the event that the Service is interrupted or malfunctions occur due to unavoidable reasons such as maintenance, replacement, regular inspection, or random inspection of equipment for service purposes that have been announced in advance.

I. The Company is not responsible for your failure to obtain desired characters, experience points, game items, etc., or for your loss of such items while using the Service, and is not responsible for any damages resulting from your selection or use of the Service.

J. The Company is not responsible for any problems such as connection delays caused by your computer or network environment for reasons not attributable to the Company. The Company is also not responsible for any damages (i.e., loss of in-game assets such as game currency and items, etc.) caused by so-called lag or damages resulting from the

installation or use of add-ons.

K. The Company is not responsible for the reliability, accuracy, or other content of information, materials, or facts posted or transmitted within the Service or on the website that the Company did not post.

L. The Company is not responsible for any problems that arise between users in Service areas. In other words, the Company has no obligation to intervene in disputes that arise between users or between users and third parties through the Service and is not responsible for compensating any resulting damages.

M. The Company is not liable for any damages suffered by you in connection with the use of the Free Service. However, if you suffer damage due to the Company's intent or gross negligence and liability is not exempted under this EULA, the Company shall be liable.

N. The Company may restrict Service usage times, etc., in accordance with relevant laws, government guidelines, or administrative orders, and is exempt from liability for any restrictions on Service usage resulting therefrom.

O. The Company is not responsible for any inability to use all or part of the content functions due to your change in device, change in device number, change in operating system (OS), overseas roaming, or change in carrier.

13. Posting of Advertisements

Part of the Company's investment base for providing the Service may come from revenue generated through advertising. You agree that certain advertisements may be displayed and presented while using the Service.

The Service may include various banners and links for purposes such as citing the source of certain content and advertising. In this regard, links may be provided to third-party service sites or webpages. The Company assumes no responsibility for any damages or losses arising from your participation, transactions, or correspondence with advertisers' promotional activities posted or linked on the Service.

14. Compensation for Damage

A. The Company is not responsible for any damages suffered by you during the period in which the Service is provided for testing purposes, or in connection with the use of any Free Service provided by the Company, or any information or materials (including programs, services, game items, characters, and other materials) provided under this EULA. However, this does not apply if such damages are caused by the Company's intent

or gross negligence.

B. If you violate the obligations under this EULA and cause damage to the Company, or if you cause damage to the Company while using the Service, you must compensate the Company for the damage.

C. If a Paid Service purchased by you from the Company is lost due to the Company's fault, the Company will restore it to its state prior to the loss. If restoration is impossible or difficult, the Company will, at its option, provide a Paid Service of similar value or refund the purchase price of the Paid Service.

D. If the Service is terminated due to a violation of "6. User Obligations" of this EULA, you cannot claim damages for Free Service, Paid Service with no remaining usage period, ongoing Paid Service contracts, or fixed-term paid items. For paid items with unlimited usage periods, their usage period will be considered to last until the date the Service is terminated.

E. If a service interruption occurs during the service period due to a cause attributable to the Company, resulting in the suspension of a fixed-term Paid Service provided pursuant to the continuous use agreement, the Company will compensate you for this product according to the standards set forth below, and you agree not to separately claim damages from the Company. However, the extension of the usage time for each of the following items applies only to the suspended Service.

(1) If the Service is suspended for more than 4 consecutive hours (cumulative time) per day without prior notice, the usage time will be extended by 3 times the amount of the suspension time (free of charge).

(2) If the Service is suspended for more than 10 hours (cumulative time) per day despite prior notice, the usage time will be extended by the amount of the excess time (free of charge).

(3) In the case of the preceding paragraph, the time from which the Service is suspended is calculated from the time you notify the Company of the suspension.

15. Governing Law and Jurisdiction

This EULA is governed by and construed in accordance with the laws of the Republic of Korea, and in the event of a dispute arising between the Company and you, the court with jurisdiction shall be the court established in accordance with the procedures stipulated by law.

16. Miscellaneous

Except as expressly provided in this EULA, the EULA and its rights may not be assigned or transferred to another party, and any attempt to do so will be deemed null and void. This EULA, the rules and regulations, and the fee and terms of payment may be amended by the Company from time to time, with this EULA being a clear representation of the mutual understanding and agreement between you and the Company. For further information regarding the matters set forth in this EULA, please visit <https://help.rebotspro.com/thecube>.

Effective Date : 13th of Oct 2025