

Ancient Battlegrounds Terms and Conditions

Ancient Battlegrounds | Last updated: 6 October 2026

1. About these Terms

These Terms and Conditions ("Terms") are a legal agreement between you and Ancient Battlegrounds ("we", "us", "our") governing your use of the Ancient Battlegrounds mobile game, including the Android and iOS versions, all game content, virtual items, the player marketplace, card packs, and any related support, websites or services (together, the "Service").

By downloading, installing, accessing or playing the Service, you agree to these Terms. If you do not agree, do not use the Service. If you are under the age at which you can lawfully enter into a binding contract where you live, you may only use the Service with the involvement of a parent or legal guardian who agrees to these Terms on your behalf.

These Terms incorporate our Privacy Policy, which describes how we handle personal information.

2. Eligibility and your account

You need an account to play. Accounts are created and authenticated through Firebase Authentication using an email address, password and display name. We need to collect and process certain information to run your account and the game; the details are set out in our Privacy Policy, which forms part of these Terms.

You agree to:

- provide accurate information and keep it current;
- keep your login credentials confidential and not share your account;
- accept responsibility for all activity that occurs under your account;
- not create accounts by automated means or for the purpose of evading a ban; and
- maintain only one account per person unless we expressly permit otherwise.

We may suspend, restrict or terminate an account that breaches these Terms. You must be old enough to consent to data processing in your country — see the Privacy Policy for the age position.

Account deletion is permanent. You may delete your account in-app (menu → "Account, support & legal" → "Delete account & game data") or via our account- deletion page. Deletion destroys access to game progress, cards, currency and other virtual items, and those cannot be restored. See section 15.

3. Licence to use the Service

We grant you a personal, limited, non-exclusive, non-transferable, non- sublicensable, revocable licence to install and use the Service on devices you own or control, for your own non-commercial entertainment. This licence is subject to these Terms and to the app-store rules in section 18.

You do not acquire any ownership interest in the Service. All rights not expressly granted are reserved.

4. The game: real-time PvP, challenges and ladders

4.1 Real-time player-versus-player.

The Service's core mode is real-time PvP card battling. When you press the battle button, matchmaking attempts to pair you with a human opponent. The current Service does not substitute an AI or computer-controlled opponent when no human match is found. Queue times depend on the availability of suitable players, and we do not guarantee a match within a particular time.

4.2 Skill and outcome.

Battles are decided by gameplay, card selection, deck construction, level, timing and strategy, together with the game's rules and any randomised elements described in-game and in section 6. We do not offer betting, wagering or games of chance for money.

4.3 Challenges.

Challenges are objectives completed by playing the Service. Challenge progress, availability, reward tiers and expiry periods are set by us and may be added, changed, rotated or discontinued at any time.

4.4 Reward ladders.

Reward ladders are progression tracks earned through play. Ladder position, tiers, thresholds, season length and rewards are at our discretion, may be reset or rebalanced between seasons, and are not property, credit or a guarantee of any particular reward. Where a ladder is time-limited, unclaimed rewards may expire.

4.5 Matchmaking and balance.

We may adjust matchmaking parameters, card statistics, faction abilities, drop rates, reward values and difficulty to maintain game balance, integrity and fairness. We are not obliged to offer compensation for balance changes. Changes to pack drop rates are governed by section 6.8.

4.6 Availability.

The Service is offered online and depends on third-party infrastructure. We do not guarantee uninterrupted or error-free availability, and we may take the Service offline for maintenance or discontinue it in accordance with section 16.

5. Virtual items, currency and no cash value

5.1 What virtual items are.

The Service includes virtual items such as cards, card levels, in-game currency, boosters, cosmetics, card packs and other unlockable content ("Virtual Items"). Virtual Items are a limited, revocable, non-transferable- within-the-Service licence to use content in the game. They are not your property, are not legal tender, and do not represent a stored monetary value.

5.2 No cash-out.

Ever. You cannot withdraw, cash out, redeem for money, or otherwise convert Virtual Items or in-game currency into real-world money or anything of value outside the Service, and we do not offer any mechanism to do so. In-game currency may only be spent inside the Service. Any attempt to sell, trade or transfer Virtual Items outside the Service, or for real-world money or consideration, is a breach of these Terms and may result in loss of the items and suspension or termination of your account.

5.3 Purchases.

Virtual Items, including card packs and in-game currency, may be purchased with real-world money. All purchases are processed by Apple or Google through their respective app stores, with purchase validation, entitlement and status handled through RevenueCat. We never see or store your payment-card details. Your purchase is also subject to the app store's own terms, and refunds are handled under the store's policy (section 9).

5.4 No subscriptions currently.

The Service does not currently offer a subscription. If we introduce one, we will present its price, billing period, renewal terms and cancellation process in-app before purchase, and these Terms will be updated.

5.5 Price and availability changes.

We may add, remove, reprice or retire Virtual Items, currencies, packs, bundles and offers at any time. Where required by law or store policy, we will give notice of material changes affecting purchases you have already made.

5.6 Loss of items.

Except where caused by our breach of these Terms or by our negligence, we are not liable for Virtual Items lost through account deletion, account termination for breach, device loss, failure to back up, or the discontinuation of the Service in accordance with section 16.

5.7 Errors and exploits.

If Virtual Items or currency are credited to you in error — including through a bug, exploit, duplicate transaction, chargeback, refund or payment reversal — we may reverse or remove the affected balance, items or entitlements, and may restrict the account where the error was exploited in bad faith.

6. Card packs and fixed drop rates

6.1 Packs are randomised.

Card packs contain cards determined by the fixed percentage chances set out in this section. All chances stated are per pack and per card slot, and are fixed as published. Chances are not affected by how many packs you buy, how much you have spent, how recently you obtained a high-rarity card, or the outcomes of any previous pack. Each pack you open is independent.

6.2 Two components: collectible cards and perishables.

Every pack contains two kinds of contents:

- Collectible cards: permanent cards added to your inventory, which can be upgraded, used in decks, and (where duplicate) listed on the marketplace.
- Perishables: Consumable items that are used up in play and are not collectible, upgradeable, or tradeable on the marketplace.

Where a pack specifies "perishables", the composition is always the same: one guaranteed Action card, and a second perishable that has a 60% chance of being an Action card and a 40% chance of being an Environment card.

6.3 Guarantees.

Where a slot is described as "guaranteed", that card is always of the stated rarity, with no exception and no chance of a lower rarity.

6.4 All rarity chances are independent and per slot.

Each card slot rolls separately against the chances stated for it. A pack may therefore produce more than one card of the highest rarity for that pack, or none of an intermediate rarity, depending on the individual rolls.

6.5 Common Pack — 9 cards total

Collectible cards (7):

Slot Outcome 1–5 Common card (guaranteed) 6 60% Common / 40% Rare 7 60% Common / 40% Rare

Perishables (2):

Slot Outcome 8 Action card (guaranteed) 9 60% Action / 40% Environment

6.6 Rare Pack — 8 cards total

Collectible cards (6):

Slot Outcome 1 Rare card (guaranteed) 2–5 60% Common / 40% Rare (each)

Slot Outcome 6 60% Rare / 40% Epic

Perishables (2):

Slot Outcome

7 Action card (guaranteed)

8 60% Action / 40% Environment

6.7 Epic Pack — 7 cards total

Collectible cards (5):

Slot Outcome

1 Epic card (guaranteed)

2 60% Epic / 40% Hero

3–5 50% Common / 50% Rare (each)

Perishables (2):

Slot Outcome

6 Action card (guaranteed)

7 60% Action / 40% Environment

6.8 Hero Pack — 6 cards total

Collectible cards (4):

Slot Outcome 1 Hero card (guaranteed) 2 60% Hero / 40% God

3 60% Epic / 40% Rare 4 60% Epic / 40% Rare

Perishables (2):

Slot Outcome

5 Action card (guaranteed)

6 60% Action / 40% Environment

6.9 God Pack — 5 cards total

Collectible cards (3):

Slot Outcome

1 God card (guaranteed)

2 70% God / 30% Leader

3 60% Hero / 40% Epic

Perishables (2):

Slot Outcome

4 Action card (guaranteed)

5 60% Action / 40% Environment

6.10 Leader Pack — 5 cards total

Collectible cards (3):

Slot Outcome

1 God card (guaranteed)

2 60% God / 40% Leader

3 60% God / 40% Leader

Perishables (2):

Slot Outcome

4 Action card (guaranteed) 5 60% Action / 40% Environment

6.11 Changes to drop rates

We may adjust pack contents, drop rates and pack composition, including in response to game balance, legal or platform requirements. Where we change the published chances for a pack, we will update the tables in this section and the "Last updated" date, and the new chances will apply to packs opened after the change takes effect. Purchased but unopened packs will be opened under the chances published at the time of opening. We will not retrospectively alter the chances applicable to a pack you have already opened.

6.12 Duplicate and perishable items

Packs may contain cards you already own. Duplicate collectible cards may be used for card levels or listed on the marketplace under section 7. Perishable items are consumed in play and are not tradeable. Because pack contents are randomised with published chances, we do not guarantee that any particular pack will yield any particular card, and we do not offer refunds, exchanges or compensation on the basis of the specific cards you received, except where required by law or store policy.

7. Player marketplace

The Service includes a player-to-player marketplace where you may list duplicate cards and card levels for other players. Perishable items cannot be listed on the marketplace.

7.1 Marketplace currency only.

All marketplace transactions are conducted exclusively in in-game currency. You may not list, buy or sell Virtual Items for real- world money, outside the Service, or for any consideration that carries real-world value. Real-money trading ("RMT") is strictly prohibited.

7.2 Your listings.

You are responsible for what you list and for the accuracy of your listing. You must only list Virtual Items that you legitimately hold in your account.

7.3 Our role.

We operate the marketplace as a venue and are not a party to transactions between players. We do not act as agent, escrow, broker or guarantor of any listing, and we do not provide investment, valuation or financial advice. Prices are set by players in in-game currency and may fluctuate.

7.4 Listings expire after 72 hours.

A card listed on the marketplace is removed automatically 72 hours after it is listed if it has not sold. This is intended to reduce clutter from cards that are not in demand or are listed above their market value. If

your listing expires, the item remains in your inventory and you may relist it. We may adjust the listing duration, and any change will be reflected in the app.

7.5 Marketplace conduct.

You must not:

- manipulate prices, including wash trading, shill bidding, coordinated buying or market cornering;
- use bots, scripts, macros or automation to buy, list or snipe;
- use duplicate, secondary or farm accounts to gain marketplace advantage;
- list items you do not own, or items obtained through fraud, exploitation or unauthorised access;
- conduct any off-platform trade, payment or arrangement arranged through the marketplace; or
- use the marketplace to harass, defraud or mislead other players.

7.6 Fees, cancellations and reversals.

We may charge a marketplace fee in in-game currency, which we will display before you confirm a listing or purchase. We may cancel, reverse or remove a listing or completed trade where we reasonably believe it breaches these Terms, results from an error or exploit, or is part of fraudulent or abusive conduct. We may also adjust, suspend or close marketplace features, in whole or in part, including by tier, region or item type.

7.7 Tax.

Because marketplace trading occurs only in in-game currency with no cash-out, no payment is made to you and we do not issue payouts. You are responsible for any tax consequences that arise for you under the law applicable to you.

8. Your conduct

You agree not to:

- cheat, use unauthorised third-party software, mods, trainers, injectors or modified clients;
- exploit bugs, glitches or unintended mechanics, or withhold knowledge of a serious exploit from us;
- reverse engineer, decompile, disassemble or attempt to derive source code, except to the extent permitted by law;
- interfere with servers, networks or other players' use of the Service, including denial-of-service attempts;
- harvest, scrape or bulk-collect data or other players' information;
- impersonate us, our staff, or another player;
- upload unlawful, hateful, harassing, sexually explicit, defamatory or infringing content, including in your display name or any chat feature;
- breach any applicable law, or use the Service to facilitate a criminal offence; or
- access the Service from a jurisdiction where doing so is unlawful or where the Service has been withdrawn.

We may investigate suspected breaches and cooperate with law enforcement where appropriate.

9. Purchases, refunds and platform billing

Purchases are billed by the app store you use. Refund requests are handled by Apple or Google under their own policies; we generally cannot issue refunds directly, though we will assist where the store asks us to and where we are legally required to. Where you cancel or reverse a payment, or a chargeback or refund is applied, we may revoke the corresponding entitlement and any Virtual Items obtained. Refund eligibility for packs is also subject to section 6.12.

Apple (iOS). Purchases are subject to the Apple Media Services Terms and Conditions. Apple's standard licence terms for end users apply to your use of the app, and Apple may act as a third-party beneficiary of these Terms as they relate to your use of the app.

Google (Android). Purchases are subject to the Google Play Terms of Service.

10. Our intellectual property

The Service, including its name, logos, artwork, card designs, characters, factions, code, audio, text and game systems, is owned by us or our licensors and protected by intellectual property laws. You may not copy, distribute, publicly perform, create derivative works from, or commercially exploit any part of the Service except as expressly permitted. You may not use our name or branding without our prior written consent. We welcome feedback, and you agree that we may use feedback you give us without obligation to you.

11. Your content

Where you are able to submit content (for example a display name or support message), you grant us a worldwide, non-exclusive, royalty-free, sublicensable licence to host, store, reproduce, display and use that content as needed to operate, secure and promote the Service, and to comply with law. You confirm you have the right to grant this licence and that your content does not infringe anyone's rights. We may remove content that breaches these Terms.

12. Third-party services

The Service depends on third-party providers, including Google Firebase (authentication, Cloud Firestore, Realtime Database), RevenueCat (purchase entitlement and in-app purchase infrastructure), and Apple and Google (store distribution and billing). Their terms and privacy policies apply to their parts of the Service. We are not responsible for third-party services we do not control, but we select providers with care.

13. Suspension and termination

By you. You may stop using the Service at any time and delete your account as described in section 2.

By us. We may suspend, restrict or terminate your access, with or without notice, where:

- you materially or repeatedly breach these Terms;
- we reasonably suspect fraud, cheating, RMT, exploitation or unlawful conduct;
- we are required to do so by law or by a platform; or
- we discontinue the Service or a feature.

Where practical and lawful, we will give notice and an opportunity to respond before a permanent termination. On termination, your licence to use Virtual Items ends and your account data will be handled as described in the Privacy Policy, subject to legal retention obligations.

14. Disclaimers

The Service is provided "as is" and "as available." To the fullest extent permitted by law, we disclaim all implied warranties, including merchantability, fitness for a particular purpose and non-infringement. We do not warrant that the Service will be uninterrupted, secure, error-free, free of harmful components, or that defects will be corrected, or that matchmaking will pair you with any particular opponent type. Nothing in these Terms excludes or limits any right you have under mandatory consumer law in your country, including under the South African Consumer Protection Act where it applies to you.

15. Limitation of liability

To the fullest extent permitted by law, and subject to the paragraph below:

- we are not liable for indirect, incidental, special, consequential, punitive or exemplary damages, or for loss of profits, revenue, goodwill, data or Virtual Items;
- our total aggregate liability arising out of or relating to the Service or these Terms is limited to the greater of (a) the amount you paid us for the Service in the 12 months before the event giving rise to the claim, and (b) ZAR 500; and
- we are not liable for failures caused by events beyond our reasonable control, including network outages, platform failures, or acts of third parties.

Nothing in these Terms limits or excludes our liability for death or personal injury caused by our negligence, for fraud or fraudulent misrepresentation, or for any other liability that cannot lawfully be limited or excluded.

16. Changes to the Service and to these Terms

We may modify, update, add to or discontinue any part of the Service, including cards, factions, modes, challenges, reward ladders, the marketplace, card packs and Virtual Items. Where we discontinue the Service entirely, we will give reasonable advance notice in-app or by email where we can.

We may update these Terms. The revised version will be posted here with a new "Last updated" date. Material changes will be communicated through the Service or otherwise as required by law, and will apply prospectively. Continued use after the effective date constitutes acceptance. Changes to pack drop rates are additionally governed by section 6.11.

17. Governing law and disputes

These Terms are governed by the laws of South Africa, without regard to conflict-of-law principles, and the courts of South Africa have jurisdiction, subject to any mandatory consumer protections in your country of residence that cannot be waived. Before bringing a formal claim, you agree to contact us at the email in section 20 so we can attempt to resolve the matter informally. Nothing here prevents you from bringing a claim in a court that has mandatory jurisdiction over us under your local consumer law, or from lodging a complaint with a consumer or data-protection regulator.

18. App store terms

Apple. These Terms are between you and us, not Apple. Apple has no obligation to provide maintenance or support for the app. Apple is not responsible for any product warranty, claims, or third-party intellectual property claims relating to the app. You confirm you are not located in a country subject to a U.S. Government embargo, and are not on any U.S. Government list of prohibited or restricted parties. Apple and its subsidiaries are third-party beneficiaries of these Terms and may enforce them against you.

Google. Your use of the app is also subject to the Google Play Terms of Service, and Google's policies apply to distribution, billing and content ratings.

Platform-required disclosures. The app's store listing will state any required content ratings, age ratings, in-app purchase disclosures and data-safety declarations, which form part of the disclosures made to you. Where a platform requires disclosure of randomised-item odds, the drop rates in section 6 satisfy that disclosure.

19. General

Entire agreement. These Terms and the Privacy Policy are the entire agreement between us regarding the Service and supersede prior understandings on the same subject. Severability. If a provision is held unenforceable, the rest remains in force and the provision is narrowed to the minimum extent necessary. No waiver. Our failure to enforce a provision is not a waiver. Assignment. You may not assign your

rights under these Terms; we may assign ours in connection with a merger, acquisition, reorganisation or transfer of assets. Survival. Sections 5, 6, 7, 10, 11, 12, 14, 15, 17, 18 and 19 survive termination. Language. These Terms are drafted in English, and the English version prevails over any translation.

20. Contact

Questions about these Terms: ancientbattlegrounds11@gmail.com