GAMED END USER LICENCE AGREEMENT

GAMED for Windows, including G-Claw

Version 1.0 | Last updated: 16 November 2026

This End User Licence Agreement (the **EULA**) is between you and **GAMED Ltd**, a company incorporated in the Abu Dhabi Global Market under registration number 36775 (**GAMED**, **we** or **us**). It governs your installation and use of the GAMED desktop application for Windows, including its updates, the AI models packaged with it and its documentation (the **App**).

You accept this EULA by installing or using the App. If you do not accept it, do not install or use the App.

The App is part of the Service described in the GAMED Terms of Service (the **Terms**). The Terms, the Refund and Cancellation Policy and the Privacy Policy also apply to your use of the App. Words with capital letters that are not defined here have the meanings given in the Terms.

1. Licence

1.1 Subject to this EULA and the Terms, we grant you a personal, limited, non-exclusive, non-transferable, non-sublicensable and revocable licence to download, install and use the App, in object code form only, on Windows devices that you own or control, for your own personal, non-commercial use with your GAMED account.

1.2 The App is licensed, not sold. We and our licensors keep ownership of the App and all intellectual property rights in it.

1.3 Some features need an active account, Trial or Subscription and AI Credits, as described in the Terms.

2. Restrictions

2.1 You must not, and must not allow anyone else to:

- copy the App, except for one installation per device and the copies made automatically when it runs;
- modify, adapt, translate or create derivative works of the App;
- decompile, disassemble or reverse engineer the App, or try to extract its source code, its AI models or their weights, except to the extent that applicable law allows this despite this restriction, and then only for the purpose and to the extent permitted by that law, or to the extent that the licence of a third-party component allows it (section 4.2);
- remove, change or hide any copyright, trademark, licence or attribution notice in the App, including the Third-Party Notices;
- sell, rent, lend, lease, distribute, sublicense or otherwise make the App available to anyone else, or use it to provide a service to others;
- bypass, disable or interfere with any security, licence, usage, age, location or safety measure in the App or in any model packaged with it;
- extract the AI models packaged with the App, or use them separately from the App, except to the extent that the licence of that model allows it (section 4.2);
- use the App to build or train a competing product or AI model;
- use the App in breach of section 8 (Acceptable use) of the Terms, or for any use listed in Schedule 1 of this EULA; or

- use the App in breach of any law, including export control and sanctions laws.

3. What the App does on your device

3.1 We want you to know exactly how the App works. The App:

- runs as a separate Windows application and displays its overlay in its own window;
- checks the names of open windows on your device to recognise when a supported Game is running;
- captures images of the Game window, and only the Game window, while a Game session is active, and stops when the Game closes;
- sends Screenshots and your Prompt to our servers, and from there to our AI provider, only when you ask a question;
- uses your microphone only while push-to-talk is active, and processes your voice on your device; and
- plays answers aloud using a voice model that runs on your device.

3.2 The App does not:

- read, scan or change Game files, Game memory or network traffic;
- inject code or libraries (DLLs) into Games, or hook into Game processes;
- send keypresses, mouse clicks or any other input to Games; or
- capture your desktop or other applications outside a Game session.

3.3 You can stop screen capture at any time by closing the App, and you can type your questions instead of using voice.

3.4 More detail about the data involved is in the Privacy Policy.

4. Third-party components and AI models

4.1 The App includes components owned by third parties, including:

- an NVIDIA Nemotron speech recognition model, provided by NVIDIA Corporation under the open model licence published with the version included in the App;
- the Supertonic text-to-speech model, licensed under the BigScience Open RAIL-M License; and
- open-source software libraries.

4.2 These components are described in the **Third-Party Notices** available at www.gamed.gg/third-party-notices. Copies of their licences and required notices are included with the App. Each component is provided under its own licence. Where a third-party licence gives you rights that this EULA would otherwise restrict, the third-party licence applies to that component.

4.3 **Model use restrictions.** The licence for the Supertonic model requires that its use-based restrictions be passed on to everyone who uses it. The restrictions in **Schedule 1** are therefore a binding part of this EULA. You must not use the App, or any model packaged with it, for any of the uses listed in Schedule 1. If you do, we may end your licence under section 7.

4.4 The third-party licensors are not parties to this EULA and are not responsible for the App or for supporting it. To the extent the law allows, the third-party components are provided without any warranty from their licensors.

5. Updates

5.1 We may provide updates that fix errors, improve security, add or change features, or keep the App compatible with Games, Windows and our providers. The App may download and install updates automatically.

5.2 Some updates are required to keep using the Service, for example security updates or updates needed to comply with the law or with our providers' terms. If you do not install a required update, parts of the App may stop working.

5.3 Updates are covered by this EULA unless they come with different terms.

6. Security software, anti-cheat and Game compatibility

6.1 Antivirus, anti-cheat or other security software may flag or block the App. The App is designed to stay outside Games as described in section 3, but we do not control how third-party security or anti-cheat software behaves.

6.2 You are responsible for checking that your use of the App is allowed under the terms of each Game you play, as explained in section 9 of the Terms.

7. Term and termination

7.1 This EULA applies from when you first install or use the App until it ends.

7.2 You can end this EULA at any time by uninstalling the App. Uninstalling the App does not cancel your Subscription. To cancel, follow section 6.5 of the Terms.

7.3 We may end your licence if you seriously or repeatedly break this EULA or the Terms, or if your account is closed under the Terms.

7.4 When this EULA ends, you must stop using and uninstall the App. Sections 2, 4.3, 4.4, 8 and 9 continue to apply.

8. Warranties and liability

8.1 The disclaimers in section 15 and the limitations of liability in section 16 of the Terms apply to the App. Nothing in this EULA affects your legal rights as a consumer that cannot be excluded by contract.

8.2 The App is designed for personal entertainment use. It is not designed for use in situations where its failure could lead to death, personal injury or serious damage.

9. Export controls and general

9.1 You must comply with all export control and sanctions laws that apply to the App, and you must not use or transfer the App in breach of them.

9.2 Sections 19 (Governing law and disputes) and 20 (General) of the Terms apply to this EULA.

9.3 Contact: support@gamed.gg.

Schedule 1: Model use restrictions

This Schedule passes on the use-based restrictions required by the BigScience Open RAIL-M License (Attachment A), which applies to the Supertonic text-to-speech model packaged with the App. A copy of that licence is included with the App. These restrictions are a binding condition of this EULA.

You agree not to use the App, the Supertonic model or any derivative of it:

- (a) in any way that violates any applicable national, federal, state, local or international law or regulation;
- (b) for the purpose of exploiting, harming or attempting to exploit or harm minors in any way;
- (c) to generate or disseminate verifiably false information and/or content with the purpose of harming others;
- (d) to generate or disseminate personal identifiable information that can be used to harm an individual;
- (e) to generate or disseminate information and/or content (for example images, code, posts or articles), and place the information and/or content in any context (for example a bot generating tweets) without expressly and intelligibly disclaiming that the information and/or content is machine generated;
- (f) to defame, disparage or otherwise harass others;
- (g) to impersonate or attempt to impersonate (for example by deepfakes) others without their consent;
- (h) for fully automated decision making that adversely impacts an individual's legal rights or otherwise creates or modifies a binding, enforceable obligation;
- (i) for any use intended to or which has the effect of discriminating against or harming individuals or groups based on online or offline social behaviour or known or predicted personal or personality characteristics;
- (j) to exploit any of the vulnerabilities of a specific group of persons based on their age, social, physical or mental characteristics, in order to materially distort the behaviour of a person pertaining to that group in a manner that causes or is likely to cause that person or another person physical or psychological harm;
- (k) for any use intended to or which has the effect of discriminating against individuals or groups based on legally protected characteristics or categories;
- (l) to provide medical advice and medical results interpretation; or
- (m) to generate or disseminate information for the purpose of being used for administration of justice, law enforcement, immigration or asylum processes, such as predicting that an individual will commit fraud or a crime (for example by text profiling, drawing causal relationships between assertions made in documents, or indiscriminate and arbitrarily targeted use).

You must also comply with the licence that applies to the NVIDIA Nemotron model packaged with the App, and you must not bypass, disable or reduce the effectiveness of any technical limitation, safety guardrail, encryption, security, digital rights management or authentication mechanism in any model packaged with the App.