

THE CUBE, SAVE US End-User License Agreement / Terms of Service

Comparison Table of Current and Amended Provisions
Effective Date: March 18, 2026 (Previous Version: Oct. 13, 2025)

Key Amendments

Current (Effective as of Oct. 13, 2025)	Amendment (Effective March 18, 2026)
<p>End-User License Agreement (Introduction)</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>(Omitted)</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>Article 1. Purpose</p> <p>These Terms of Service govern the rights, obligations, and responsibilities between XLGAMES, Inc. ("Company") and users regarding the use of "THE CUBE, SAVE US" ("Game") and all related services ("Service") provided by the Company.</p>
<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. [Omitted]</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>[Omitted]</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>Article 2. Definitions</p> <p>The definitions of the terms as used in these Terms of Service are as follows:</p> <p>1) "Service" refers to the game and all related services provided online by the Company to users.</p> <p>[Omitted]</p> <p>3) "Account Details" ("AD") refers to a combination of letters, numbers, or special characters selected by the user for identification and use of the Service, and assigned within the "Third-Party Platform" defined in Paragraph 11 of this Article.</p> <p>[Omitted]</p> <p>6) "Character" refers to game data selected and controlled by the user within the game world in accordance with the method provided by the Company for the purpose of using the Service.</p> <p>7) "Cash" refers to a virtual payment method usable for purchasing specific services or goods. It is divided into free cash, which is universally applicable across all game services, and paid cash, which can only be used for specific game services.</p>

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<p data-bbox="120 150 454 173">2. Validity and Change of Contract</p> <p data-bbox="120 191 1090 395">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 data-bbox="120 403 1090 547">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 data-bbox="120 555 1090 699">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 data-bbox="1149 150 1702 173">Article 3. Disclosure and Amendment of Terms of Service</p> <p data-bbox="1149 191 2119 244">1) The Company shall notify users of the contents of these Terms of Service by posting them on the homepage or providing a linked page for review.</p> <p data-bbox="1149 252 2119 304">2) The Company shall take measures to enable users to ask questions and receive answers regarding the contents of these Terms of Service.</p> <p data-bbox="1149 312 2119 456">3) The Company shall draft the Terms of Service so a person wishing to use the Service ("User") can easily understand its contents. Prior to agreeing to the Terms of Service, the Company shall ensure that important provisions, such as payment cancellation, refunds for overpayments, contract termination or cancellation, the Company's liability exemptions, and compensation for damages to the User, are written in bold letters or provided as a separate link or pop-up screen so that the User can easily understand them, and obtain their consent.</p> <p data-bbox="1149 464 2119 579">4) The Company may amend the Terms of Service within the scope that does not violate relevant laws and regulations, including the "Act on the Consumer Protection in Electronic Commerce," the "Act on the Regulation of Terms and Conditions," the "Game Industry Promotion Act," the "Act on Promotion of Information and Communications Network Utilization and Information Protection," and the "Content Industry Promotion Act."</p> <p data-bbox="1149 587 2119 700">5) When the Company revises the Terms of Service, it shall notify the User via the homepage by specifying the effective date, revised content, and reasons for revision. Such notice shall be provided at least 7 days prior to the effective date (or 30 days prior for changes unfavorable to the User or involving significant matters) and shall remain posted until a reasonable period after the effective date has passed.</p> <p data-bbox="1149 708 2119 791">6) If the Company notifies the User of the revised Terms of Service along with a statement that failure to express consent or refusal by the User shall be deemed acceptance, the User may be deemed to have agreed to the revised Terms of Service if they do not express refusal by the effective date of the Terms of Service.</p> <p data-bbox="1149 799 2119 852">7) If the User does not agree to the application of the revised Terms of Service, the Company or the User may terminate the service agreement.</p>

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<p>4. Payment and Cash</p> <p>A. Payment</p> <p>(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.</p> <p>(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.</p> <p>(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.</p> <p>B. Paid Cash</p> <p>(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.</p> <p>(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.</p> <p>(3) The usage period for paid cash is 5 years from the date of top-up.</p> <p>(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.</p> <p>(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.</p> <p>(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.</p> <p>(7) In the following cases, the Company may not approve your cash top-up or even cancel approval after you have topped up:</p> <ol style="list-style-type: none"> 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. 	<p style="text-align: center;">(Restructured / Separated)</p> <p>※ Payment and Cash provisions have been restructured and incorporated into the new Terms of Service under separate articles governing payment, refund, and subscription withdrawal. See Articles 15-16 below.</p>

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<p data-bbox="120 150 479 172">5. Refund and Purchase Cancellation</p> <p data-bbox="120 189 215 212">A. Refund</p> <p data-bbox="150 229 1090 312">(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.</p> <p data-bbox="181 320 1090 403">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).</p> <p data-bbox="181 411 1090 525">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.</p> <p data-bbox="181 533 1090 585">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.</p> <p data-bbox="181 593 1090 767">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.</p> <p data-bbox="181 775 1090 828">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.</p> <p data-bbox="150 836 990 858">(2) When refunding a Paid Service purchased with paid cash, the refund amount will be paid in paid cash.</p> <p data-bbox="150 866 1090 919">(3)-(6) [Additional refund policies including special product refund formulas, free cash forfeiture, service restriction cases, and overpayment refund procedures]</p>	<p data-bbox="1149 150 1520 172">Article 15. Withdrawal of Subscription</p> <p data-bbox="1149 189 2121 242">1) A User who has entered into a contract with the Company regarding the use of Paid Services may withdraw their consent within 7 days from the date of purchase or the date the Paid Services become available.</p> <p data-bbox="1149 250 2121 303">2) The User may not withdraw their subscription or perform other actions under Paragraph 1 against the Company's will in any of the following cases:</p> <p data-bbox="1180 311 2121 544">① If the paid content is used immediately after purchase or its effects take effect immediately; ② If additional benefits are provided with the purchased content and such benefits are used; ③ If the act of opening the content is considered usage, or if the content's utility is determined upon opening; ④ If additional content (currency, items, etc.) provided after purchase is used; ⑤ When part of bundled content is used; ⑥ When the content was not directly purchased by the User; ⑦ When the withdrawal of content is restricted under relevant laws and regulations, such as the "Act on the Consumer Protection in Electronic Commerce."</p> <p data-bbox="1149 552 2121 697">3) For products where withdrawal of subscription is not possible under the provisions of each item of Paragraph 2, the Company shall clearly state this fact on the packaging of the products or in another location easily accessible to the User, or provide trial products, to ensure the User's right to withdraw subscription is not impeded. If the Company fails to take such measures, the User may withdraw the subscription despite the restrictions on withdrawal under each item of Paragraph 2.</p> <p data-bbox="1149 705 2121 818">4) Notwithstanding the provisions of Paragraphs 1 through 3, if the content of Paid Services differs from its displayed or advertised content or is performed differently from the contract terms, the User may withdraw the subscription within 3 months from the purchase date or the date the Paid Services became available, or within 30 days from the date the User became aware of or could have reasonably become aware of such discrepancy.</p> <p data-bbox="1149 826 2121 909">5) If the User withdraws their subscription, the Company may verify the purchase details through the third-party platform and may contact the User to verify their legitimate reason for withdrawal and may request additional supporting documentation.</p>

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<p>5. Refund and Purchase Cancellation (continued)</p> <p>B. Purchase Cancellation</p> <p>(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.</p> <ol style="list-style-type: none"> 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. <p>(2) Notwithstanding the preceding paragraph, cancellation of purchase may be restricted in accordance with relevant laws and regulations.</p> <p>(3) You may cancel your purchase through the homepage or by phone.</p> <p>C. Refund Due to Termination and Account Suspension</p> <p>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.</p> <p>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, 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.</p>	<p>Article 16. Effect of Withdrawal of Subscription, etc</p> <p>1) If the User withdraws their subscription, the Company shall promptly revoke or delete the User's Paid Services and, within 3 business days from the date of revocation or deletion, refund the full amount of any fees already paid or, in the case of payments made through a Third-Party Platform, arrange for the payment to be canceled.</p> <p>2) When refunding the above amount, if the User paid using a credit card or other payment method specified in the Act on the Consumer Protection in Electronic Commerce, the Company shall promptly request the business providing that payment method to suspend or cancel the payment claim. However, if the Company has already received the payment from the payment service provider, it shall refund the amount to the payment service provider and notify the consumer thereof. When the User purchases Paid Services on a "Third-Party Platform" using a credit card or other payment method specified in the Act on the Consumer Protection in Electronic Commerce, the procedures under this paragraph may be conducted through the "Third-Party Platform."</p> <p>3) If products have already been partially used or partially consumed, the Company may charge the User an amount equivalent to the benefit the User gained from such partial use or consumption, or the cost incurred in supplying such products. When the user purchases Paid Services on a "Third-Party Platform," this billing process may be conducted through the "Third-Party Platform."</p> <p>4) When the User withdraws their subscription, the User shall bear the costs necessary for returning the products, etc., and the Company may not claim liquidated damages or compensation for damages from the User on the grounds of the subscription withdrawal.</p>
<p>7. User Obligations</p> <p>A. Prohibited Acts</p> <p>[Omitted]</p> <p>(2) Modifying or changing the Service usage and methods of content using software created by you or a third party.</p> <p>(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.</p> <p>(Omitted)</p> <p>(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.</p>	<p>Article 9. User Obligations</p> <p>1) The User shall not engage in the following acts:</p> <p>[Omitted]</p> <p>⑥ Creating, distributing, using, or advertising computer programs, devices, or equipment not provided or approved by the Company;</p> <p>⑦ Infringement of the Company's and other third parties' intellectual property rights, including copyrights;</p> <p>⑧ Acts that damage the reputation of the Company or other third parties or interfere with their business operations;</p> <p>⑨ Posting or publishing obscene or violent language, text, images, audio, or other information that violates public order and morals;</p> <p>(Omitted)</p> <p>⑭ Circumventing the "anti-cheat solution" implemented within the game to maintain a fair gaming environment through methods not approved by the Company.</p>

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<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. The licensee may create a valid account and access the System and Service through the created account.</p> <p>B. Provision of System Access and Service Play License</p> <p>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.</p> <p>C. Limitations</p> <p>(1) All rights not expressly granted in this EULA are reserved, and any licenses, permissions, access rights, or usage rights are implied.</p> <p>(2) You may not create new software based on the Software or Software-related documentation, nor may you copy, distribute, rent, lease, adapt, translate, use, display, or create sublicenses.</p> <p>(3) You may not copy, distribute, rent, lease, modify, or create derivative works including items and characters registered to your account.</p> <p>(4) Extracting source code through the Software or system information is not permitted. Decomposing, decompiling, reverse engineering, analyzing, or deciphering packet stream code is prohibited.</p> <p>D. Software Update / E. Distribution of New Software</p> <p>[Omitted - Software update and distribution provisions]</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. 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.</p>	<p>(Deleted / Transferred to separate EULA)</p> <p>※ These terms have been moved to the separate 'End User License Agreement (EULA)'. The License, Software provisions, and Ownership clauses are now maintained independently from the Terms of Service.</p>

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<p>10. Ownership (continued)</p> <p>C. Copyright of Posts</p> <p>(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.</p> <p>(2) You may not manipulate, copy, publicly transmit, publish, distribute, issue, or otherwise use any copyrighted material, including Company posts, obtained through the use of the Service, without the Company's prior written consent.</p> <p>(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, the Company may delete the post, move the post to a separate posting space, or refuse to publish the post.</p> <p>(4) You shall be fully responsible for any civil or criminal liability arising from your post infringing upon the intellectual property rights of a third party.</p> <p>D. Use and Management of Posts</p> <p>(1) The Company may, without prior notice, delete, move, or refuse to publish any post or material that falls under prohibited categories [20 categories including: illegal language, obscene/hateful content, false information, personal information, copyright infringement, impersonation, malware, violence, regional discrimination, political/religious content, account trading, advertising, etc.]</p> <p>(2) Even if there is no request from the rights holder, the Company may take temporary measures with respect to the relevant posting if there is reason to believe that rights have been infringed upon.</p>	<p>Article 14. Attribution of Copyrights, etc.</p> <p>1) The copyright and other intellectual property rights for content produced by the Company in the game belong to the Company.</p> <p>2) The User shall not, without the prior consent of the Company or the provider, reproduce, transmit, publish, distribute, broadcast, or otherwise use for commercial purposes any information obtained through the use of the Service provided by the Company, where such information is subject to intellectual property rights belonging to the Company or the provider. The User shall also not permit any third party to use such information.</p> <p>3) The User grants the Company permission to use communications, images, sounds, and all materials and information ("User Content"), including dialogue texts, that are displayed in the game or uploaded or transmitted by the User or other Users through the game client or the Service, in the following manner and under the following conditions:</p> <ul style="list-style-type: none"> ① Using, editing, modifying the format, or otherwise altering the User Content (including publication, reproduction, performance, transmission, distribution, broadcasting, creation of derivative works, or any other form of use, with no restrictions on duration or geographic location); ② Not selling, renting, or transferring the User Content for commercial purposes without the prior consent of the User who created the User Content. <p>4) The Company shall not commercially use User Content that is not displayed within the game and is not integrated with the Service (e.g., posts on general bulletin boards) without the User's explicit consent. The User may delete such User Content at any time.</p> <p>5) The Company may delete, move, or refuse to register any content posted or registered by the User within the game if it determines such content constitutes a prohibited act as defined in Article 9, without prior notice.</p> <p>6) The User whose legal interests are infringed by information posted on bulletin boards or other platforms operated by the Company may request the Company to delete such information or post a rebuttal. In such cases, the Company shall promptly take necessary measures and notify the applicant thereof.</p> <p>7) Paragraph 3 shall remain in effect during the Company's operation of the Service and shall continue to apply even after the User's withdrawal.</p>

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<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. 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.</p> <p>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.</p> <p>12. Indemnification</p> <p>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 arising from:</p> <ul style="list-style-type: none"> A. Force majeure (natural disasters, war, etc.) B. Test services are not warranted for efficiency, suitability, permanence C. Test service suspension for maintenance/replacement D. Free Service: No compensation unless intent or gross negligence E. Loss of in-game assets unless Company's intent or gross negligence F. Service interruption caused by User G. Telecommunications service provider failure H. Announced maintenance/inspection I. Failure to obtain desired characters/items J. Connection delays from User's computer/network, lag, add-ons K. Reliability of information posted by others L. Disputes between users M. Free Service damages (except intent/gross negligence) N. Government-mandated restrictions O. Device/OS/carrier changes affecting content functions 	<p>Article 24. Company Indemnification</p> <ol style="list-style-type: none"> 1) The Company shall be exempt from liability in cases where it is unable to provide the Service due to force majeure, including war, civil unrest, natural disasters, emergencies, or technical defects that cannot be resolved with current technology. 2) The company is exempt from liability for any interruption of the Service, Service disruption, or contract termination caused by the User's fault. 3) The Company shall be exempt from liability in the event that damages occur to Users due to the suspension or failure to normally provide telecommunications services by a telecommunications service provider, unless such suspension or failure is due to the Company's intentional or gross negligence. 4) The Company is exempt from liability in the event that the Service is interrupted or malfunctions due to unavoidable reasons such as maintenance, replacement, regular inspection, or construction of Service equipment announced in advance, unless such interruption is due to the Company's intentional or gross negligence. 5) The Company is exempt from liability for any problems arising from the User's computer environment or problems arising from the network environment that are not due to the Company's intentional or gross negligence. 6) The Company is exempt from liability for the reliability, accuracy, security, functionality, or legality of information, materials, facts, local files (e.g., custom game mode files), or other content posted, distributed, or transmitted by Users or third parties within the game or on the website, unless such liability is due to the Company's willful misconduct or gross negligence. 7) 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 for any damages resulting therefrom. 8) In the case of Free Services provided by the company, the Company will not compensate for damages unless there is intent or gross negligence on the part of the Company. 9) Some of the features of the Service may be provided through game services provided by other operators, and the Company is exempt from liability for damages caused by the game services provided by other operators, unless such damages are due to the Company's intentional or gross negligence. 10) The Company is not responsible for the User's failure to obtain or loss of expected characters, experience points, items, etc. while using the Service, and is exempt from liability for damages arising from the selection or use of the Service, unless it is due to the Company's intentional or gross negligence. 11) The Company is exempt from liability for the User's loss of in-game paid and free currencies, grades/levels, items, etc., unless it is due to the Company's intentional or gross negligence. 12) The Company is exempt from liability for damages caused by errors in the User's computer or damages caused by inaccurate or missing personal information or email address, unless such damages are caused by the Company's willful misconduct or gross negligence.
<p>Effective Date</p> <p>Effective Date: 13th of Oct 2025</p>	<p>Effective Date</p> <p>Effective Date: March 18, 2026</p>