



The Magic Button 2

End User License Agreement (EULA)

Last updated: October 6, 2026

Developer and Publisher: DreamCode Interactive

By installing, accessing, or using The Magic Button 2 ("Game"), you agree to this EULA. If you do not agree, do not use the Game. This EULA applies alongside any applicable terms of the store or platform through which you obtained the Game. Nothing here removes consumer rights that cannot legally be waived.

1. License and Ownership

DreamCode Interactive ("DreamCode," "we," or "us") grants you a limited, personal, non-exclusive, non-transferable license to install and use the Game for personal, non-commercial entertainment, subject to this EULA and applicable law. The Game is licensed, not sold. DreamCode and its licensors retain ownership of the Game, software, artwork, music, characters, trademarks, and other intellectual property. You may not copy, distribute, sell, sublicense, or commercially exploit the Game except where expressly authorized or permitted by law.

2. Stores and Distribution

The Game may be distributed through third-party stores and through DreamCode's own platform, launcher, or website ("DreamCode Platform"). Purchases, payments, refunds, downloads, subscriptions, and platform accounts may also be governed by the relevant provider's terms. Mandatory platform terms apply where relevant. Statutory consumer rights remain unaffected.

3. Accounts and Security

Some features require a DreamCode or platform account. You must provide accurate information, protect your login credentials, and promptly report suspected unauthorized access. You may not sell, rent, or transfer an account unless expressly permitted. You are responsible for activity through your account except where applicable law provides otherwise.

4. Online Services and Updates

The Game may offer online play, cloud saves, leaderboards, account linking, social features, and other services. These may require internet access, compatible equipment, an account, or a platform subscription. We may maintain, update, change, suspend, or discontinue features where reasonably necessary and permitted by law. Updates may be required for continued use. We will respect obligations imposed by applicable law.



5. Purchases and Virtual Items

The Game may offer downloadable content, expansions, subscriptions, cosmetic items, and virtual currency or items. These are licensed for use within the Game and are not real-world money or property unless applicable law requires otherwise. They generally cannot be transferred, resold, or redeemed for cash unless an official feature or applicable law permits it. Availability may vary by platform or region.

Purchases may be processed by DreamCode or a third-party store. Refunds follow the relevant store's policy and applicable law. Nothing in this EULA limits mandatory cancellation, refund, conformity, warranty, or other consumer rights.

6. Acceptable Use

You must not:

- cheat, exploit bugs, use unauthorized bots or modifications, or gain an unfair advantage;
- attack, disrupt, or interfere with the Game, servers, accounts, or other players;
- bypass security or access restrictions;
- commit fraud, impersonate others, harass users, or engage in unlawful conduct;
- upload content that is unlawful, infringing, malicious, or abusive; or
- reverse engineer, decompile, or disassemble the Game except where applicable law permits it.

We may use anti-cheat and security tools and take proportionate action against violations, subject to applicable law.

7. User Content and Feedback

If the Game allows you to post or share content ("User Content"), you retain any ownership you have in it. You grant DreamCode a worldwide, non-exclusive, royalty-free license to host, store, reproduce, display, transmit, and adapt it as reasonably needed to operate, secure, improve, and provide the Game and its services. You must have the rights needed to submit it. We may remove content that violates this EULA or applicable law. We may use suggestions or feedback you send us without compensation, except where prohibited by law.

8. Intellectual Property and Content Creation

All rights not expressly granted are reserved by DreamCode and its licensors. You may not use DreamCode's names, logos, or trademarks without permission. Unless separately restricted by published rules, you may create lawful gameplay videos, streams, screenshots, and reviews, provided you do not falsely claim official endorsement or infringe third-party rights.

9. Privacy and Third-Party Services

Use of accounts and online features may involve processing information for authentication, purchases, support, security, multiplayer, analytics, and service operation. DreamCode's Privacy Policy explains applicable data practices. Third-party platforms and services may have their own terms and privacy policies.



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

10. Suspension and Termination

We may restrict or suspend accounts or services for serious or repeated violations, fraud, cheating, security risks, unlawful activity, or other legitimate reasons, subject to applicable law. Where required, we will provide notice, an explanation, or an appeal process. You may stop using the Game at any time. Termination does not remove rights or remedies granted by law.

11. Warranty Disclaimer

To the maximum extent permitted by law, the Game and online services are provided “as is” and “as available.” We do not guarantee uninterrupted or error-free operation, compatibility with every device, or permanent availability of online features. This section does not exclude warranties or rights that cannot legally be excluded.

12. Limitation of Liability

To the maximum extent permitted by law, DreamCode is not liable for indirect or consequential losses, including loss of profits, data, goodwill, or game progress. Nothing in this EULA excludes or limits liability that cannot legally be excluded or limited, or any mandatory consumer remedy.

13. Changes and Availability

We may update the Game, this EULA, or related services. We will provide notice or obtain consent where required by law. If you do not agree to a revised EULA, stop using the affected services; any rights you have under applicable law remain unaffected. We may discontinue features only subject to applicable legal obligations.

14. Governing Law and Disputes

This EULA is subject to applicable law and the mandatory consumer protections of your place of residence. The parties are encouraged to contact support to resolve issues informally, but nothing here prevents you from bringing a claim before a court or authority where the law allows.

15. General Terms

If any provision is unenforceable, the remaining provisions continue to apply to the extent permitted by law. Failure to enforce a provision is not a waiver. You may not transfer this EULA except as permitted by law or with our consent. Third-party and open-source components may be governed by separate license terms.

16. Contact

DreamCode Interactive

Support: hello@dreamcode-interactive.site

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

Legal address: Splaiul Unirii 165, Bucharest, Romania



Acknowledgment

By using The Magic Button 2, you acknowledge that you have read and agree to this EULA, subject to rights that cannot legally be waived.

© 2026 DreamCode Interactive. All rights reserved.