



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

DREAMCODE INTERACTIVE SRL

THE MAGIC BUTTON – FULL RELEASE

END USER LICENSE AGREEMENT

Effective Date: 21.09.2025

Publisher / Developer: DreamCode Interactive SRL

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Website: www.dreamcode-interactive.site

Official Game Hub: hub.dreamcode-interactive.site

1. Acceptance of Terms

By purchasing, downloading, installing, launching, or otherwise using *The Magic Button – Full Release* ("Game"), you acknowledge that you have read, understood, and agree to be bound by this End User License Agreement ("EULA").

You also acknowledge and agree to the applicable Privacy Policy, Terms of Service, and Refund Policy available through DreamCode Interactive's official website:

Privacy Policy: www.dreamcode-interactive.site/privacy

Terms of Service: www.dreamcode-interactive.site/terms

Refund Policy: www.dreamcode-interactive.site/refund

If you do not agree to this EULA, do not purchase, download, install, or use the Game.

If you are under the age of majority in your jurisdiction, you may use the Game only with the consent of a parent or legal guardian where such consent is required by applicable law.

2. Purchase and License Grant

DreamCode Interactive SRL ("DreamCode") grants you a personal, non-exclusive, non-transferable license to download, install, and use the Game for personal, non-commercial entertainment.

The license is granted following a valid purchase or other authorized acquisition of the Game through DreamCode or an authorized distribution platform.

End User License Agreement



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Authorized distribution and purchase channels may include:

- DreamCode Hub: hub.dreamcode-interactive.site;
- DreamCode's official itch.io page: dreamcodeinteractive.itch.io/the-magic-button;
- other storefronts or distribution platforms expressly authorized by DreamCode.

Unless otherwise stated by DreamCode, you may install and use the Game on multiple compatible devices that you own or control, provided that you do not share, transfer, or distribute the Game or your access credentials to other persons.

Your purchase does not transfer ownership of the Game or any of its intellectual property to you.

3. Restrictions

Unless expressly permitted by applicable law or by DreamCode in writing, you may not:

- sell, rent, lease, sublicense, publish, publicly distribute, or commercially exploit the Game or its installer files;
- upload, mirror, host, torrent, or otherwise make the Game or its installer files available to third parties;
- reverse engineer, decompile, disassemble, or otherwise attempt to obtain the source code of the Game;
- extract, reproduce, redistribute, or commercially exploit the Game's artwork, music, audio, code, characters, assets, or other content;
- modify the Game or create derivative works from it;
- use the Game or its assets in another commercial product without authorization;
- circumvent, disable, or remove technical protection, copy-protection, DRM, or other security measures, except to the extent that such restriction is prohibited by applicable law;
- use the Game in a manner that infringes the intellectual-property rights or other rights of DreamCode or third parties; or



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- use the Game for any unlawful purpose.

Nothing in this section restricts rights that cannot lawfully be restricted under applicable law.

4. Intellectual Property

The Game and all related content, including its software, source code, object code, graphics, artwork, music, sound effects, characters, story, dialogue, trademarks, logos, and other materials, are owned by or licensed to DreamCode Interactive SRL.

The Game is protected by applicable Romanian, European Union, and international intellectual-property laws and treaties.

All intellectual-property rights in and to the Game remain with DreamCode or the applicable rights holders.

This EULA grants you a limited license to use the Game. It does not transfer ownership of any intellectual property.

5. Accounts, Storefronts, and Third-Party Services

The Game may be purchased, downloaded, authenticated, distributed, or updated through DreamCode Hub, itch.io, or other authorized third-party services.

Your use of a third-party platform is subject to that platform's own terms, policies, and agreements.

DreamCode is not responsible for the independent operation, availability, security, or policies of third-party services.

Where a purchase is made through a third-party storefront, that storefront may also establish additional terms relating to payment processing, accounts, refunds, taxes, delivery, or other aspects of the transaction.

Where the Game is purchased directly through DreamCode Hub, the applicable DreamCode Terms of Service and Refund Policy also apply.



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6. Purchases and Refunds

Purchases of the Game are subject to the applicable Refund Policy:

www.dreamcode-interactive.site/refund

Nothing in this EULA is intended to exclude or restrict any mandatory statutory rights you may have concerning digital content, purchases, refunds, withdrawal rights, conformity, remedies, or other consumer protections under applicable law.

Where a purchase is made through a third-party storefront, that storefront's applicable purchase and refund procedures may also apply.

7. Updates and Patches

DreamCode may provide patches, bug fixes, updates, improvements, or other modifications to the Game.

Unless separate terms accompany an update, updates and patches form part of the Game and are subject to this EULA.

DreamCode does not guarantee that updates will be provided indefinitely or that the Game will remain compatible with every future hardware or software configuration, except where applicable law provides otherwise.

8. Privacy and Data

DreamCode's collection and use of personal data is described in the applicable Privacy Policy:

www.dreamcode-interactive.site/privacy

Third-party platforms may independently collect and process personal information in accordance with their own privacy policies.

The Game may also use technical information necessary for functionality, updates, security, troubleshooting, or other legitimate purposes where applicable.

For the most accurate and complete information concerning data processing by DreamCode, please refer to the current Privacy Policy.



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9. Warranty and Consumer Rights

To the maximum extent permitted by applicable law, the Game is provided "**AS IS**" and, where applicable, "**AS AVAILABLE**."

DreamCode does not guarantee that the Game will be uninterrupted, completely error-free, or compatible with every device or software configuration.

To the maximum extent permitted by applicable law, DreamCode disclaims warranties that are not mandatory under applicable law.

Nothing in this EULA excludes, restricts, or limits any mandatory statutory rights or remedies available to consumers, including rights relating to the conformity, quality, functionality, security, or supply of digital content.

Where Romanian or European Union consumer or digital-content legislation applies, those mandatory rights remain unaffected by this EULA.

10. Limitation of Liability

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

DreamCode shall not be liable for loss of profits, revenue, business opportunities, data, or use except where such liability cannot lawfully be excluded or limited.

Any limitation of liability contained in this EULA applies only to the maximum extent permitted by applicable law.

Nothing in this EULA excludes or limits liability that cannot legally be excluded or limited, including liability arising from mandatory consumer protections or other applicable law.



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11. Indemnification

To the extent permitted by applicable law, you agree to be responsible for claims, losses, damages, liabilities, and reasonable expenses arising directly from your unlawful use of the Game or your material violation of this EULA.

Nothing in this section requires you to indemnify DreamCode for matters caused by DreamCode's own unlawful conduct or for liabilities that cannot lawfully be transferred to you.

12. Termination

Your license remains effective unless terminated in accordance with this EULA or applicable law.

DreamCode may suspend or terminate the license if you materially breach this EULA, engage in unauthorized distribution of the Game, or otherwise use the Game in a manner that materially infringes DreamCode's rights.

Where reasonably practicable, DreamCode may provide notice of a material breach and an opportunity to remedy it before termination.

Upon valid termination, you must stop using the Game and, where permitted and reasonably requested by DreamCode, delete copies of the Game in your possession or control.

Termination does not affect rights or remedies that cannot lawfully be terminated or any obligations that by their nature survive termination.

13. Governing Law and Jurisdiction

This EULA is governed by the laws of Romania, subject to applicable mandatory provisions of European Union law and the mandatory laws applicable to you as a consumer.

Nothing in this EULA prevents a consumer from exercising any mandatory rights or bringing proceedings in a jurisdiction where applicable law grants the consumer such rights.

Where Romanian law permits the parties to agree on jurisdiction, the courts of Bucharest, Romania shall have jurisdiction, without prejudice to any mandatory jurisdictional rights available to consumers.



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14. Contact and Copyright / Abuse Notices

For questions regarding the Game, licensing, purchases, unauthorized distribution, copyright concerns, or abuse reports, please contact:

DreamCode Interactive SRL

Email: hello@dreamcode-interactive.site

Copyright and abuse notices should contain sufficient information to allow DreamCode to identify the relevant material and understand the nature of the complaint.

Nothing in this section limits any rights or remedies available under applicable copyright or other intellectual-property laws.

15. Entire Agreement

This EULA, together with the applicable Privacy Policy, Terms of Service, Refund Policy, and any additional terms expressly incorporated by reference, constitutes the agreement governing your licensed use of the Game.

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

16. Changes to this EULA

DreamCode may update this EULA from time to time.

The current version will be made available through DreamCode Interactive's official website.

Changes will not deprive you of mandatory rights that apply to your purchase or use of the Game under applicable law.



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Acknowledgement

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