

# Curio Terms & Conditions

**Effective Date: 4/7/25**

## 1. Introduction

Welcome to Curio (“Company”, “we”, “our”, or “us”). These **Terms & Conditions** (“Terms”) govern your access to and use of our platform, website, applications, and services (collectively, the “Services”). By accessing or using the Services, you agree to be bound by these Terms, including our **Privacy Policy** and **Game Rules**, which are incorporated by reference. If you do not agree with any part of these Terms, you must discontinue use of the Services. In addition to these Terms and Conditions, please see our “Community Rules” below.

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## 2. Eligibility & Account Registration

### 2.1 Age & Jurisdiction Restrictions

- You must be at least **18 years old** or the legal age of majority in your jurisdiction.
- Certain jurisdictions may restrict or prohibit access to skill-based gaming. It is your responsibility to comply with local laws.

### 2.2 Account Creation

- To participate, you must create an account (“Account”).
- You agree to provide accurate and up-to-date information and to maintain only one Account.
- We may require identity verification, including but not limited to, government-issued ID and proof of address.

### 2.3 Prohibited Participants

- Employees, contractors, or affiliates of Curio and their immediate family members may not collect winnings in real-money competitions.
  - Periodically, employees, contractors, or affiliates may participate in real-money games for quality control purposes. In the event such a person achieves higher prize money than entry fees, the prize money shall be awarded to players who do not receive prize money higher than their entry fees.

- Any patron who has previously voluntarily “self-excluded” through Curio’s services or has been previously involuntarily banned from use of Curio’s services.
  - Prohibited participant shall not be permitted to create new accounts. Any attempt to circumvent these restrictions may result in immediate account termination.
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### 3. Use of Services & Fair Play

#### 3.1 Permitted Uses

- The Services are intended for **entertainment purposes** and skill-based competitions only.
- Users shall not engage in gambling, fraud, collusion, or any prohibited activities.

#### 3.2 Fair Play & Prohibited Conduct

- No use of **bots, multiple accounts, or unauthorized software**.
- No collusion, match-fixing, or other manipulative behaviors.
- We reserve the right to suspend or terminate accounts for any suspected fraudulent activities.

#### 3.3 Game Results & Disputes

- Game results are determined based on skill-based criteria.
  - In case of disputes, decisions made by Curio are **final** and binding.
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### 4. Payments, Withdrawals & Taxes

#### 4.1 Entry Fees & Winnings

- Users may participate in competitions by paying an **entry fee**.
- Winnings will be credited to your Account and may be withdrawn, subject to compliance verification.

#### 4.2 Withdrawals

- Withdrawals may require identity verification.
- Processing times for withdrawals may take up to **15 business days**.

- Fees may apply for certain withdrawal methods.

#### 4.3 Inactive Accounts & Maintenance Fees

- Accounts inactive for **6+ months** may be subject to a **monthly maintenance fee of up to \$10**.
- After **24 months of inactivity**, remaining balances may be forfeited.

#### 4.4 Taxes

- You are responsible for reporting and paying any applicable taxes on your winnings.
  - In the event you win an aggregate total of \$600 in winnings through our services, we have the right to request your tax identification number for tax documentation purposes.
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### 5. Compliance & Legal Restrictions

#### 5.1 Prohibited Jurisdictions

- The Services may not be available in certain states/countries due to local laws. Prohibited jurisdictions include **Arizona, Delaware, Kentucky, Louisiana, Michigan, South Carolina, Tennessee, and Utah**
- Users are responsible for ensuring compliance with their local laws.

#### 5.2 Know Your Customer (KYC) & Anti-Money Laundering (AML) Compliance

- We may request additional documentation for compliance purposes.
  - We reserve the right to **freeze accounts** and withhold funds if suspicious activity is detected.
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### 6. Intellectual Property & User Content

#### 6.1 Ownership

- All trademarks, logos, and game mechanics are the property of Curio.
- Users do not acquire any ownership rights by using the Services.

#### 6.2 User-Generated Content

- By submitting content (e.g., gameplay footage, chat messages), you grant us a **non-exclusive, royalty-free license** to use, reproduce, and distribute it.
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## 7. Dispute Resolution & Limitation of Liability

### 7.1 Arbitration Agreement

- Except where prohibited, any disputes must be resolved through **binding arbitration** in **Delaware**
- Users waive their rights to a class-action lawsuit.

### 7.2 Liability Limitation

- Curio is not responsible for any technical errors, losses, or unauthorized access to your Account.
  - Our liability is limited to the amount you have paid in the past **12 months**.
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## 8. Modifications & Termination

### 8.1 Changes to Terms

- We may modify these Terms at any time. Continued use of the Services constitutes acceptance of changes.

### 8.2 Termination Rights

- We may terminate your access to the Services at our sole discretion for any violations.
  - You may close your Account at any time by contacting **support@curio.gg**
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## 9. Contact Information

For any questions regarding these Terms, please contact us at **support@curio.gg**

By using our Services, you acknowledge that you have read, understood, and agreed to these Terms.

## Community Rules

As the Duper team, we strive to provide a secure, fair and friendly playing environment for all of our players. In order to uphold these strict principles and the integrity of our games, Duper has created these Community Rules below.

### **Rules for all game modes**

1. You may not play with multiple accounts.
2. You may not abuse the in-game chat with spam, harmful, or explicit content.
3. You may not ask others about their contact information in game.

### **Rules for public game modes (i.e. Ranked and Casual)**

1. Preteaming is strictly forbidden. While in a game, you must limit your communication to the in-game chat. Outside the in-game chat, you may not coordinate in-game actions with others for the sake of gaining advantage. Generally, you should only share in-game information after a game ends. If you wish to talk to or coordinate with others externally during a game, for example when playing with friends, go to Custom mode.
  - Note: Streaming games voluntarily and not for the sake of gaining advantage *is* allowed. However, do so with caution especially in high-entry games, as there is a low but nonzero chance a player in the same game watches your stream and learns, against your interest, information otherwise hidden to them.
2. Payouts must not be settled outside of game. Received payouts for a game by a player must reflect the gem distribution at the end of the game. This is to prevent self-sacrificial schemes to help a particular player win, which would be unfair to the other players.

Violations of the above rules may result in reward slashing or account suspension when detected, depending on the severity of the violations.

If you encounter or suspect someone for violating the above rules, you may report them in game or in Duper's Discord server by opening a support ticket and providing the necessary text explanation and screenshot. Responsible reporting will be rewarded, while spamming reporting may result in punishment similar to rule violation.

Hopefully these rules are self-evident. If you have questions about them, feel free to ask in Discord as well. In general, act in good faith, and have fun!

### **FAQ**

***Q: Sometimes I feel like I'm waiting for a long time in Ranked queue and ask my friends to queue up as well, and we end up in the same game. Is this considered preteaming?***

The act of rallying your friends to queue up alone is not considered preteaming. However, we don't recommend it because it increases your chance of being reported by other players, and is also generally unnecessary because Ranked matchmaking time rarely exceeds 15 minutes during the current game windows. If your goal is to play with your friends, consider playing Custom mode—you can even play for real money there.

If you insist on rallying your friends in Ranked and Casual modes, make sure you read the above Community Rules extra carefully.

***Q: I only talk in my native language in game, and feel a natural affinity towards my countrymen when making alliances. Is this considered preteaming?***

Generally not, but we would encourage you to focus on your own interest and treat other players as equally as you can. Broadening your potential allies can actually boost your earn rate! We are also improving the translation feature so communication will feel more seamless soon.

***Q: I notice a few pro players often end up in the same games. Are they pretreating?***

There can be many reasons why two people end up in many games together, such as game window preference, number of games played, etc, so just that fact alone does not constitute preteaming. But there may be other factors that suggest otherwise on a case by case basis.

***Q: What's Duper's policy on Community Rule violations?***

There are currently 4 potential punishments for Community Rules violation:

1. 3-day suspension: For players who AFK in multiple games.
2. Warning ban: For players who have low- to moderate-severity violations. This is to let violators realize their violation so to avoid doing so in the future.
3. Fund slashing: Often together as warning ban. Restricted to funds acquired via preteaming or other disallowed behaviors.
4. Ban: For players who have high-severity violations.

We take a variety of factors, most importantly game replays, into account when validating violations, and generally they are pretty accurate. Except for AFK, we don't disclose specific evidence of rule violations, because that would allow cheaters to upgrade their tactics (which has happened before when we did give evidence). If you violated Community Rules,

regardless of your intention, genuine self-reflection and apology can potentially earn you an unban, while threats and spreading misinformation will get you nowhere.

***Q: I lost funds to cheaters in a game. Do I get reimbursed if I report them and their cheating is validated?***

Yes! Community Rules exist in the first place to create a fair environment for our players. Please open a ticket and we'll help you there.