

LULL Terms of Service

Last Updated: July 27, 2026

1. The Basics

We run it. We make the rules. When we form an LLC, we'll update this with the official name, but the rules stay the same.

By downloading and playing, you're saying you're cool with what's in this document. If you're not, don't play.

2. You Don't Own It

You get to play LULL. You don't own it. It's ours. Everything from the code to the art to the design—all ours.

When your account gets banned or deleted, you lose access. That's normal. You're not buying something; you're getting a permission slip to play while we say you can.

3. Alpha & Beta Testing

We sometimes let people test unfinished versions. If you get in, here's the deal:

Bugs are expected. Crashes happen. The game might look nothing like the final version. Don't get attached to anything you build in testing—we reset accounts, wipe progress, delete items. It's all temporary.

Don't abuse bugs you find. Report them instead. If you leak confidential test info, we kick you out.

Anything you tell us during testing, we can use however we want. No payment, no permission needed.

4. Anti-Cheat (Easy Anti-Cheat)

We use anti-cheat software to catch cheaters. Here's what that means:

Anti-cheat software runs while you play. It looks for cheats, hacks, bots, and unauthorized software. It checks running processes, game files, and hardware info. It's necessary to keep the game fair.

Don't try to disable it, bypass it, or mess with it. Tampering with anti-cheat gets you an instant permanent ban, no questions asked.

Anti-cheat is from a third-party vendor. We're not responsible for how they collect data or if it breaks something on your computer.

5. Your Account

You're responsible for your account. Keep your password safe. If someone hacks it, tell us immediately on our Discord (discord.gg/Qy7Cqu5VN6). We'll help, but we're not responsible for stuff hackers do on your account.

Don't share your account. Don't sell it. Don't trade it. If you do, both you and the buyer get banned permanently. Give us real info when you sign up, and keep it updated.

6. Usernames

We can change your username if it breaks the rules. That includes impersonating staff, being offensive, scamming people, or advertising junk.

We'll tell you if we change it. You can pick a new one, and reach us for help on our Discord (discord.gg/Qy7Cqu5VN6).

7. How to Play (The Rules)

You have to be 13+ to play. No exceptions. Accounts for younger players get deleted.

Don't harass people. Don't use slurs or hate speech. Keep it clean—no explicit sexual content or extreme gore. Don't scream in voice chat.

No cheating. That includes bots, scripts, automation, modified game clients, hacking, or exploiting bugs. Don't reverse-engineer the game code. If you find an exploit, report it. If you abuse it, we ban you.

No real-money trading. No advertising external websites. No scams. No fraud. No illegal stuff.

Respect other players' builds and creations. Don't destroy or steal them.

Don't doxx yourself or anyone else. If a mod tells you to stop doing something, stop. No arguing in chat.

Break these rules, and we'll warn you, temp ban you, or permanently ban you, depending on how bad it is.

8. Bans & Appeals

We have four levels: warnings, temp bans (hours to weeks), permanent bans, and instant bans for extreme stuff (threats, serious harassment, illegal activity, anti-cheat bypass).

We'll give you a heads-up when we can. But if something's urgent—like a security threat or a major exploit—we ban first and explain later.

Think you got banned unfairly? Appeal within 30 days on our Discord (discord.gg/Qy7Cqu5VN6). Tell us your username, when it happened, and why you think it was wrong. We review all appeals in good faith and respond within a week.

9. What We Collect & Why

We collect:

- Your username and email
- Your IP address and device info
- Your gameplay data (progress, playtime, achievements)
- Chat logs and voice chat logs

- Creations you upload
- Crash reports and performance data
- Anti-cheat security data

We use all of it to: run the game, save your progress, catch cheaters and abuse, improve performance, help players, and follow the law.

We don't sell your personal info. Period.

We share data with hosting providers, payment processors, analytics, anti-cheat vendors, and moderation tools. They're all bound by confidentiality. We also share when the law requires it. We delete data when we don't need it anymore.

10. Kids (COPPA)

LULL isn't for kids under 13. If we find out someone under 13 is playing, we delete their account and all their info. No questions asked.

Parents concerned about their kid: reach us on our Discord (discord.gg/Qy7Cqu5VN6).

11. Your Creations

You own what you build in LULL. But by uploading it, you give us permission to host it, display it, share it, technically modify it, and use it to promote the game. We're not taking ownership—we just need those rights to run things.

We can remove content that breaks the rules. We're not responsible if your stuff gets lost due to bugs or server issues. Backup important creations yourself.

12. Copyright

Only upload stuff you made or have permission to use.

If someone complains that you uploaded their copyrighted material, we'll remove it. Repeat offenders get banned. You can counter-claim on our Discord (discord.gg/Qy7Cqu5VN6) if you think it was a mistake.

13. Stars (Virtual Money)

Stars are play money. They're not real currency. You can't cash them out or trade them to other players (unless we specifically allow it). You don't own Stars—you just have permission to use them.

We can change prices, change how you earn them, reset balances, or remove Stars entirely whenever we want.

Stars purchased with real money are final sale. See the Refunds section for exceptions.

If you get Stars through exploits or cheating, we remove them and probably ban you. Chargebacks = permanent ban.

14. Purchases & Refunds

Everything you buy in LULL is a license to use it, not ownership. We can remove or rebalance items anytime.

No refunds, period. Except:

- When the law requires it
- We verify a bug stopped you from getting what you paid for
- We charged you twice by mistake
- We made a pricing error

We investigate refund requests. Fraudulent ones get your account deleted.

If you bought through Apple, Google, Steam, Xbox, or PlayStation, their refund rules apply.

15. Third-Party Services

We use outside companies for hosting, payments, anti-cheat, analytics, and moderation. We're not responsible for their stuff breaking. If one of them goes down, LULL might be down too.

16. Downtime & Updates

LULL might go offline for maintenance, updates, or emergencies. We announce big maintenance when we can, but emergencies don't get warnings.

We can remove features, update anything, or shut down servers whenever. We'll give notice if we can.

17. Lost Data

Don't rely on us to keep your data forever. Bugs, updates, server issues, or technical failures might wipe your progress, items, or creations. We make backups, but we can't guarantee we can recover anything. Play at your own risk.

18. No Warranties

LULL is provided as-is. We don't promise it'll be bug-free, always online, or perfect. We don't guarantee your stuff stays stored forever.

19. We're Not Liable

If something goes wrong, we're not responsible. Worst case, we owe you whatever you paid us (which is probably nothing). We're not liable for lost progress, lost money, lost sanity, or anything else. Some places don't allow this, so we'll follow local law where it applies.

20. You Have to Defend Us

If someone sues us because of something you did—you broke the rules, your content infringed copyright, you hurt someone—you have to pay for our legal fees and any damages. That's what "indemnification" means.

21. Stuff Beyond Our Control

If the internet goes down, someone DDoS's us, there's a natural disaster, or the government shuts us down, that's not our fault. We're not liable.

22. Account Termination

We can ban you for rule-breaking, security issues, illegal activity, cheating, or basically any reason. We'll tell you when we can. When it comes to security or urgent issues, we ban now and explain later.

Appeal bans within 30 days on our Discord (discord.gg/Qy7Cqu5VN6) if you think it's unfair.

When you get banned, you lose everything: account, progress, items, Stars, all of it. We might delete your account. You can't make a new account to dodge the ban.

23. Survival Clause

Even after you're banned or we shut down, certain rules stay in effect: ownership rights, liability limits, indemnification, and dispute resolution. These protect us even after you're gone.

24. We Can Change These Terms Anytime

We update these Terms whenever we want. Changes take effect immediately. We might announce big changes, but we don't have to.

If you keep playing after changes, you're accepting them. Don't like the new version? Stop playing.

25. Disputes

Before you sue, try to work it out with us. Reach us on our Discord (discord.gg/Qy7Cqu5VN6), explain the problem, and give us 30 days to respond. We'll try to fix it.

If we can't agree, you can sue us in Michigan courts (that's where we are). We might force arbitration instead—a neutral third party decides, and that's final.

26. We Can Use Your Feedback

Send us bug reports, ideas, complaints, or suggestions? We own all of it. We can use it however we want, give it to anyone we want, implement it without credit. You get nothing.

27. Content Creation (Streaming & Videos)

You can make videos and streams of LULL and make money from them. Just:

- Say you're playing LULL (don't claim you own it)
- Don't imply we endorse you
- Follow YouTube/Twitch/platform rules
- Respect copyright

You can't sell accounts, items, progress, or the game itself. You can't remake LULL. You can't sell bots or hacks. You can't make competing games using LULL's assets.

Violating this gets you banned and sued.

28. Everything Else Is Ours

All rights not listed here belong to LULL. That's the game code, art, designs, trademarks, patents, secrets—all of it.

29. Invalid Sections

If any part of this breaks the law, we remove just that part and keep the rest.

30. This Is Everything

These Terms are the whole agreement. Nothing else matters. No one can change them except us in writing.

31. Contact Us

All support happens in one place — our Discord. Whether it's bans and appeals, account help, bug reports, copyright/DMCA, privacy questions, security issues, or anti-cheat problems, join us and reach out there:

Join our Discord for support: discord.gg/Qy7Cqu5VN6

We aim to respond within 7 days.

Final Word

Play fair. Be cool to people. Follow the rules. If you don't, you get kicked out. It's that simple. Have fun.