

THE CUBE, SAVE US End-User License Agreement Comparison Table

Effective Date: March 18, 2026 (Previous Version: Oct. 13, 2025)

Summary of Key Amendments

Current (Effective as of Oct. 13, 2025)	Amendment (Effective March 18, 2026)
<p>Preamble</p> <p>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").</p> <p>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.</p> <p>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.</p>	<p>Preamble</p> <p>Please read this End-User License Agreement ("Agreement") before installing THE CUBE, SAVE US ("Game Software"). Installing, copying, and/or otherwise using this Game Software signifies your agreement to the terms and conditions established by XLGAMES Inc. ("Company"), located in Seongnam-si, Gyeonggi-do, Republic of Korea.</p> <p>Your use of the Game Software is also subject to the terms and conditions set forth by Valve Corporation in the Steam Subscriber Agreement and/or in connection with the Steam service.</p> <p>Selecting "Agree" and installing the Game Software means that you understand and agree with the conditions of this Agreement and the use of the Game Software.</p>

Current (Effective as of Oct. 13, 2025)	Amendment (Effective March 18, 2026)
<p>1. DEFINITIONS</p> <p>The definitions of the terms as used in this EULA are as follows:</p> <p>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").</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>I. "Top-Up" refers to purchasing paid cash in units of a certain amount using a payment method designated by the Company.</p> <p>J. "Free Cash" refers to cash acquired by a user through a method other than direct top-up. Free cash is non-refundable.</p> <p>K. "Homepage" refers to the game homepage managed by the Company for the Service.</p>	<p>Limited Use of the License</p> <p>The term "Game Software" refers to the software contained in the video game, related media, all software related to the online mode of the video game (subject to any additional terms of use applicable to such online mode), all printed materials, manuals, online or electronic documentation, and all copies of such software and materials.</p> <p>The Company grants you a non-exclusive, non-transferable, limited right and license ("License") to install and use 1 copy of the Game Software on one computer hard drive at a time for your personal use only.</p> <p>Notwithstanding any other provision in this Agreement, you acknowledge and agree that you have no ownership or other proprietary interest in the account, and further acknowledge and agree that all rights to the account are permanently owned and vested in the Company.</p> <p>You are granted a License to the Game Software; this is not a sale of the Game Software. This License does not grant you ownership of the Game Software and shall not be construed as a sale or transfer of any intellectual property rights or other rights in the Game Software.</p>

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<p>2. Validity and Change of Contract</p> <p>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.</p> <p>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.</p> <p>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.</p>	<p>Changes in Agreement</p> <p>The Company reserves the right to change the terms of this Agreement within the scope of applicable laws and regulations, and will notify you of such changes through the Steam service. If you do not accept any changes to this Agreement or decide to no longer comply with it, you may terminate this Agreement in accordance with the termination provision herein. Your installation or use of any updates or modifications to the Game Software, or your continued use of the Game Software, constitutes your agreement to any changes to this Agreement.</p>
<p>4. Payment and Cash / 5. Refund and Purchase Cancellation / 8. Collection and Monitoring of Personal Information / 10. C~D. Copyright of Posts ~ Use and Management of Posts / 13. Posting of Advertisements</p> <p>※ The above provisions covered payment, refund, personal information, post management, and advertising policies in detail.</p>	<p>(Deleted or transferred to separate Service Terms and Conditions)</p> <p>※ The above provisions have been removed from the EULA and transferred to separate Service Terms and Conditions, as they pertain to service operation rather than software licensing.</p>
<p>6. Termination and Account Suspension</p> <p>A. Company - Service Suspension and Termination</p> <p>B. Company - Breach of Contract and Misconduct</p> <p>C. User</p> <p>(1) Voluntary Termination of Contract</p>	<p>Agreement Period and Termination</p> <p>This License will remain in effect while you use, operate, or execute the game without infringing upon any other rights of the Company.</p> <p>If you fail to comply with the terms of this Agreement, the License will automatically terminate. In such event, you must delete and destroy all copies of the Game Software.</p> <p>You may terminate this Agreement at any time by deleting or destroying the Game Software from your computer or other applicable hardware.</p>

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<p>7. User Obligations</p> <p>A. Prohibited Acts</p> <p>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.</p> <p>The Company prohibits the following actions that may negatively impact the overall experience of the Service:</p> <ul style="list-style-type: none">(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.(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.(6) Intentionally transferring or receiving characters, currency, or items obtained through abnormal means, or exploiting bugs.(7) Any act of registering false information when requesting to join 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 to another person.(10) Conducting business activities using the Service without the Company's permission.(11) Transmitting content that infringes on others' patents, trademarks, trade secrets, copyrights, or other intellectual property rights.(12) Any act of transmitting information, sentences, figures, sounds, or videos containing vulgar or obscene content.(13) Transmitting content that is highly offensive or personal and may infringe upon the honor or privacy of others, or harassing or threatening other users.(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.	<p>License Terms and Restrictions</p> <p>You agree to use the Game Software or any part thereof only in a manner consistent with this License and shall not:</p> <ul style="list-style-type: none">1) Commercially use, advertise, or exploit the Game Software or any part thereof without the Company's written permission (including but not limited to use in cyber/internet cafes, computer game centers, or other location-based sites);2) Run the Game Software simultaneously on more than one computer, game console, handheld device, or PDA, or permit such running, without a separate additional License from the Company;3) Use or allow the use of the Game Software in any multi-user arrangement or remote access arrangement, including any type of online use on a network, except as expressly permitted in writing by the Company;4) Make copies of the Game Software or any portion thereof, except for backup or archival purposes, or for non-commercial backup and reference purposes;5) Sell, rent, lease, license, or distribute the Game Software or any copy thereof, upload or transmit it to an internet server or website, copy any portion of the Game Software without the Company's prior written consent. Notwithstanding the foregoing, you may permanently transfer your rights and obligations under this License by physically providing the original Game Software media to another person for non-commercial use only;6) Reverse engineer, extract source code, modify, decompile, disassemble, or create derivative works of all or part of the Game Software (except as expressly permitted by applicable laws);7) Remove, disable, or circumvent any security protection measures or technical measures controlling access to the Game Software;8) Remove, modify, deface, or circumvent any proprietary notices or labels contained in the Game Software;9) Export or re-export the Game Software or any copy thereof in violation of any applicable laws or regulations;10) Create data or executable programs that mimic the data or functions of the Game Software. <p>You also agree to comply with any safety information, maintenance instructions, or other relevant precautions contained in the Game Software documentation.</p>
<p>9. License</p> <p>A. Software License</p> <p>Subject to this EULA, the Company grants you a limited, exclusive, revocable Software License and related documentation.</p>	<p>(Merged into 'Limited Use of License' above and amended)</p> <p>※ You are granted a License to the Game Software; this is not a sale of the Game Software. This License does not grant you ownership of the Game Software and shall not be construed as a sale or transfer of any intellectual property rights or other rights in the Game Software.</p>

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<p>9. D. Software Update</p> <p>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.</p>	<p>Game Software Updates and Patches</p> <p>The Company may provide updates, patches, and other modifications to the Game Software that users must install to play the game normally. The Company may remotely update, patch, or modify the Game Software and may access the software installed on your computer to achieve such purposes. You grant the Company the right to distribute and apply these patches, updates, and modifications to the Game Software installed on your computer. The term "Game Software" as used in this Agreement includes all patches, updates, and modifications mentioned above.</p>
<p>10. Ownership</p> <p>A. Ownership of Software, System, and Service</p> <p>In your relationship with the Company, the Company exclusively owns the Software, System, Service, and content within the Service. 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.</p>	<p>Ownership</p> <p>You agree and acknowledge that all right, title and intellectual property rights in and to the Game Software and all copies thereof (including but not limited to derivative works, titles, computer code, themes, objects, characters, character names, stories, dialogue, catchphrases, locations, concepts, artwork, graphics, animations, sounds, musical compositions, audio-visual effects, text, screen displays, methods of operation, moral rights, "applets" incorporated into the Game Software and all related documentation) are owned by the Company.</p>
<p>11. Disclaimer of Warranty</p> <p>The Software, System, Service, Service Content, and other materials related thereto are provided "as is," with no liability whatsoever for defects. The Company disclaims all warranties, express or implied, including warranties of merchantability, suitability for a particular purpose, and non-infringement.</p>	<p>Limitations of Warranty</p> <p>To the maximum extent permitted by law, the software, services, content, etc., are provided "as is" at your own risk, unless the Company acts with intent or gross negligence.</p> <p>The Company expressly disclaims all warranties or conditions of any kind, whether written or oral, express or implied (including, but not limited to, implied warranties of title, non-infringement, merchantability, quibble-free enjoyment, fitness for a particular purpose, or accuracy).</p>

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<p data-bbox="120 150 313 172">12. Indemnification</p> <p data-bbox="120 193 1088 244">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:</p> <ul data-bbox="150 256 952 758" style="list-style-type: none"><li data-bbox="150 256 515 279">A. Force majeure (natural disasters, war, etc.)<li data-bbox="150 292 952 314">B. Test services (servers for testing purposes) - not finished products, may contain errors or defects<li data-bbox="150 327 766 349">C. Service suspension for maintenance, replacement, regular inspection, etc.<li data-bbox="150 362 692 384">D. Free Service - no compensation unless intent or gross negligence<li data-bbox="150 397 692 419">E. Loss of in-game assets (game currency, levels, experience points)<li data-bbox="150 432 573 454">F. Service interruption caused by user's own reasons<li data-bbox="150 467 530 489">G. Telecommunications service provider failure<li data-bbox="150 502 609 525">H. Pre-announced maintenance/inspection interruptions<li data-bbox="150 537 705 560">I. Failure to obtain desired characters, experience points, game items<li data-bbox="150 572 952 595">J. Connection delays from user's computer or network environment, including lag, add-on damages<li data-bbox="150 608 551 630">K. Reliability/accuracy of user-posted information<li data-bbox="150 643 360 665">L. Disputes between users<li data-bbox="150 678 705 700">M. Damages from Free Service use (except intent or gross negligence)<li data-bbox="150 713 806 735">N. Restrictions per relevant laws, government guidelines, or administrative orders<li data-bbox="150 748 925 770">O. Inability to use content due to device change, OS change, overseas roaming, or carrier change	<p data-bbox="1149 150 1361 172">Limitation of Liability</p> <p data-bbox="1149 193 2116 336">Unless the Company is intentionally or grossly negligent, in no event will the Company be liable for any special, incidental, or indirect damages (including but not limited to lost profits, property damage, loss of data or files, loss of goodwill, failure or malfunction of the console, computer, or handheld device, loss of business or other information, or personal injury) arising from the possession, use, or malfunction of the Game Software, even if the Company has been advised of the possibility of such damages.</p> <p data-bbox="1149 349 2116 432">Furthermore, unless the Company is intentionally or grossly negligent, the Company will not be liable for any special, incidental, or indirect damages arising from a breach of any express or implied warranty or other terms of this Agreement.</p> <p data-bbox="1149 445 2116 496">Unless the Company is intentionally or grossly negligent, the Company's liability will not exceed the price actually paid for the Game Software. The foregoing shall apply even if any remedy fails of its essential purpose.</p>

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<p>15. Governing Law and Jurisdiction</p> <p>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.</p>	<p>Dispute Resolution</p> <p>If a dispute arises between you and the Company, the Company will provide you with a neutral and efficient means of resolving the dispute promptly. Therefore, you and the Company agree to resolve any claims or disputes ("Claim") arising from this Agreement or the Company's services in accordance with one of the provisions detailed below.</p> <p>This Agreement and the relationship between you and the Company shall be governed by and construed in accordance with the laws of the Republic of Korea, without regard to conflict of law provisions or the United Nations Convention on Contracts for the International Sale of Goods.</p> <p>You and the Company agree that the courts located in the Republic of Korea shall have exclusive jurisdiction. Notwithstanding this, you agree that the Company may seek injunctive relief and other remedies through a court of its choosing.</p> <p>Except for injunctions and other equitable remedies, where the total amount in dispute is less than \$10,000 (USD), the party seeking relief may resolve the Claim through efficient, non-attendance-based arbitration. The party requesting arbitration shall initiate arbitration through an alternative dispute resolution (ADR) organization mutually agreed upon by the parties. The ADR organization and the parties shall comply with the following rules: (i) The arbitration shall be conducted by telephone, online, or based solely on written submissions. (ii) Unless otherwise agreed by the parties, the arbitration shall not involve any appearance by the parties or witnesses. (iii) The decision rendered by the arbitrator may be entered in any court of competent jurisdiction.</p> <p>All Claims against the Company must be resolved in accordance with this Dispute Resolution Provision. Any Claim not filed in accordance with this Dispute Resolution Provision shall be deemed improperly filed. Unless the Company acted with intent or gross negligence, if you file a Claim in violation of this Dispute Resolution Provision, the Company may notify you in writing that the Claim was improperly filed.</p>
<p>16. Miscellaneous</p> <p>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.</p>	<p>Miscellaneous</p> <p>This Agreement represents the entire agreement between you and the Company regarding your rights to use the License and Game Software, and supersedes all prior agreements, representations, warranties, or understandings between you and the Company (including those arising from negligence or carelessness, but excluding fraud) relating to this Agreement. If any provision of this Agreement is held to be unenforceable for any reason, such provision will be modified only to the extent necessary to make it enforceable, and the remaining provisions of this Agreement will remain in full force and effect.</p>
<p>Effective Date</p> <p>Effective Date: 13th of Oct 2025</p>	<p>Supplementary Provisions</p> <p>This End-User License Agreement shall be effective as of March 18, 2026, and any previous End-User License Agreement shall be replaced by this Agreement.</p>