

License and User Agreement for G-bits Games

Foreword

Welcome to choose the products or services provided by G-bits Network Technology (Xiamen) Co., Ltd. and/or its affiliates (including but not limited to such controlling subsidiaries as Shenzhen Leiting Information Technology Co., Ltd., Xiamen Leiting Interactive Network Co., Ltd., Shenzhen Leiting Digital Entertainment Co., Ltd., etc., hereinafter referred to as "G-bits")!

G-bits will follow the relevant national regulations on the management of online games, advocate the slogan of "protecting the health of minors and creating a green online gaming environment", and strive to provide users with better services.

When applying for a user account, users must truthfully fill in their names, ID numbers, and other related information in order to better experience the services provided by G-bits.

Important Notice

I. The user should carefully read the clauses hereof, before using the game software and various services provided by G-bits (including G-bits's website and mobile game services which is being provided now or may be provided for users in the future, hereinafter referred to as "G-bits Game Services"). **G-bits specifically reminds users to carefully read the clauses herein that exempt or limit G-bits's liability (such clauses usually contain the phrases such as "not liable" or "no obligation") and other clauses that limit user rights (such clauses usually contain phrases such as "not allowed" or "may not"), which should be applied to the maximum extent permitted by Chinese law and are usually marked in red or bold font. The clauses specified in Article 12 "Unfair Gaming Behavior" and Article 17 "Measures" are key clauses related to user's common breaches and G-bits's penalty measures, which have a profound impact on the rights and obligations of users, so users should pay special attention.**

II. If users do not agree to any clauses of this Agreement, please do not install or use G-bits game software or G-bits game services. Once users install G-bits game software, register an account, start and/or continue to use G-bits game software or G-bits game services, it is deemed that users have read and fully understood all the clauses of this Agreement, acknowledged the validity of this Agreement, and are bound by it. Users should not refuse to perform this Agreement on the grounds of not understanding its content. Therefore, users must carefully read and fully understand each clause.

III. If users are under 18 years old, please read this Agreement with the accompaniment of a guardian, and users cannot install and use G-bits game software and various relevant G-bits game services until the comprehensive consent of the guardian to all the clauses of this Agreement, the use of products and services by minors, and the payment of fees to G-bits is obtained.

IV. The establishment, performance, interpretation, and resolution of disputes of this Agreement shall be governed by the laws of the People's Republic of China and exclude the application of all other conflicting laws.

V. If any disputes arise between the parties regarding the content or implementation of this Agreement (including but not limited to contract or other property rights disputes), the parties shall friendly negotiate for a solution; if negotiation fails, the parties agree to submit the dispute to the jurisdiction of the People's Court of Nanshan District, Shenzhen.

VI. In addition, according to Article 28 hereof, G-bits has the right to modify and update this Agreement from time to time, and you agree to keep abreast of the latest version of this Agreement.

Article 1 Contracting Parties

This agreement is concluded by and between the following parties:

1. G-bits, referring to G-bits Network Technology (Xiamen) Co., Ltd., which has the right to provide G-bits game software and G-bits game services for users through

its own websites and platforms (including affiliates), partner's websites and platforms, etc.

2. You, also referred to as "user", refers to a natural person who legally obtains G-bits game software through the means provided or permitted by G-bits, installs and uses G-bits game software, or accepts related services for non-commercial purposes.

Article 2 Definitions or Explanations

Unless otherwise specified, the following terms and expressions have the following meanings:

1. G-bits Game Software: refers to the games operated or provided for users by G-bits, including but not limited to PC client games, web games, HTML5 games (H5 games), mobile terminal games, TV terminal games, and other forms of games. The specific game names displayed on relevant pages when users use them shall prevail. G-bits games may be provided in software form, in which case, G-bits games include the relevant software and files.

2. G-bits Game Services: refers to various online operation services related to aforesaid G-bits game software provided for users by G-bits.

Article 3 Statement on Intellectual Property Rights

1. G-bits shall be entitled to all legitimate rights and interests or legally authorized copyrights, trademark rights, patent rights, trade secrets, and other legitimate rights and interests related to G-bits game software and G-bits game services (including but not limited to the overall game, all artistic, musical and textual works contained within the game, and other elements and components that make up the game, as well as the continuous dynamic visuals presented during the operation of G-bits game), as well as all information and content related to G-bits games (including but not limited to text, images, audio, video, graphics, interface design, layout framework, relevant data, or electronic documents, etc.) in accordance with the

law, excluding the rights that the relevant rights holders should be entitled to according to law. The above-mentioned rights are protected by the laws and regulations of the People's Republic of China and relevant international treaties.

Without prior written consent from G-bits, you shall not use G-bits games (including but not limited to the overall game, all artistic, musical and textual works contained within the game, and other elements and components that make up the game, as well as the continuous dynamic visuals presented during the operation of G-bits game) for any commercial purpose or beyond the purposes stipulated herein, such as spreading G-bits game content or continuous dynamic visuals of G-bits game presented during the operation of G-bits game.

2. The texts, graphics, text and graphic combinations used by G-bits and its partners to identify the sources of G-bits game software and G-bits game services in the specific service process, such as the "G-bits Game" embodied in G-bits game software and G-bits game services, the name of G-bits game software, etc., are of exclusive business marks of G-bits and/or its affiliates and its partners in China and/or other countries/regions. The trademark (including its application right) and the exclusive right to use the registered trademark are owned by the rights holder. Users are not allowed to use the aforesaid business marks, trademarks and related rights without prior written authorization. Otherwise, G-bits has the right to immediately terminate the provision of G-bits game software and services for the user, and pursue legal liability to claim compensation for losses.

3. G-bits game software and services may involve any third-party intellectual property rights. If such third parties have any requirements for the user's use of such intellectual property in G-bits game services, G-bits will inform the user of these requirements in an appropriate manner for the user to comply with.

4. G-bits respects and protects the intellectual property rights of users. In various products provided by G-bits, users may provide self-created works for G-bits in any manner designated or permitted by G-bits (such as uploading the original audio and video). In this case, users should ensure that their works are legal and do not infringe upon the legitimate rights of others. Users irrevocably authorize G-bits to use the

above content in any way ("use" includes but is not limited to reproduction, distribution, rental, exhibition, performance, broadcasting, modification, adaptation, information network dissemination, and other ways of use, including both commercial and non-commercial purposes, within and outside of the game, hereinafter collectively referred to as "use rights"), and authorize G-bits to transfer or sublicense the aforementioned use rights to any third parties. You undertake that you have complete intellectual property rights to the relevant content, and G-bits's aforementioned use will not infringe upon any third-party intellectual property rights or other legitimate rights.

5. G-bits does not grant any rights to users implicitly or in a similar manner. Rights not explicitly granted to users in this Agreement are reserved by G-bits.

Article 4 License and Limitations of G-bits Game Software

1. Users can obtain the software directly from G-bits's related websites, or from any third parties authorized by G-bits. If a user obtains G-bits Game or a game that is named similarly to a G-bits game from an unauthorized source, it will be considered that the user did not obtain authorization from G-bits, and G-bits cannot guarantee that the game will function normally. G-bits will not be responsible for any losses that are suffered therefrom.

On the premise that users agree to accept all the clauses of this Agreement, G-bits agrees to grant users the right to use G-bits game software and services for personal, non-commercial, revocable, changeable, non-exclusive, non-transferable, and non-sublicensable purposes. Users can only install G-bits game software on mobile smart devices for personal use within the authorized scope, and run a copy of the G-bits game software and use the services provided by G-bits in the manner designated by G-bits.

If users need to use G-bits game software and services outside of personal use or for any commercial purposes, users should contact G-bits to obtain separate written authorization from G-bits. Any installation, use, access, display, operation, commercial use, or profit-making activities without G-bits's permission are considered a violation of this Agreement.

2. Unless otherwise specified in this Agreement, **without prior written consent from G-bits, users are not allowed to engage in the following activities (whether for profit or non-profit):**

(1) reproducing, duplicating, translating, annotating, arranging, compiling, adapting, deducting, de-compiling, disassembling, disseminating, and displaying all or part of G-bits game software programs, user manuals, and other graphic and audio-visual materials, or reverse engineering any function or program of G-bits game software.

(2) publicly displaying and broadcasting all or part of G-bits game software and G-bits game services.

(3) leasing or selling G-bits game software or engaging in any profit-making activities with G-bits game software.

(4) modifying or covering up G-bits game names, company logos, trademark (or) copyright information, or other intellectual property declarations on the content of G-bits game software programs, images, animations, videos, packaging, and manuals.

(5) intentionally bypassing or disrupting technical measures taken to protect the copyright of G-bits game software.

(6) engaging in other behaviors that violate trademark law, copyright law, patent law, computer software protection regulations, and relevant normative documents including laws, regulations, policies, and rules.

Article 5 Charging Policy

1. When providing products and services, G-bits may charge some users certain fees. In this case, there will be clear prompts on the relevant pages. If users do not agree to pay such fees, they can choose not to accept the corresponding products and services.

Users acknowledge and agree that the establishment, adjustment, or change of fee items or fee standards is a normal business practice. G-bits has the right to decide on the charging methods and fee standards of G-bits game software and services, determine different charging methods and fee standards for G-bits game software and services at different stages, and adjust the charging methods and fee standards at any time as needed.

The specific charging methods and fee standards, including but not limited to the fee standards of G-bits game software and the specific fee standards for the use of in-game virtual items and value-added services (if any), may be announced by G-bits on the Apple App Store or other software distribution channels, in the in-game item mall or item purchase interface, and other game modules within G-bits game software.

Once users choose to download paid G-bits game software, purchase the right to use relevant virtual items, or accept related services, it indicates that users have fully understood and accepted the corresponding charging methods and fee standards.

2. Unless otherwise specified in this Agreement, without prior written consent from G-bits, users are not allowed to engage in the following activities (whether for profit or non-profit):

recharging, purchasing, receiving gifts on any unofficial third-party platforms (including but not limited to Taobao.com, Jiaoyimao.com, Taoshouyou.com, Moyoyo.com, 5173.com (China Online Game Service Website), 8868 Mobile Game Trading Platform, 7881.com, etc.), or obtaining game accounts, in-game items, in-game equipment, and access to other game services by other means, or engaging in other transactions (including but not limited to first top-up account trading, account trading, virtual item trading, top-up on behalf of others, participating in unauthorized top-up rebate activities, etc.). G-bits is not responsible for the above transaction

behaviors and does not accept any complaints arising from any disputes resulting from the above transactions.

Article 6 In-game Virtual Items

1. In-game virtual items, including but not limited to game characters, resources (such as game coins, etc.), and in-game items (including but not limited to weapons, mounts, pets, equipment, apparel, etc.), are owned by G-bits, and can only be used by users in accordance with the game rules published by G-bits, when they comply with applicable laws, regulations, rules and policies.

2. For various in-game virtual items, if there is no special indication of the valid period, they are assumed to be usable for a long term during the game's operation until the termination of G-bits game services, except for those with a limited times of use. For items with special indications, their valid period or times of use are subject to the specific term or times indicated. If the valid period or the times of use exceed the valid limit, G-bits reserves the right to revoke or eliminate the relevant in-game virtual items without prior notification to the user. The valid period or times of use for virtual items shall not be interrupted or terminated for any reason (including but not limited to penalties imposed by G-bits or its partners).

3. To enhance users' gaming experience, G-bits allows users to trade in-game virtual items provided by G-bits or permitted on designated trading platforms (if any) with prior explicit approval. For tradable in-game virtual items, G-bits reserves the right to determine whether to provide reference prices based on different products. For products with reference prices, these prices will be released on the relevant official game website or official communities (forums). Users are aware that the reference prices of relevant in-game virtual items may fluctuate based on factors such as game launch times and the overall quantity of items on the server. Specific price fluctuations will be periodically displayed on the relevant official game website or official communities (forums) by G-bits as needed.

Article 7 Registration, Use and Custody of User Account

1. Registration of user account

(1) A G-bits game account is an identifier authorized by G-bits for you to log in and use G-bits games and related services in accordance with this Agreement. You only have the right to use the G-bits game account you created, and the ownership of the G-bits game account belongs to G-bits.

(2) Users undertake to register for a G-bits's Leiting account or a G-bits-approved partner account with their true identity, become users of G-bits games and Leiting-related services, and use the G-bits game software and services with such accounts (Leiting accounts and partner accounts are hereinafter collectively referred to as "user accounts"). Users guarantee that the personal identity information provided is true, complete, and valid, and shall assume corresponding legal responsibilities for the information provided in accordance with laws, regulations, policies, and relevant agreements on preventing minors from addiction to online games issued by the National Press and Publication Administration. Users agree that the accurate personal data provided by them will serve as the sole evidence to determine the association between the user and the Leiting account or partner account, as well as the user's identity. The number of accounts that users can register is subject to the regulations of G-bits or its partners.

(3) If the information provided by the user to G-bits is inaccurate, untrue, illegal, invalid, not promptly updated after changes, or misleading in any way, G-bits has the right to suspend or terminate the user's access to any G-bits service until the user provides the required information.

(4) After users register as G-bits users with their true identity, if they need to modify the provided personal identity data (except for information of ID documents), G-bits will provide the necessary services in a timely and effective manner according to the regulations.

(5) When users use G-bits games and related services, they have the rights regarding personal data as stipulated by relevant laws and regulations, including but

not limited to the rights of access, update, and deletion. If users need to exercise these rights, they can contact brand@g-bits.com for application. For specific rights and detailed exercise methods, please refer to the company's Privacy Policy.

(6) After users register as partner users approved by G-bits with their true identity, if they need to modify the personal identity information provided for the partners, they should follow the partners' regulations for operations.

2. Use and custody of user account

(1) Users fully understand and agree that G-bits has the right to review the authenticity and validity of the identity information provided when they register Leiting accounts in accordance with relevant national requirements. G-bits will actively take reasonable measures to ensure the security of users' Leiting accounts.

(2) Users are responsible for keeping their accounts and passwords properly, and using their user accounts and passwords in a correct and secure manner. Users are solely responsible for any unauthorized access or disposal of the account or virtual property caused by the loss or disclosure of account names and passwords for their own reasons, and shall bear the legal liabilities for any damages caused to the civil rights of others.

(3) Users have the rights and responsibilities for the actions taken under their user accounts. If users violate the provisions of this Agreement by transferring accounts or allowing third parties to use the accounts by ways of lending or leasing, it does not affect the liability for the obligations set forth herein.

(4) Once users discover that their Leiting accounts or passwords have been impersonated, stolen, or show signs of unusual activity, they should promptly notify G-bits. After receiving the notification, G-bits has the right to decide whether to suspend the login and use of the account based on the actual condition of the account or the user's request. If users request to suspend the login and use of their Leiting accounts, they should provide personal valid identity information or proof consistent with their registered identity information. After verification, G-bits has the right to take appropriate actions at its own discretion. If the personal valid identity information provided by the user is consistent with the registered one, G-bits shall

promptly take measures to suspend the login and use of the user's Leiting Account. Otherwise, G-bits shall bear legal liability for the portion of the user's further loss caused thereby. If the user does not provide his/her valid personal ID document, or if the valid personal ID document provided by the user is inconsistent with the registered one, G-bits has the right to reject the user's aforementioned request.

(5) In order to protect their legitimate rights and interests, users who provide valid personal identity information consistent with their registered one to G-bits may, if required, obtain necessary assistance and support from G-bits in issuing account registration certificates, original registration information, and other documents, and provide evidence information to relevant administrative and judicial authorities as demanded.

(6) You fully understand and agree that in order to avoid server resources from being occupied, if you do not log in to G-bits games for consecutive 365 days, G-bits has the right, depending on the situation and with prior notice, to take measures such as deletion of the game account and its associated game data and information (including but not limited to game characters, levels, props, in-game virtual items, top-up records, and other data and information). G-bits game does not assume any responsibility for failure to query or recover the deleted data and information.

(7) Users shall not provide their game accounts for others in any way, including but not limited to transfer, lease, or lending, for commercial or non-commercial purposes such as livestreaming, recording, or power leveling and boosting services. Otherwise, users shall bear all legal consequences and liabilities caused therefrom, and G-bits has the right to take measures, including but not limited to warnings, restrictions or prohibitions on the use of the game account's full or partial functions, deletion of the game account, game data and other related information, account suspension and cancellation. Users shall bear all consequences arising therefrom.

(8) If users need to cancel their user accounts, they can follow the account cancellation instructions provided by G-bits and ensure that they meet the relevant conditions required by G-bits for user account cancellation. The user is aware and agrees that: once the user account is cancelled, it cannot be restored. Please consider

carefully before cancelling. After the user account is cancelled, the related game benefits under that account will also be cleared. Therefore, before cancelling the user account, please ensure that the game benefits under the account have been properly handled in accordance with the rules and methods allowed by the game. If there are still game benefits under the user account at the time of cancellation (including game benefits that have been generated during the use and future potential game benefits), it is deemed that the user waives all rights and interests to the related benefits, and G-bits has the right to take action against all game benefits under that user account. The consequences arising therefrom shall be the user's own responsibility. The aforementioned game benefits include but are not limited to: game membership benefits and levels; all data related to the growth and upgrading of game characters (including but not limited to experience points, honor points, prestige points, titles, etc.); unused virtual currency, virtual props, and other virtual items in online games (such as coupons, gold coins, diamonds, props, etc.); value-added services that have been purchased but not expired or fully used; other game benefits that have been generated but not fully consumed or anticipated future game benefits, etc.

3. Specific regulations regarding partner accounts shall be subject to the specific requirements published by the partners.

Article 8 Processing and Protection of User Information

1. G-bits respects the personal privacy of users, as protecting the privacy of users (especially minors) and personal data security are a fundamental principle of G-bits. G-bits consistently takes reasonable measures in technology and management to strictly maintain the confidentiality of user's personal data that is reasonably obtained. Meanwhile, G-bits will use the collected information in good faith, take all effective and necessary actions to protect your privacy, and adopt commercially reasonable technical safety measures to protect your personal information from unauthorized access, use or disclosure. including but not limited to firewall, encryption (e.g., SSL),

de-identification/anonymization and access control (bastion host, second verification, etc.). In addition, G-bits has established dedicated management systems, processes and organizations to protect personal information. G-bits only allows its employees who really need to know your personal information to access your personal information, and has set up a strict access control and monitoring mechanism. G-bits requires all persons who may access your personal information to fulfill the relevant obligations of confidentiality. When users use G-bits games and related services, they should fully read and accept the Privacy Policy for G-bits Game User released by G-bits (hereinafter referred to as the "Privacy Policy"). If you do not agree with the Privacy Policy, please do not use G-bits games and related services. If you have already used G-bits games and related services, it is considered that you agree to the Privacy Policy published by G-bits. G-bits will take necessary measures to protect the security of users' personal information.

2. Unless otherwise stipulated by laws and regulations or otherwise required by regulatory agencies, G-bits will follow the principles of legality, legitimacy, and necessity, only collect the information necessary to implement games and related services, only store your personal information for the shortest period necessary for the purposes stated in the Policy and required by laws and regulations. Without the user's consent, G-bits may not provide, disclose, or share personal identity information such as name, valid personal ID number, contact information, and home address in the user information for registration with any third party, except that:

(1) personal consent is obtained;

(2) it is necessary to conclude or perform contracts in which the individual is a party, or to implement human resource management in accordance with labor regulations and collective contracts executed in accordance with the law;

(3) it is necessary to perform legal duties or obligations, including but not limited to cooperation with notices of rulings or assistance issued by judicial authorities, as well as requirements or orders from administrative authorities;

(4) it is necessary to cope with sudden public health incidents or protect natural persons' life, health, and property safety in an emergency;

(5) it is necessary to carry out news reporting and public opinion supervision behaviors for public interest and process the personal information to a reasonable extent;

(6) personal self-disclosed or other legally disclosed personal information will be processed within a reasonable range in accordance with the provisions of the Personal Information Protection Law of the People's Republic of China; and

(7) any other circumstances provided by laws and administrative regulations.

3. In order to provide products and services for users normally, G-bits may need to provide some user information to G-bits's technical service providers, affiliates, or other third parties. Under the premise that these third parties promise to bear confidentiality obligations at least in the same manner as G-bits, G-bits will provide user information to these third parties, which shall be understood and agreed by the users.

4. For the purpose of providing the services requested by users, users agree and accept that G-bits collects and processes their personal data and other necessary information. For example, G-bits may introduce third-party face recognition systems in specific cases, for the purposes of keeping user account and transaction information safe and protecting minors, but G-bits does not store user face information and will have third parties bound to contracts or other means so as to prudently protect user privacy.

Article 9 Protection of Minors and Anti-Addiction Measures

1. Users are aware and agree that in one of the following circumstances, G-bits has the right to include the user's game account in the corresponding anti-addiction system and take corresponding anti-addiction measures:

(1) The user is determined by the system to be under 18 years old; or

(2) The real-name identity information submitted by the user is not in compliance with the required standards; or

(3) The user fails to pass the real-name verification; or

(4) Other circumstances required by national laws, regulations, policies, or situations where G-bits has reasonable grounds to believe that inclusion in the anti-addiction system is necessary.

2. In order to further improve the accuracy of real-name authentication and prevent minors from using others' identity information to a minimum extent, G-bits may enable facial recognition verification for certain games or for certain users, or obtain users' game account information from third-party platforms only under the premise that the legal requirements are satisfied to identify and record users' gaming behavior based on minor protection policies, and determine whether the gaming behavior complies with characteristics of minors' gaming behavior. **If G-bits's game requires users to undergo facial recognition verification, but the user fails to pass the verification or refuses to do so, G-bits has the right to include the user's game account in the corresponding anti-addiction system and take corresponding anti-addiction measures.**

3. For game accounts included in the corresponding anti-addiction system, G-bits has the right to take one or more of the following measures in accordance with relevant national laws, regulations, policies, provisions of this Agreement, G-bits's game operation strategy, or reasonable requests from the user's legal guardians:

(1) Provide the user's legal guardians with information related to the user's gaming activities (including but not limited to login information and top-up records of the user's game account) so that the user's legal guardians can promptly or synchronously know about the user's gaming situation;

(2) Limit the consumption limit of the user's game account;

(3) Take technical measures to block certain games or certain functions of the game, or limit the user's game time or duration;

(4) Restrict or prohibit logging in, cancelling, or deleting the user's game account and game data, etc.;

(5) Other reasonable measures requested by the user's legal guardians or considered feasible by G-bits to restrict or prohibit the user from using G-bits games;

(6) Other measures required or allowed by national laws, regulations, or policies.

Article 10 Rights and Obligations of G-bits

1. G-bits agrees to provide users with G-bits game services by necessary technical means, including Internet, in accordance with the terms of this Agreement.

2. G-bits has the right to provide advertisements (including commercial and non-commercial advertisements) to users through G-bits game software and G-bits game services.

3. G-bits has the right to analyze the monitoring data in the game program, user-provided data, environmental data collected by the game program, and/or data stored on servers to determine if users are engaging in inappropriate behavior such as using unauthorized tools or cheating software.

4. If G-bits discovers abnormal user data, illegal or inappropriate gaming behavior, or violations of this Agreement or other G-bits's rules, G-bits has the right to conduct investigations through online or offline communication with the user, analysis of game data, and other methods, and take appropriate measures, including but not limited to: warning, muting, temporary gameplay freeze, permanent gameplay freeze, temporary login ban, permanent login ban, forced offline, account suspension, file deletion, legal accountability, organization dissolution, nickname modification, temporary restriction of gameplay, deduction of benefits obtained from relevant

actions by the user, value deduction, temporary suspension or termination of service, post deletion in community (forum), and account blocking in community (forum), etc. If any loss is incurred as a result, the user shall bear the relevant responsibility and consequences on their own.

Article 11 Rights and Obligations of Users

1. Users should provide their own devices for gaming, including but not limited to computers or smart mobile devices (such as smartphones, tablets), wireless routers, and other necessary internet devices.

2. Users should bear the expenses or costs related to telephone bills, internet connection fees, and other expenses.

3. Users should comply with the provisions of this Agreement, refrain from engaging in illegal, irregular, or inappropriate gaming behavior, and adhere to game conventions, rules, and regulations published by G-bits on its website, by in-game emails, messages, and other means (including but not limited to terms of letting pass service, service terms of customer service zone, etc.). If the user is located outside the territory of the People's Republic of China, they should also comply with the laws and regulations of their respective countries or regions.

Article 12 Unfair Gaming Behavior

G-bits prohibits users from engaging in unfair gaming behavior. Specifically, the following situations apply:

1. Users are responsible for the information posted by their accounts. In particular, users are not allowed to use G-bits game software or services to publish or spread sensitive information and information that violates the national laws, regulations, policies, and social morals. User-created game character nicknames,

organization names, etc., must not contain sensitive characters or characters that violate the national laws, regulations, and policies. The content must not involve the following contents:

(1) that oppose the basic principles established in the Constitution of the People's Republic of China;

(2) that endanger the national security, leak the state secrets, subvert the state power, or undermine the national unity;

(3) that harm the national honor and interests;

(4) that distort, vilify, debase, or deny the deeds and spirit of heroes and martyrs, and insult, defame, or otherwise infringe upon the name, image, reputation, and honor of heroes and martyrs;

(5) that advocate terrorism and extremism, or incite terrorist activities and extremist activities;

(6) that incite ethnic hatred and ethnic discrimination, and undermine the national unity;

(7) that undermine the state religious policies and promote cults and feudal superstitions;

(8) that spread rumors and disrupt economic order and social order;

(9) that spread obscene, pornographic, gambling, violent, murderous, or terrorist content, or incite crime;

(10) that insult or defame others, and infringe upon the reputation, privacy, and other legitimate rights of others;

(11) that impersonate, counterfeit, or fabricate the names and logos of party, government, military organs, enterprises and institutions, and people's organizations;

(12) that impersonate, counterfeit, or fabricate the names and logos of news media, or make use of the names or information with news attributes in an unauthorized manner such as news, reports, newspapers, etc.;

(13) that impersonate, counterfeit, or fabricate the geographic names and logos of state administrative regions, institution locations, iconic buildings, and other important spaces;

(14) that intentionally include QR codes, websites, emails, contact information, or use homophones, homonyms, similar characters, pinyin, numbers, symbols, letters, and meaningless text to infringe upon the legitimate rights of others, seek illegal gains, or harm public interests;

(15) that promote or incite the use of game cheats, private servers, viruses, malicious code, trojans, and related content;

(16) that promote or incite other players to request refunds, post refund advertisements, or engage in acts of refund on behalf of others;

(17) that post power leveling and boosting information, unofficial trading platform information, gambling (such as lottery), phishing websites, fake websites, prohibited goods categories (such as prohibited drugs, firearms, explosive items, crossbows, atomic bomb manufacturing, police or military equipment, weapon-related information, proxy test-taking, selling exam answers, making fake certificates, invoice fraud, counterfeit money, wiretaps, invisible earbuds, pinhole cameras, and other products prohibited for sale by the state), and any homepage addresses or links deemed inappropriate or not approved by G-bits based on reasonable judgment;

(18) that spread any information that denigrates, defames, or maliciously attacks G-bits game software, G-bits game services, G-bits, affiliates, partners, and their employees;

(19) that contain other content prohibited by the laws, administrative regulations, policies, and notices issued by higher competent authorities of the People's Republic of China;

(20) that clearly violate the public order, moral standards, and social ethics.

2. Users may not use unfair or other unjust means to use G-bits game software and services or participate in G-bits activities.

3. Users may not interfere with G-bits's normal provision of software and services, including but not limited to:

(1) attacking or hacking G-bits's website servers or causing website servers overloaded;

(2) cracking or modifying G-bits's game software client programs;

(3) attacking or hacking G-bits's game servers or game server programs, or causing game servers overloaded;

(4) creating, publishing, spreading, and using any form of auxiliary tools or programs that hinder or may hinder the fairness and stability of game resources, or occupy the game resources, including but not limited to "game cheats" and "helper programs" (referring to all programs independent of game software that can affect game operations while the game is running, including but not limited to simulating user operations, changing operating environments, modifying data, etc.);

(5) exploiting program vulnerabilities and bugs to disrupt the normal progress of the game or spread and help others exploit such vulnerabilities or bugs;

(6) interfering or hindering others from using G-bits game software and services;

(7) using G-bits game software in an abnormal or illegal manner (including but not limited to using G-bits game software to log into game private servers);

(8) logging into G-bits game software with abnormal methods (including but not limited to using third-party software, hardware, or systems not developed, authorized, or approved by G-bits to log into G-bits game software), and using network accelerators, and other auxiliary programs or robot programs to maliciously destroy service facilities and disrupt the normal order of services;

(9) exploiting technical flaws, vulnerabilities, or unreasonable settings in G-bits game software or online game systems to profit for oneself or others in various forms (including but not limited to copying in-game virtual items) or engaging in other similar unfair behaviors;

(10) modifying any proprietary communication protocols used by G-bits game software, or modifying or locking data in dynamic random access memory (RAM).

4. In order to avoid disrupting the fairness or balance within the game, **users agree and understand that they can only engage in entertainment interaction ("entertainment interaction" refers to a sense of enjoyment obtained by users from such behaviors as game contents, game tasks, game activities, etc.) through G-bits game software and services, and trade in-game virtual items on G-bits's provided (if any) or G-bits's pre-approved trading platforms (if any), based on the need arising**

from such entertainment interaction. Users must not make economic profit from G-bits game software and services. Any game behavior for non-entertainment purposes (such as for profit or real-life benefits out of game) or trading virtual items that may disrupt the game balance or order will be considered unfair trading behavior. G-bits has the right to handle such unfair trading behaviors based on this Agreement and related game rules. The unfair trading behaviors include but are not limited to:

- (1) offline trading of in-game virtual items or making similar statements;
- (2) acting as an intermediary for the trading of in-game virtual items, charging fees, or other benefits;
- (3) trading in-game virtual items on platforms not provided or pre-approved by G-bits;
- (4) profiting from selling in-game virtual items at prices significantly higher or lower than the reasonable price in the region-specific game server, where the reasonable price may be the normal transaction price or average transaction price of similar virtual items (classified by item name, regardless of specific attributes) on the relevant server during the same period (likely to be 7-30 days with records of similar item transactions, or a period G-bits considers appropriate), or G-bits's pre-released guide price or other similar prices (if any);
- (5) purchasing the virtual items through the in-game trading system (including but not limited to the market, treasure house, treasures, etc., in the mobile game "Wen Dao") and selling the same item at a price lower than half of the original purchase price within 3 months; or purchasing the virtual items from other users and reselling at a lower price or gifting the same item within 3 months;
- (6) engaging in game behavior for the production and (or) trading of virtual items for profit with one or more user accounts and/or game character IDs on one or more servers, including but not limited to purchasing characters and then selling the items belonging to the characters separately, even if such transactions are conducted or completed through a trading platform provided or pre-approved by G-bits;
- (7) repeatedly completing tasks or implementing single or series outputs of in-game virtual items in the game, selling the obtained virtual items for profit

(including collecting the virtual items to a specific account by way of transactions, gifts, etc.), even if such transactions are conducted or completed through a trading platform provided or pre-approved by G-bits;

(8) selling the virtual items obtained in the game without focusing on enhancing the character's power, with a significant difference between the character's multiple skills, cultivation, equipment, pet level, and character level;

(9) engaging in or participating in gambling, and theft or fraud involving others' property or virtual items by utilizing game behaviors or contents, which are suspected of illegal criminal activities;

(10) engaging in trades on the in-game trading system (if any) provided by G-bits, or trading platform (if any) provided or allowed by G-bits, at significantly higher or lower prices, which directly or indirectly disrupt the game trading order, where the reasonable price may be the normal transaction price or average transaction price of similar virtual items (classified by item name, regardless of specific attributes) on the relevant server during the same period (likely to be 7-30 days with records of similar item transactions, or a period G-bits considers appropriate), or G-bits's pre-released guide price or other similar prices (if any);

(11) other improper actions widely recognized in the industry or determined by judicial judgments, whether or not explicitly listed in this Agreement.

5. In order to maintain the fairness and order of the game and safeguard the user's interests (including but not limited to the security of account and personal information), users are not allowed to top up or engage in other transaction-related activities through platforms not provided by G-bits or not explicitly approved by G-bits in advance (including but not limited to user's top-up through third parties, first top-up account trading, game account trading, virtual item trading), to top up on behalf of others, or to participate in unauthorized top-up rebate activities.

G-bits does not recognize the top-up or other transaction activities conducted on platforms not provided by G-bits or not explicitly approved by G-bits in advance, the top-up on behalf of others, the participation in unauthorized top-up rebate activities, and the resulting transaction outcomes. In the event of such circumstances, G-bits

reserves the right to take measures against users as stipulated in Article 16, including but not limited to account suspension, value deduction, and suspension of top-up functions on user's device. G-bits will not compensate or indemnify the user for any top-up failure caused by any top-up or other transaction-related activities carried out by the user on platforms not provided by G-bits or not explicitly approved by G-bits in advance, the top-up on behalf of others, or the participation in unauthorized top-up rebate activities.

Users are aware that if G-bits's partners violate their agreements with G-bits by conducting unauthorized top-up rebate promotions, it may lead to adverse consequences such as partners being stopped from subsequent version updates, termination of paid functions, or removal of games, which may affect the user experience. Users should bear the related risks themselves, and users should put forward the claim against the organizing party of the promotional activity, and G-bits is not obligated to bear relevant responsibility, for any disputes arising therefrom.

6. Considering the vast amount of transaction data and for the purposes of transaction efficiency, although G-bits or trading platforms may implement measures such as pre-sale announcement and transaction in-process audits, G-bits reserves the right to conduct post-transaction reviews after the completion of transactions. Users agree and understand that completing transactions on the transaction platforms provided by G-bits (if any) or explicitly approved by G-bits in advance (if any) does not necessarily mean that specific transaction behaviors or overall behaviors occurring during a period are legal, compliant with this Agreement and game rules, or endorsed by G-bits. G-bits reserves the right to conduct substantive reviews and judgments on user behavior at its own discretion, based on the users' overall behavior, comprehensive purposes, or other circumstances, according to its own experience, after one or more transactions are completed by the user, and to take corresponding measures.

7. Users are aware that the use of third-party software (including scripts, including but not limited to Quick Macro) or hardware may have adverse effects on game programs, user devices, and game experiences, including but not limited to poor

data transmission, frequent disconnections or freezing, device virus infections, attracting spyware and other unauthorized programs, and leading to information leakage (such as account, password, etc.). G-bits does not assume any responsibility for the adverse effects caused by user's use of third-party software or hardware.

8. If users, even though not involved in fraud or account theft, obtain the in-game virtual items from fraudulent or illegal activities such as fraud or account theft by others, or in ways that violate the provisions of this Agreement, regardless of how users obtain the relevant virtual items (including but not limited to receiving gifts, buying and selling, etc.), in order to maintain the legitimate rights and interests of other users and game order, G-bits has the right to decide whether to reclaim the relevant implicated virtual items at its own discretion.

9. You acknowledge and agree that when you use RMB to top up games, purchase or exchange virtual props, obtain other virtual items or value-added services, your top-up funds, purchased or exchanged virtual props, other virtual items, or value-added services cannot be refunded or exchanged for legal currency as soon as the related transactions are completed, except as otherwise required by law.

10. After successfully topping up and obtaining the right to use the in-game virtual items or value-added services (hereinafter referred to as "top-up benefits"), G-bits should be promptly notified for any refund due to special circumstances, and G-bits will deduct the corresponding top-up benefits. G-bits also has the right to deduct the corresponding top-up benefits on its own; if the top-up benefits have been consumed, G-bits has the right to deduct the corresponding values. If the balance of user account is insufficient for deduction, G-bits reserves the right to seek recovery separately.

11. Users may not engage in the following actions:

(1) impersonation: impersonating official system or game administrators or staff by various means and actions to spread or disseminate information to other users or carry out other actions;

(2) interfering with game administrators: requesting any in-game virtual items from game administrators; frequently calling game administrators or sending requests

without substantive content; repeatedly sending help requests that have already been answered or resolved by game administrators; spamming in the community (forum); verbally abusing or attacking game administrators;

(3) disrupting game order: staying in sensitive areas or locations critical to other users' gameplay for extended periods (including but not limited to NPC locations, buildings, or map entrances/exits); maliciously obstructing non-user-controlled characters; engaging in any malicious PKs, clearing areas, or extortion, etc.; threatening or inciting other users to participate in abnormal game content (including but not limited to in-game protests, gathering to disrupt game order, etc.);

(4) inciting other users in any way to request refunds or inducing them to exploit loopholes in the top-up system for refunds;

(5) violating or ignoring instructions from game administrators;

(6) helping or assisting users in using third-party software or hardware to perform improper game operations on in-game virtual items, etc.;

(7) engaging in account theft or related activities (including but not limited to stealing user accounts, game data, or user data, assisting in operating and transferring the in-game virtual items for account thieves, etc.);

(8) deceiving the in-game virtual items through false promises, fabricated facts, concealing truths, intentional misleading (such as similar nicknames), impersonating friends, impersonating officials, intentional confusion, etc., to fraudulently obtain in-game virtual items, etc. for the purpose of illegal possession.

Article 13 Interruption, Suspension, and Termination of Services

1. Termination and suspension of services provided to users

(1) If a user engages in the dissemination of illegal or irregular information, violates laws and regulations, seriously violates social ethics or policy prohibitions, G-bits has the right to immediately terminate the provision of services to the user.

(2) If a user engages in improper behavior while receiving services from G-bits, G-bits has the right to terminate the provision of services to the user. The specific circumstances of such improper behavior should be clearly specified in this Agreement or defined as prohibited behaviors explicitly notified by G-bits in advance. Otherwise, G-bits may not terminate the provision of services to the user.

(3) If a user provides false identity information for registration or engages in behavior that violates the provisions of this Agreement or other game rules, G-bits has the right to suspend all or part of the services provided to the user; when taking suspension or termination measures, G-bits should notify the user of the suspension period or termination time. The suspension period should be reasonable, and if the breach is corrected by the end of the suspension period, G-bits should promptly restore services to the user.

(4) G-bits shall bear the burden of proof for its suspension or termination of partial or all services to users based on the provisions of items (1), (2), or (3) above.

2. Interruption, suspension, and termination of game server operations

(1) In order to ensure the normal operation of the game website and servers, G-bits needs to regularly conduct shutdown maintenance on the game website and servers, and may also need to perform emergency shutdown maintenance in case of unexpected events. Users should give their understanding to the interruption or suspension of normal services caused by the above circumstances, and G-bits should not be liable for such interruption or suspension, but have an obligation to make every effort to minimize the duration of service interruption or suspension.

Under one of the following circumstances, G-bits has the right to terminate or interrupt all or part of the services. G-bits shall not be liable to any users or third parties for any inconvenience or damage arising from:

- a. regular inspections or construction, or software and hardware updates, for which G-bits will complete maintenance and update work as soon as possible;
- b. program or server which is attacked or damaged and thus prevented from normal operation;

- c. sudden failures of software, hardware devices, or electronic communication equipment;
- d. failures in lines or other malfunctions caused to network providers;
- e. emergency situations where measures are taken according to legal provisions or for the personal and property safety of users and third parties;
- f. third-party or other force majeure.

(2) G-bits, when it deems necessary, has the right to terminate or partially terminate the provision of G-bits game services. In such cases, G-bits or relevant partners will announce such termination 60 days in advance.

(3) Regardless of the reason for termination of G-bits game services, users cannot demand G-bits to bear, compensate, or indemnify costs or losses related to the failure to continue using their user accounts, G-bits games and related services, or continue using or trading game characters and virtual items.

Article 14 Special Instructions on Battle System

Certain G-bits games may contain a battle system. In the battle system, users can freely battle each other. For G-bits game services that include such a battle system, once users register, start using and/or continue using the corresponding G-bits game software or services, it will be deemed that users agree to and accept the game's battle system, and be further deemed that users agree to all free combat actions in the game's battle system and agree to abide by the game rules of free combat. However, users are not allowed to maliciously engage in battles with other users under this rule. If such behavior causes a negative impact on the game ecosystem, G-bits has the right to take action in accordance with the provisions of Article 17 of this Agreement.

Article 15 Special Instructions on Single-player Game

When G-bits game software is for single-player games:

1. The top-up system can only be available after being connected to the Internet. Users who top up through the top-up system will confirm the top-up information via the Internet.

2. All game data will be stored on the user's device. If the user uninstalls or reinstalls the G-bits game software or if the user's device is damaged, the G-bits game software will be unable to function or start properly. The user's game data and top-up records will be inaccessible and unrecoverable. If the game provides servers for users to save user data, users shall independently save data through the Internet.

Article 16 Special Instructions on Test Zone

1. G-bits may set up a test game zone for specific games (hereinafter referred to as the "test zone"). The game content in the test zone may be temporary and subject to change or updates at any time. With G-bits's approval, users can enter the test zone with their accounts to assist G-bits in game testing.

2. As the game is still in the development stage, G-bits reserves the right, in the test zone, to independently perform the following operations as needed for game testing without prior notice or consent from users:

(1) Control, adjust, delete, or add game content (including value-added services), game settings, and user data in the test zone at any time;

(2) G-bits has the right to clear all or part of the user data obtained in the test zone (including but not limited to game levels, virtual items, experience points, etc.) according to testing needs at any time during testing or at the end of testing;

(3) Specify and restrict user access to the test zone;

(4) Make servers unavailable at irregular intervals or available in specific time windows;

(5) Any other modifications to the game or user data;

(6) G-bits has the right to delete game characters that have not been logged in for a certain period of time according to testing needs. All data previously associated with

the deleted character (including but not limited to game level, virtual items, game experience, etc.) will be automatically removed.

3. Before assisting G-bits in game testing, users should be aware of the above characteristics of the test zone and have the right to provide feedback on trial gameplay and suggestions to G-bits at any time. If G-bits makes a request for confidentiality or puts forward other demands during game testing, users must fulfill confidentiality obligations, adhere to relevant rules, and must not disclose the game images, videos, gameplay instructions, etc., without permit.

Article 17 Measures

Unless otherwise specified in this Agreement, if users violate the agreement or other game rules, G-bits has the right to take one or more measures as determined case by case. These measures include but are not limited to:

(1) Warning: For users who violate game rules with minor offenses, the operator may issue notifications manually or automatically, which typically include the form of the violation and corrective actions required for users, which is a normal way to manage the game's operation.

(2) Muting: Restrict the violator's access to some or all chat channels, enforce the suspension of the online conversation function of the user account, and prevent the user from chatting with others until the end of the punishment or cancellation.

(3) Temporary Gameplay Freeze: Move the violator's game character to a special game scene, and restrict its specific in-game actions until the end of the penalty or its cancellation.

(4) Permanent Gameplay Freeze: Move the violator's game character to a special game scene, and restrict its specific in-game actions, without the possibility of removal or release.

(5) Forced Offline: Force the violator to exit the current game, and end the execution of the current game program.

(6) Temporary Login Ban: The violator's account will be temporarily banned from logging in or using certain G-bits games for a period of time until the end of the penalty or cancellation.

(7) Permanent Login Ban: The violator's account will be permanently banned from logging into G-bits games.

(8) Temporary or Permanent Account Suspension: The violator's account is temporarily or permanently blocked from logging into G-bits games.

(9) File Deletion: The violator's file saved in the game world is permanently deleted, including character data (such as levels, virtual items, experience, etc.), which will no longer appear in the game world.

(10) Legal Accountability: Users shall bear civil, administrative, or criminal liabilities according to law for their improper behaviors that cause harm to others, G-bits, its affiliates, or partners, or violate the existing laws and regulations. G-bits reserves the right to hold users subject to legal liability.

(11) Organization Dissolution: The game factions, guilds, forces, and other organizations established by the user will be dissolved.

(12) Nickname Modification: The game characters or team names of the user are forced to modify.

(13) Temporary Restriction on Gameplay: The violator's account is limited from certain game services for a specific period.

(14) Other Measures: It includes but not limited to the following:

a. Transaction Rollback: Roll back the transactions prohibited by this Agreement and other game rules to the pre-transaction state. Such measure is generally applicable to users who violate game rules on transactions for the first time. G-bits will make judgments and take actions based on the specific circumstances, subjective fault, and objective impact of the user's violation. For users who violate game rules on transactions for the second time or more, in addition to the relevant transaction rollback, G-bits also has the right to further deduct the profits, values, etc. The items and in-game currency involved in the user's rule violations (e.g., gold coins, ingots, etc.), may be deducted from the user's game account or character;

b. Profit Deduction: Permanently and irreversibly delete the virtual items and benefits obtained by illegal or illegitimate means;

c. Value Deduction: Permanently and irreversibly delete the value-added services (such as lottery chances), in-game virtual items, and experience points like credits, levels, honors, etc., acquired by illegal or illegitimate means. Depending on the severity, additional penalties may be imposed by deducting value-added services (such as lottery chances), in-game virtual items, and experience points from the user;

d. Suspension of Account Top-Up Function: Temporarily or permanently suspending the top-up function of the violator's account;

e. Post Deletion in Community (Forum);

f. Account Blocking in Community (Forum);

g. Temporary Suspension or Termination of Services (all services provided to users should be suspended or terminated, including game services, customer service, VIP services, or exclusive services).

Article 18 Retrieve Password

In case of forgetting or losing your Leiting account password, users are advised to visit the official website of G-bits Games and apply for password retrieval on the relevant page. If unable to retrieve the password, users can collect and collate the necessary information such as account registration details and personal identification information required for password retrieval, then submit an application on the relevant page of the G-bits Games official website, where dedicated staff members will verify and process the request.

For users who log in to the game with third-party accounts and encounter password forgetfulness or loss, it is recommended to contact the provider of the account registration service for assistance.

Friendly Reminder: G-bits Games generally have dedicated customer service personnel to provide assistance for users. In the event of the above problems, users

can consult the customer service staff. No game administrators or other G-bits staff will ask users for account passwords, pass passwords, lock passwords of in-game item, etc., in the game or community (forum). Users should be vigilant in identifying such requests to avoid unnecessary losses.

Article 19 Rules of Game Character Protection

If users report that their in-game characters have been stolen, hacked, or encounters other abnormal situations, or if G-bits detects signs of theft, sharing, misuse, or other abnormalities in a user's in-game character, in order to prevent the user's in-game character, virtual items, etc. from being unlawfully infringed upon, G-bits will investigate the user's account and/or in-game character and, as needed, take protective measures on the user's in-game character during the investigation (including but not limited to temporary character freeze, temporary login suspension, etc.). Users are requested to follow G-bits's instructions and submit relevant materials to cooperate with the investigation, so as to lift the protective measures on the user's game character as soon as possible.

If the user fails to cooperate as required, or if the abnormal situation cannot be resolved for reasons not attributable to G-bits Games, the user will bear the corresponding consequences at their own risk (including but not limited to extended account suspension period, partial or complete deletion of game data, failure to recover stolen game characters or virtual items).

Article 20 Use Rules of Game Visuals

Without prior written consent from G-bits, users are not allowed to publicly display, reproduce, distribute, disseminate via information networks, or play, in any form, the entire or partial game visuals of G-bits Games software and services.

Otherwise, G-bits reserves the right to take appropriate measures based on the user's breach.

Article 21 Indemnity

Users should ensure that their speeches, uploaded contents, and uploaded behaviors comply with relevant laws, regulations, and social norms while using G-bits Games or related services, and do not infringe upon the legal rights and interests of any third party. If users believe that content uploaded by a third party infringes upon their rights and interests, such as intellectual property rights, privacy rights, portrait rights, or reputation rights, they can provide the following information to G-bits via the Leiting Customer Service email address gmservice@leiting.com. Upon receipt of the aforementioned documents or information, G-bits will assess whether to delete the allegedly infringing content, disconnect the link, or take other necessary actions. The following information should be provided:

- (1) The content requiring action;
- (2) The Leiting account of the content uploader;
- (3) Materials that can prove the content uploader's rights to the content.

If a third party claims that a user has infringed upon its legal rights while using G-bits Games and related services, and files a complaint with G-bits, G-bits has the right to take corresponding measures against the user in accordance with this Agreement and other game rules. If a user violates any provisions of relevant laws, regulations, or this Agreement, causing harm to G-bits and its affiliates, authorized persons, partners, or other users, the user shall bear the corresponding legal liabilities. If such actions result in losses for G-bits, G-bits has the right to take appropriate measures against the user, including but not limited to reclaiming the virtual game items, seeking compensation from the user (such as compensation, penalty payments, etc., incurred by G-bits), and requiring the user to bear the expenses and losses (including but not limited to lawyer's fees, business trip expenses, litigation fees,

arbitration fees, preservation fees, preservation insurance fees, investigation and evidence collection fees, etc.) incurred by G-bits.

Article 22 Force Majeure

G-bits shall not be held liable for losses caused by force majeure. Force majeure refers to events that cannot be reasonably controlled, foreseen, or avoided, even if foreseen, by G-bits, and such events hinder or affect G-bits's performance of its obligations under this Agreement, in whole or in part. Force majeure includes but is not limited to natural disasters (such as floods, earthquakes, typhoons, heavy rain, tsunamis, etc.), abnormal social phenomena (such as riots, strikes, unrest, etc.), and government actions (such as changes in laws, regulations, or government orders).

Due to the unique nature of network services, force majeure also includes but is not limited to the following events: failures of domestic and foreign basic telecommunications operators, technical defects related to computer, mobile device or internet, limitations on internet coverage, computer or mobile device viruses, hacker attacks, and other objective circumstances that are unforeseeable, unavoidable, and insurmountable within the legal scope.

Article 23 Links and Advertising Information

G-bits provides all links on the G-bits website and G-bits community (forum) and in games that may link to websites of other individuals, companies, or organizations for the convenience of users to obtain relevant information. G-bits does not guarantee the authenticity, completeness, timeliness, or reliability of the products, services, or information provided by the linked websites of individuals, companies, or organizations. There is no employment, commission, agency, partnership, or similar relationship between such individuals, companies, or organizations and G-bits.

G-bits may publish commercial advertisements or other promotional information on the G-bits website, G-bits community (forum), and in games. These advertisements or promotional information are provided by advertisers or commercial service providers who bear corresponding responsibilities, while G-bits only serves as a medium for publishing the content. Users' transaction activities for goods or services purchased through such links to websites or advertisements exist solely between the users and the providers of the goods or services, and are unrelated to G-bits. The users should take special attention to that G-bits does not assume any legal responsibilities for the transaction activities between users and the providers of the goods or services.

G-bits reminds the users that: when obtaining information through websites, the users should exercise caution and make careful judgments, especially when it involves payments, remittances, and other issues that may relate to personal privacy or property security, and should identify risks and make decisions on their own. G-bits does not assume any responsibility for users' related behaviors and their consequences.

Article 24 Limitations on Storage and Security Services for Information

G-bits will make every effort to maintain the security and convenience of the services provided hereunder, but does not assume any responsibility for the deletion or storage failure of information (including but not limited to information posted by users) that occurs in the services.

G-bits reserves the right to determine whether a user's behavior complies with the provisions of this Agreement. If a user violates the provisions of this Agreement, G-bits has the right to suspend or terminate the services provided to the user and take corresponding measures against the user according to this Agreement.

Article 25 Changes in Terms

G-bits has the right to change the terms of this Agreement as necessary, and will notify users or display the contract texts by one or more of the following methods: the G-bits website, game program push notifications, login page displays, site reminders, etc. Users are requested to regularly or irregularly check for relevant content. If users continue to use the services related to this Agreement, it will be deemed as their acceptance of the modified content, and the agreement will be binding on the users.

Article 26: Game Data

Any data information generated and stored on G-bits servers during the user's participation in the game, including but not limited to account data information, character data information, level and virtual item data information (excluding personal data such as the user's name, ID number, phone number, etc.), is part of the game software and its database, owned, managed and used by G-bits (including deletion, etc.). Users only have the right to modify, transfer, or delete their own account data information in accordance with the game rules in a manner approved by G-bits. Users have the rights regarding personal data as stipulated by relevant laws and regulations, including but not limited to the rights of access, update, and deletion. If necessary, users can make such request by sending e-mails to brand@g-bits.com. For specific rights and detailed exercise methods, please refer to the company's Privacy Policy.

Article 27 Notices

All notifications sent by G-bits to users can be transmitted in the forms of announcements on the game interface, the G-bits website and official community (forum), emails, regular telephone calls, mobile text messages, letters, and so on. At

the same time, users hereby agree that G-bits can send commercial and non-commercial information to their emails and mobile phones.

Article 28 Miscellaneous

1. The headlines of all clauses in this Agreement are set for the convenience of reading and have no actual meaning themselves, and cannot be used as a basis for interpretation of this Agreement and related terms.

2. If any clause in this Agreement is deemed completely invalid, partially invalid, or unenforceable for any reason, the remaining clauses of this Agreement shall remain valid and enforceable.

3. The failure or delay of G-bits to exercise, or to fully exercise, the rights granted by this Agreement or by law, shall not be deemed as a waiver of such rights, nor shall it affect G-bits's ability to exercise these rights in the future.

4. G-bits reserves the right to modify, supplement, delete, or update this Agreement.

5. Teenage users must abide by the National Internet Civilization Convention for Teenagers: be good at online learning, and do not browse unhealthy information; communicate with others honestly and friendly, and do not insult or deceive others; do enhance self-protection awareness, and do not easily meet net friends; maintain the network security, and do not break the network order; promote physical and mental health, and do not indulge in virtual space.

March 21, 2024