



DREAMCODE INTERACTIVE SRL
SPLAIUL INDEPENDENTEI, NR. 165, SECTOR 3, BUCURESTI, ROMANIA

MERGE WORDS

END USER LICENSE AGREEMENT

Effective Date: August 31, 2026

Developer and Licensor: DreamCode Interactive SRL

1. INTRODUCTION

This End User License Agreement ("EULA") is a legal agreement between you ("User," "you," or "your") and DreamCode Interactive SRL ("DreamCode Interactive," "Company," "we," "us," or "our") concerning your use of the software product **Merge Words** ("Game").

Merge Words may be distributed in multiple versions and through multiple platforms. This EULA establishes the license under which the Game may be used.

By downloading, installing, accessing, or using Merge Words, you acknowledge that you have read and agree to this EULA. If you do not agree with its terms, you must not install, download, access, or use the Game.

2. THE GAME

Merge Words is a word game in which players solve two words simultaneously to form a compound word.

The Game may be distributed in two principal versions:

Offline Version — a standalone version designed to operate without a required connection to DreamCode Cloud or a persistent online account.

Online Version — a connected version that uses DreamCode Cloud and may provide account-based and persistent online functionality.

The availability and functionality of individual features may vary according to version, platform, territory, device, and release.



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3. LICENSE

Subject to your compliance with this EULA, DreamCode Interactive SRL grants you a limited, personal, non-exclusive, non-transferable, non-sublicensable, revocable license to access, install, and use the Game for personal, non-commercial entertainment purposes.

The Game is licensed and is not sold to you.

This license does not transfer ownership of the Game, its source code, artwork, audio, trademarks, puzzle content, or other intellectual property.

The Game may be offered free of charge. A free distribution does not place the Game in the public domain and does not grant you unrestricted rights to copy, modify, distribute, sublicense, sell, or commercially exploit the Game.

4. INTELLECTUAL PROPERTY

All intellectual-property rights in and to Merge Words, including its software, code, artwork, graphics, animations, audio, music, text, puzzle content, game data, branding, logos, trademarks, and other original materials, are owned by, licensed to, or controlled by DreamCode Interactive SRL and/or its licensors.

Except for the limited license expressly granted by this EULA, no intellectual-property rights are granted to you.

5. OFFLINE VERSION

The Offline Version is intended to provide the core Merge Words experience without requiring DreamCode Cloud or a persistent online account.

The Offline Version may be distributed through itch.io, DreamCode Hub, and other authorized distribution providers.

The Offline Version may also be packaged into downloadable or desktop builds.

The Offline Version does not require an online account for its core gameplay.



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Any local progress, settings, statistics, or other locally stored information may be stored on the device or within the browser environment. Such information may be lost if application data or browser storage is removed.

Features requiring persistent online infrastructure may not be available in the Offline Version.

6. ONLINE VERSION

The Online Version operates through DreamCode Cloud and associated online infrastructure.

Depending on the version available at the time, online functionality may include:

- User accounts;
- Persistent player profiles;
- Cloud-synchronized statistics;
- Scores and streaks;
- Leaderboards;
- Daily challenges;
- Online game modes;
- Game history; and
- Other online services.

The Online Version may require an internet connection.

DreamCode Interactive SRL may modify, update, suspend, or discontinue particular online features where reasonably necessary for technical, operational, security, legal, or business reasons.



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7. USER ACCOUNTS

Some Online Version features require an account.

Users are responsible for maintaining the confidentiality of their account credentials and for activity performed through their account, except to the extent applicable law provides otherwise.

Users must not impersonate another person, create fraudulent accounts, transfer accounts, sell accounts, circumvent account restrictions, or attempt to obtain unauthorized access to another user's account.

DreamCode Interactive SRL may suspend or terminate accounts in accordance with this EULA and applicable law where necessary to address breaches, fraud, abuse, security threats, or other legitimate concerns.

8. DATA AND DATABASE SERVICES

The Online Version may store account and gameplay information required to provide its online functionality.

Depending on the features used, this may include account identifiers, display names, authentication-related information, scores, statistics, streaks, game history, preferences, and technical information.

DreamCode Interactive SRL may use third-party infrastructure providers to operate the Online Version, including Neon database infrastructure.

The use of such infrastructure does not transfer ownership of the Game or your account to the infrastructure provider.

The collection and processing of personal data is governed by the DreamCode Interactive SRL Privacy Policy and applicable data-protection law.

Privacy Policy: <https://www.dreamcode-interactive.site/privacy>



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9. DREAMCODE HUB

If Merge Words is obtained, downloaded, accessed, or used through Dreamcode Hub, use of Dreamcode Hub is additionally subject to the DreamCode Hub Privacy Policy and Terms of Service.

Dreamcode Hub Privacy Policy:

<https://www.dreamcode-interactive.site/privacy>

Dreamcode Hub Terms of Service:

<https://www.dreamcode-interactive.site/terms>

Those documents govern the user's relationship with the DreamCode Hub platform.

This EULA governs the user's license to Merge Words.

10. ITCH.IO AND OTHER DISTRIBUTION PLATFORMS

Merge Words may be distributed through itch.io and other authorized third-party platforms.

Use of a third-party platform is subject to that platform's own policies, terms, rules, and requirements.

The Company does not control third-party platforms and is not responsible for changes to their policies, services, availability, account systems, or technical requirements.

Downloading Merge Words through a third-party platform does not transfer ownership of the Game or its intellectual property to the User.

11. PERMITTED USE

You may:

1. Install and use authorized copies of the Game on devices you own or control.
2. Play the Game for personal entertainment.



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3. Download authorized versions from authorized distribution platforms.
4. Make reasonable backup copies where permitted by applicable law.

All other rights are reserved unless expressly granted by this EULA or applicable law.

12. PROHIBITED USE

Except where expressly permitted by this EULA or applicable law, you may not:

1. Redistribute unauthorized copies of the Game.
2. Sell, rent, lease, or sublicense the Game.
3. Commercially exploit the Game or its assets without authorization.
4. Remove proprietary notices.
5. Circumvent technical protections.
6. Reverse engineer, decompile, or disassemble the Game except where such restriction is prohibited by applicable law.
7. Create or distribute unauthorized derivative versions.
8. Manipulate online scores or leaderboards.
9. Use cheats, bots, exploits, or unauthorized modifications in online competitive functionality.
10. Interfere with DreamCode Cloud or other Company infrastructure.
11. Attempt unauthorized access to Company systems.
12. Use the Game for unlawful purposes.

Nothing in this section restricts rights that cannot legally be restricted.



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13. UPDATES AND CHANGES

DreamCode Interactive SRL may release updates, patches, fixes, improvements, additional content, or other changes to the Game.

The Company may change gameplay systems, scoring, puzzle content, interfaces, features, technical requirements, and other aspects of the Game.

The Company does not guarantee that a particular feature will remain available indefinitely.

14. ONLINE SERVICE AVAILABILITY

Online functionality depends on Company-operated and third-party infrastructure.

The Company may suspend or discontinue online services for maintenance, security, technical problems, infrastructure changes, legal requirements, abuse, third-party service changes, or other operational reasons.

The Company does not guarantee uninterrupted availability of DreamCode Cloud or any online functionality.

15. TERMINATION AND REVOCATION OF LICENSE

The license granted under this EULA is revocable.

DreamCode Interactive SRL may terminate or revoke the license where permitted by applicable law, including where the User:

- Materially breaches this EULA;
- Distributes unauthorized copies;
- Engages in fraud or abuse;
- Circumvents technical protections;
- Interferes with online services;
- Compromises the security of the Game or its infrastructure; or



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- Uses the Game for unlawful purposes.

The Company may also discontinue the Game or an individual version of the Game.

Where a breach can reasonably be remedied, the Company may provide an opportunity to remedy the breach before termination where appropriate.

Termination does not affect provisions that by their nature survive termination.

Nothing in this section limits mandatory statutory rights.

Upon termination, the User must cease use of the affected Game version and delete unauthorized copies.

16. DISCLAIMER

To the maximum extent permitted by applicable law, the Game is provided on an "as is" and "as available" basis.

The Company does not guarantee that the Game will always be available, completely error-free, compatible with every device, or unchanged indefinitely.

The Company does not guarantee uninterrupted operation of third-party platforms or online services.

Nothing in this EULA excludes or limits statutory warranties, consumer protections, or other rights that cannot legally be excluded or limited.

17. LIMITATION OF LIABILITY

To the maximum extent permitted by applicable law, DreamCode Interactive SRL shall not be liable for indirect, incidental, special, consequential, or similar damages arising from use of or inability to use the Game.

This includes, where legally permitted, loss of data, progress, account information, profits, business opportunities, or service availability.

Nothing in this EULA excludes or limits liability that cannot legally be excluded or limited under applicable law.



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18. PRIVACY

Personal data associated with the Online Version is processed in accordance with the DreamCode Interactive SRL Privacy Policy and applicable data-protection law.

The Offline Version does not require an online account for core gameplay.

The Online Version may process information necessary to provide account-based and online functionality.

Merge Words Privacy Policy:

<https://www.dreamcode-interactive.site/privacy>

19. THIRD-PARTY SERVICES

Merge Words may use or interact with third-party services, including distribution platforms, hosting providers, database providers, authentication providers, and other infrastructure providers.

Third-party services are governed by their respective policies and terms.

DreamCode Interactive SRL does not control third-party services and is not responsible for their independent operation.

20. CHANGES TO THIS EULA

DreamCode Interactive SRL may update this EULA when necessary to reflect changes to the Game, online services, distribution methods, legal requirements, security requirements, or Company operations.

The effective date of the current version will be stated at the beginning of the EULA.

Where legally required, appropriate notice will be provided for material changes.



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21. GOVERNING LAW

This EULA is governed by the laws of Romania, except where mandatory provisions of applicable law require otherwise.

Nothing in this EULA is intended to deprive consumers of mandatory rights or protections available under applicable European Union or national law.

22. SEVERABILITY

If any provision of this EULA is found to be invalid or unenforceable, that provision shall be enforced to the maximum extent permitted by law, and the remaining provisions shall remain in effect.

23. ENTIRE AGREEMENT

This EULA, together with the applicable Privacy Policy and applicable third-party platform terms, constitutes the agreement governing your use of Merge Words with respect to the matters addressed herein.

Additional terms may apply to specific online services or platform functionality.

24. CONTACT

Dreamcode Interactive SRL

Email: hello@dreamcode-interactive.site

Website: <https://www.dreamcode-interactive.site>



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25. RELEASE INFORMATION

Product: Merge Words

Developer and Licensor: DreamCode Interactive SRL

Initial Release Date: August 31, 2026

EULA Effective Date: August 31, 2026

Version: 1.0
