

SATOSHI ROOM TERMS AND CONDITIONS

1. General Provisions

1.1. Satoshi Room is an NFT-based gaming platform on the Solana blockchain, featuring a 1,000,000-tile board and games with prizes in BTC and USDC.

1.2. These Terms and Conditions set out the rules for accessing the Platform, minting NFTs, participating in games, content moderation, payout of rewards, and use of the service.

1.3. Connecting a wallet, minting an NFT, or participating in a game constitutes full acceptance of these Terms and Conditions.

1.4. The Platform does not guarantee any win, NFT value, or refund of any funds.1.5. NFTs are purely digital collectible/utility tokens used in games and are not financial instruments, investment products, or financial advisory services.

2. Definitions

2.1. **Platform** means the Satoshi Room service <https://satoshiroom.games> together with the mint interface, board, leaderboards, game modules,

2.2. **Player** means a person who connects a wallet to the Platform, mints NFTs, holds NFTs, or participates in games.

2.3. **Wallet** means a Solana-compatible cryptocurrency wallet controlled by the Player.

2.4. **NFT** means a non-fungible token linked to a specific Tile on the board.

2.5. **Tile** means a single position on the board, described by a unique number.

2.6. **Mint** means an on-chain transaction as a result of which a Tile is assigned to a Wallet as an NFT.

2.7. **Mint Price** means the amount in USDC required to mint at a given price tier; it does not include network fees in SOL.

2.8. **Price Tiers** means 21 levels of mint prices.

2.9. **Games** means Satoshi Room gameplay modes, including Show Yourself, Just Mint, Time to Bitcoin (T2B), Mint Hunter, Hot Shot, Big Hodler, Diamond Hands, The One, and any additional events.

2.10. **Win Condition** means the criteria described in the whitepaper and announcements that must be met for a reward to be assigned to a given NFT or Player.

2.11. **Payout Time** means the moment at which the person entitled to receive a given reward is determined, i.e., the moment of payout or snapshot time if a given game uses snapshots.

2.12. **Snapshot** means a record of holdings at a given time, usually at a specific block or moment, used for settlement and qualification.

2.13. **Winning NFT** means an NFT to which a reward has been assigned in accordance with the rules of the game.

2.14. **Voting Power (VP)** means voting strength in Show Yourself, calculated as set out in the whitepaper.

2.15. **Content Ban** means a content block and exclusion of an NFT from exposure, games, and rewards.

2.16. **Official Channels** means all communication channels indicated on the Project Website, including the website itself, the official X (Twitter) account, as well as any other channels expressly listed there, in particular:

- Official website: <https://www.satoshiroom.games>
- Official X(Twitter) account: <https://x.com/satoshiroomgame>
- Official Medium publication: <https://medium.com/@satoshiroomgame>
- Official Telegram: <https://t.me/satoshiroomgame>

2.17. **Supported Browsers** means internet browsers for which the Platform is officially supported and tested, as specified on the website.

2.18. **Supported Wallets** means providers of cryptocurrency wallets compatible with the Platform, indicated on the project website or in the mint interface.

2.19. **Grid** means the interactive board view displaying all Tiles in a square layout, which allows Players to browse, select, and mint specific Tiles or groups of Tiles, as described in these Terms and on the Platform.

2.20. **Whitepaper** means the official Satoshi Room documentation published in the Official Channels <https://satoshiroom.games/whitepaper>, describing the project's purpose, game mechanics, tokenomics, reward structure, technical assumptions, and other key parameters of the Platform.

3. Conditions of Participation

3.1. Satoshi Room is a strategy game based on minting and holding NFTs on the Solana network.

3.2. The Player is solely responsible for the legality of their participation in their country and for any tax obligations related to rewards and NFT trading.

3.3. The Player declares that they meet the minimum participation requirements under the laws of their jurisdiction (including age and absence of bans on participating in cryptocurrency-based games), and the Platform is not obliged to verify these declarations.

3.4. The Player is responsible for the security of the Wallet, including access to private keys and the seed phrase. Control over the private key allows authorization of NFT transfers and in practice determines control over assets in the Wallet.

3.5. The Player is responsible for the accuracy of all entered addresses, choice of network, amounts, and transaction parameters.

3.6. The Platform does not recover lost NFTs or funds and has no technical ability to reverse transactions recorded on the blockchain.

4. NFTs, Ownership, Transfers

4.1. Ownership of an NFT is assigned to a Wallet based on the on-chain record.

4.2. NFTs are transferable. Transfer of an NFT conveys to the new holder all future rights to rewards assigned to that NFT, in accordance with the game rules and Payout Time.

4.3. Satoshi Room does not guarantee market value, liquidity, or price appreciation of NFTs.

4.4. A single NFT may participate in all games. A win in one game does not exclude the NFT from other games. In Mint Hunter the same NFT may win multiple times in subsequent rounds if it meets the conditions of that round.

4.5. Blockchain transactions are, as a rule, irreversible. Once a transaction is confirmed on the Solana network, it is treated as final.

4.6. The Platform is not liable for loss of funds resulting from incorrectly entered addresses, use of the wrong network, Player errors, or actions of third parties who gain access to the Player's Wallet.

5. Content and Moderation

5.1. The Player may use only content to which they have rights or a license and content compliant with these Terms.

Allowed content:

Artistic graphics

Own content or content with valid rights

Likeness of the Player or persons who have given consent

Content compliant with applicable law

Artistic, educational, creative, documentary content

Promotion of creative or professional activities
Authentic, positive, safe community content
Entertainment content

Prohibited content:

Violence and hate speech
Nudity and pornography
Religious manifestos
Content offensive to social groups
Scams and fraud
Spam and manipulation
Encouragement of harmful behaviors
QR codes
Graphic or gory content
Content promoting illegal activity
Copyright or intellectual property infringement

5.2. NFTs that violate the rules may be subjected to a Content Ban without prior notice, hidden, and excluded from games and rewards.

5.3. In the event of a Content Ban, the Player loses all VP and any likes they cast in Show Yourself are revoked and the banned NFT loses all points.

5.4. An NFT under Content Ban loses the right to all future rewards that could otherwise be assigned to it.

5.5. The Player bears full legal responsibility for content placed within NFTs and in interactions on the Platform.

5.6. The Platform provides a process for reporting NFTs for banning (violation report), described on the website or in the interface. The decision to impose a Content Ban is at the Platform's discretion and is final.

6. Supported Browsers and Wallets

6.1. The Platform officially supports only selected web browsers indicated on the project website, including the latest stable versions of Google Chrome, Opera, Brave, and Safari on iOS. Use of other browsers is at the Player's own risk.

6.2. The Platform officially supports selected cryptocurrency wallets indicated in the interface and on the project website, including Phantom, Solflare, and Backpack. Use of other wallets, extensions, or tools is at the Player's own risk.

6.3. Lack of support for a given browser or wallet may result in incorrect operation of the interface, which the Platform does not guarantee to fix.

7. Minting and Minting Methods

7.1. NFTs can be minted on the Platform after connecting a Solana-compatible wallet (Phantom, Solflare, Backpack), adding an artwork that meets the requirements or selecting a solid color, accepting these Terms, and confirming the mint transaction at the current Mint Price. Payment is made in USDC, and network fees are paid in SOL. Once the transaction is confirmed, the NFT appears on the public board and in the Player's Wallet.

7.2. Artwork input is provided in one of two forms: a custom file upload or a platform-generated color template (solid color).

7.3. Technical requirements for uploaded graphics: formats JPG, PNG, WEBP; maximum file size 2 MB; recommended resolution 200 × 200 pixels. The Platform may reject files that do not meet these requirements.

7.4. Minting is available through three methods:

- a) Minting From the NFT Grid
- b) Random Minting
- c) Minting by NFT Number

7.5. Minting From the NFT Grid allows minting by selecting specific Tiles on the grid. A single transaction can mint from 1 to 100 NFTs. Tile status is displayed in the interface, including: orange = available, blue = already minted, red = blocked due to Terms & Conditions violations.

7.6. In Minting From the NFT Grid, minting more than one NFT is performed by selecting an area on the grid using click-and-drag (desktop) or press-and-drag (mobile). Only square selections are allowed, up to 10×10 per transaction.

7.7. Random Minting allows minting 1, 4, 16, 36, 64, or 100 NFTs at once without choosing specific Tiles. The Platform automatically assigns available Tiles in one contiguous square block (up to 10×10). A single image may be uploaded for the batch (it may be split into a mosaic), or a solid color may be selected for the entire batch.

7.8. Minting by NFT Number allows minting a single NFT by entering the exact Tile/NFT number (e.g., "#123456"), provided the Tile is available. The Player then chooses artwork upload or solid color, accepts these Terms, and confirms the transaction in the Wallet.

7.9. Price tiers: If a batch mint crosses a price tier change, NFTs minted before the change keep the old price, and the remaining NFTs use the new price, as recorded on-chain. The current price tier status is shown above the "MINT" button.

7.10. Mint transactions involve network fees determined by the Solana network and infrastructure providers. These fees are independent of the Platform and are paid in SOL. Transactions are final once confirmed on-chain. Refunds are not provided unless explicitly stated otherwise in Official Channels.

7.11. The Platform may update UI details (including step order or the method of selecting Tiles) without changing the substance of the mint rules. NFT visibility may be delayed due to network conditions and indexing services.

7.12. The Platform reserves the right to introduce new minting methods or modify existing ones, provided this does not violate the overall game logic and rules set out in these Terms. Changes will be announced through Official Channels.

8. Levels and Pricing

8.1. Mint Price increases with higher tiers. There are 21 tiers.

8.2. The price for a given tier is announced in the Official Channels when the tier changes, before or at the time it becomes active.

8.3. Tier 21 is the final tier. It may include an additional prize pool and special rules announced before the start of Tier 21.

9. Rewards - Common Rules

9.1. The total reward pool exceeds \$2,000,000 and includes at least 8 BTC, 650,000 USDC and main prize worth of \$500,000. The pool is distributed among the games.

9.2. The main prize of \$500,000 is hidden in a single tile on the board. The payout form, BTC or USDC, will be announced in Official Channels after a community vote.

9.3. The person entitled to the payout is the holder of the Winning NFT at Payout Time. This rule applies to all games.

9.4. If a game uses a snapshot, the snapshot determines Payout Time for qualification or multipliers. If a game does not use a snapshot, the holder of the Winning NFT at the moment of reward transfer is decisive.

9.5. The standard payout time is up to 24 hours from the end of the game or from meeting the Win Condition, unless the whitepaper or a specific round announcement states otherwise.

9.6. The stated pools may represent minimum values and may be increased during the campaign if announced in Official Channels.

9.7. The project may add new games or events with additional pools, announced in Official Channels.

9.8. The game does not guarantee a win to any Player or NFT holder; participation means accepting the risk of receiving no reward.

10. Game Rules, VP, and Scoring

10.1. Detailed rules of each game, scoring definitions, win conditions, prize structure, snapshot rules, and timelines are described in the whitepaper and in announcements for each game.

10.2. Rules for calculating VP, points, and any multipliers are described in the Whitepaper and may be further specified in announcements.

10.3. In the event of a conflict between the summary in these Terms and the full description in the whitepaper or round announcement, the game rules published for that specific game take precedence, provided they do not violate sections 9.3 and 9.4 on Payout Time.

11. From Hero to Zero, Sanctions

11.1. Violations of content rules, fraud, manipulation attempts, abuse, attacks on infrastructure, and actions contrary to fair play may result in a Content Ban, exclusion from games, loss of VP, revocation of likes in Show Yourself, and loss of unpaid and future rewards.

11.2. Satoshi Room may apply sanctions at its own discretion and is not obliged to disclose details of moderation decisions.

11.3. Abuse of the reporting system, attempts to bypass moderation, or use of exploits may be treated as a violation.

12. Risks and Liability

12.1. Participation involves interaction with a public blockchain. The Player accepts the risk of network congestion, failed transactions, delays, and smart contract or infrastructure errors.

12.2. The Platform is not liable for errors of the Solana network, RPC providers, node operators, or for errors or outages of wallet providers.

12.3. Satoshi Room is not liable for loss of private keys, seed phrases, Wallet access, or for consequences of Solana network errors or external services.

12.4. The Platform is not liable for loss of funds caused by user errors, including address errors, mistaken transfers, or use of incompatible tools or software.

12.5. The Platform is not liable for a decrease in NFT value or for actions of marketplaces beyond its control.

12.6. Nothing in Satoshi Room constitutes investment advice or an inducement to purchase financial instruments.

12.7. To the maximum extent permitted by law, the Platform's liability may be limited to the total amount of mint fees paid by a given Player directly to the Platform, excluding network fees.

13. Rules of Use of the Service

13.1. Any attacks on the Platform's infrastructure, exploit attempts, security testing without consent, reverse engineering, and actions intended to disrupt the service are prohibited.

13.2. Automated data scraping from the Platform, mass API queries beyond normal usage limits, and use of bots that violate fair play rules are prohibited.

13.3. Manipulation of leaderboards, voting, and game results is prohibited.

13.4. Violations of the above rules may result in immediate access blocking, Content Ban, and other sanctions described in these Terms.

14. Intellectual Property Rights

14.1. The Satoshi Room brand, logo, project name, NFT collection as a whole, UI, site layout, system graphics, and game mechanics are owned by the Platform operator or licensed to it.

14.2. The user does not acquire any rights to the brand or Platform elements, other than a non-exclusive right to use the service in accordance with these Terms.

14.3. The user may not copy, clone, reproduce, or commercially exploit the site's elements, UI, game mechanics, or branding beyond fair use without prior written consent of the operator.

14.4. The project retains rights to the Satoshi Room brand and collection, including the right to develop, modify, and expand the project.

15. Changes to the Terms and Communication

15.1. Satoshi Room may update these Terms. Changes do not affect rewards already paid out.

15.2. Updates, tier announcements, round rules, and technical communications are published exclusively through the Official Channels.

15.3. Continued use of the Platform after changes take effect constitutes acceptance of the updated Terms.

15.4. If a Player does not accept the changes, they should cease using the Platform and not participate in further mints or games.

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