

■ Changes to User Agreement

- Article 2 (Definition), Article 7 (Formation of 'Service' Agreement), Article 12 (Service Fee Payment and Billing), Article 21 (Disclaimer) and [Attachment 1], [Attachment 2]

Before	After	Note
<p>Article 2 (Definition)</p> <p>4. "Subscription" refers to a product in which the "Service" usage fee is paid for a certain period of time (automatically paid every month after the initial payment) when the "subscription period" begins, and the "Service" is available during the "subscription period."</p>	<p>Article 2 (Definition)</p> <p>4. "Subscription" refers to a product in which the "Service" usage fee is paid for a certain period of time (automatically paid <u>at the end of subscription period</u> after the initial payment) when the "subscription period" begins, and the "Service" is available during the "subscription period."</p>	<p>To clarify description for subscription period</p>
<p>(NEW)</p>	<p>Article 2 (Definition)</p> <p><u>6. 'Priority access' refers to a status or a privilege to have prioritized access to the session to users who do not have 'Priority access'. 'Priority access time' refers to the play time of 'Game Content' using 'Priority access' to access the service. 'Priority access' does not refer to having no queue time to access the service.</u></p>	<p>Additional explanation for the provided service</p>
<p>Article 7 (Formation of 'Service' Agreement)</p> <p>2. When you sign up for the 'Service', you must agree to the terms of this Agreement and provide the following information.</p>	<p>Article 7 (Formation of 'Service' Agreement)</p> <p>2 When you sign up for the 'Service', you must agree to the terms of this Agreement and provide the following information <u>if 'Company' requests.</u></p>	<p>To clarify private information providing process</p>
<p>Article 12 (Service Fee Payment and Billing)</p> <p>The service fee will be prepaid to the member's payment method on the date of the 'Company's initial acceptance of the service. The 'Services' require internet access and a Service-enabled device, and the 'User' must provide at least one payment method for the 'Services'. A 'payment method' is an authorized payment method that is currently in effect, may be updated as needed, and can include payments through third-party accounts. If the 'Service' is not canceled during the subscription period, the 'Service' usage fee will be automatically</p>	<p>Article 12 (Service Fee Payment and Billing)</p> <p>The service fee will be prepaid to the member's payment method on the date of the 'Company's initial acceptance of the service. The 'Services' require internet access and a Service-enabled device, and the 'User' must provide at least one payment method for the 'Services'. A 'payment method' is an authorized payment method that is currently in effect, may be updated as needed, and can include payments through third-party accounts. <u>In case of subscription products,</u> if the 'Service' is not canceled during the subscription period, the 'Service' usage fee will be</p>	<p>Additional explanation as non-subscription products are added.</p>

<p>charged to the member's payment method at the next payment cycle.</p>	<p>automatically charged to the member's payment method at the next payment cycle.</p>	
<p>(NEW)</p>	<p><u>Article 21 (Disclaimer)</u> <u>4. The 'Company' without attributable reasons, shall not be liable for any damage or failure to use the 'Service' caused by third parties (such as but not limited to game content providers, network companies, etc.).</u> <u>5. 'Services' provided by the 'Company' are 'as is' or 'as available' without any implied warranties of any kind to the fullest extent permitted by applicable law, except as expressly warranted in these Terms and in the User Agreement and other binding documents (hereinafter referred to in this section as the 'Effective Documents'). For example, 'Company' makes no specific undertakings or statutory warranties as to the accuracy, timeliness, merchantability, error-free, fitness for a particular purpose, reliability, or non-infringement of third party or other rights of the 'Services', unless expressly warranted in the 'Effective Documents'.</u> <u>6. The 'Company's liability for damages arising out of the 'User's use of the 'Service' shall be limited to the amount of the 'Service' fee paid by the 'User' to the 'Company', unless such damages are caused by the 'Company's willful misconduct or gross negligence. Such damages include all direct, indirect, special, incidental, punitive, and consequential damages. Except to the extent that the exclusion or limitation of liability is not permitted by applicable law.</u></p>	<p>Added disclaimer for external causes, implied warranties, limitations to liabilities.</p>
<p>[Attachment 1] 2. If the 'User' terminates the 'Service' mid-term, the 'Service' will be available until the end of the payment cycle unless the user terminates without using the 'Game Content' during the cancellation period in accordance with Article 18 (Withdrawal of offer for the Service Agreement) or terminates due to intentional or negligent</p>	<p>[Attachment 1] 2. If the 'User' terminates the 'Service' mid-term, the 'Service' will be available until the end of the payment cycle unless the user terminates without using the 'Game Content' during the cancellation period in accordance with Article 18 (Withdrawal of offer for the Service Agreement) or terminates due to intentional or negligent</p>	<p>To clarify the situation when terminating user agreement.</p>

<p>actions of the 'Company', and automatic payment for the 'Service' will not be made from the next use period.</p>	<p>actions of the 'Company', and automatic payment for the 'Service' will not be made from the next use period. <u>However, termination of user agreement will terminate the use of 'Service' immediately.</u></p>	
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Before				After				Note
[Attachment 1] Service Charge				[Attachment 1] (Removed)				Removed existing products
Category	Basic	Ultra 100	Ultra 12					
Price	Free	34,900won	9,900won					
Service	<ul style="list-style-type: none"> - Up to 1-hour play per game run - Unlimited number of game runs 	<ul style="list-style-type: none"> - Up to 6-hour play per game run - Unlimited number of game runs - Granting priority access when latency 	<ul style="list-style-type: none"> - Up to 3-hour play per game run - Unlimited number of game runs - Granting priority access when latency 					

		occurs - Providing the function of ray tracing	occurs - Providing the function of ray tracing			
<p>** Priority access to Ultra will be disabled after a maximum of 100 hours of play in a 30-day period, and priority access will be re-granted in 30-day increments.</p> <p>**Priority access to Ultra 12 will be disabled after a maximum of 12 hours of play in a 30-day period, and priority access will be re-granted in 30-day increments.</p> <p>**Priority access for Ultra 100 and Ultra 12 is calculated in Coordinated Universal Time (UTC) (9 hours in Korea).</p>						

[Attachment 1]
(NEW)

[Attachment 1]
[Attachment 1]

Added new products

Service Charge

[Free Plan]

Plan	Free
Price	Free
Service	<ul style="list-style-type: none">✓ Maximum of 1 hour of gaming sessions✓ Unlimited number of gaming sessions✓ Low priority access✓ NVIDIA RTX and DLSS Off✓ Up to 1080p / 60 fps

[1Day Plan]

Plan	Premium	Ultimate
Price	8,500won	16,500won
Service	<ul style="list-style-type: none">✓ High priority access for 24 hours✓ NVIDIA RTX and DLSS On✓ Up to 1080p / 60 fps	<ul style="list-style-type: none">✓ Highest priority access for 24 hours✓ NVIDIA RTX and DLSS On✓ Up to 4k / 120 fps

Note	<ul style="list-style-type: none"> ✓ Adding time is not available. ✓ No recurring payments. ✓ Not available to purchase with 30 days subscription plans.
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[Subscription Plan ¹⁾]

Plan	Premium	Ultimate
Price	19,900won / 30 days 15 hours additional time purchase 9,900won ²⁾	39,900won / 30 days 15 hours additional time purchase 19,900won ²⁾
Service	<ul style="list-style-type: none"> ✓ 40 hours of 'high priority access' provided every 30 days. ✓ Up to 15 hours of carryover time to the next period³⁾ ✓ NVIDIA RTX and DLSS On ✓ Up to 1080p / 60 fps 	<ul style="list-style-type: none"> ✓ 40 hours of 'highest priority access' provided every 30 days. ✓ Up to 20 hours of carryover time to the next period³⁾ ✓ NVIDIA RTX and DLSS On ✓ Up to 4k / 120 fps
Note	<ul style="list-style-type: none"> ✓ Maximum of 6 hours of gaming session. ✓ 'Priority access' resets every 30 days. ✓ Lower priority access if 'Priority access' time is depleted.⁴⁾ ✓ No limits to how many 15 hours of 'Priority access time' a user can purchase. ✓ Recurring payment every subscription period. 	

1) If more expensive subscription is purchased when paid subscription is already active, current subscription will be removed (all 'Priority access time' left will also be removed) and new (more expensive) subscription will become active.

1) If cheaper subscription is purchased when paid subscription is already active, cheaper subscription will be in subscription queue and current subscription will remain active.

2) Purchasing additional time while using a subscription plan does not change the plan itself.

3) 'Priority access time' carryover will only be effective for one period (next period). For example, while Premium plan is active and has 20 hours left for October, 15 hours will be carried over to November therefore will be 55 hours (40+15) for November. Even if not played in November, only 15 hours out of 55 hours will be carried over to December.

3) Up to 15 hours (20 hours for Ultimate plan) of remaining 'Priority access time' (Provided hours + purchased additional hours) will be carried over to the next period.

3) Minutes unit will be applied to carryover of remaining 'Priority access time'. For example, if 12 hours 31 minutes and 45 seconds are remaining, 12 hours and 31 minutes will be carried over to the next period.

3) If auto payment is not made due to insufficient balance, etc. remaining 'Priority access time' will not be

carried over to the next period and be removed.

4) If the priority access time is depleted, the provided service may be changed as shown in [Attachment 2].

- 1 In accordance with Article 12 (Service Fee Payment and Billing), the amount inclusive of VAT will be paid in advance each month.
- 2 If the 'User' terminates the 'Service' mid-term, the 'Service' will be available until the end of the payment cycle unless the user terminates without using the 'Game Content' during the cancellation period in accordance with Article 18 (Withdrawal of offer for the Service Agreement) or terminates due to intentional or negligent actions of the 'Company', and automatic payment for the 'Service' will not be made from the next use period. However, termination of user agreement will terminate the use of 'Service' immediately.
- 3 As the 'Company' runs promotions for the 'Service', the 'Service' may be offered for free or at a discounted rate.
- 4 The games supported by the 'Service' are subject to change due to the circumstances of the game provider.
- 5 The 'User' may be charged for data usage when using the 'Services'.
- 6 The conditions under which session duration applies are subject to change.
- 7 If a certain amount of time passes after connecting to a session (launching the game) without any interaction, the session will automatically end. The time is subject to change.

8 The above fees and services are subject to change due to changes in pricing policies and services.

[Attachment 2]

Your subscription can be in Full state (High / Highest Priority Access) or Limited state (Low Priority Access). Full state is a state with full functionality as long as the 'high/highest priority access' time is more than or equal to 1 minute. By going to Limited state you lose priority access to servers, the maximum possible graphics quality is degraded, you lose access to NVIDIA RTX and DLSS, the maximum game session length is reduced. The detailed difference between Full State and Limited State is given in the following tables. As soon as you run out of 'high/highest priority access' time, you will immediately enter Limited state. If you are in the middle of a session, your session will end and you will have to start a new session in Limited state. You will remain in Limited state until your 'high/highest priority access' time resets or you purchase additional time.

Premium 30 days

Features	Full State	Limited State
Priority access	High	Low
Graphics quality	Up to 1080p / 60 fps	Up to 1080p / 60 fps
NVIDIA RTX and DLSS	ON	OFF
Maximum game sessions	6 hours	1 hour

Ultimate 30 days

Features	Full State	Limited State
Priority access	Highest	Low
Graphics quality	Up to 4k / 120 fps	Up to 1080p / 60 fps
NVIDIA RTX and DLSS	ON	OFF
Maximum game sessions	6 hours	1 hour

※ If a user does not agree to the change in the agreement, a user can terminate the agreement before the date of application. If a user does not show the will to terminate the agreement, it is assumed and seen as that the user agrees to the change of agreement.