

1. Definitions

Game ("Fighton") – A browser-based and Telegram-integrated entertainment game where users care for digital characters that must be fed regularly to remain active. The game is not a financial service or investment platform.

Operator ("Owner") – The individual or group managing the Fighton platform via Telegram handle [@fighton_game](#) and the website [fighton.club](#).

User – Any individual who accesses or interacts with Fighton via Telegram, deposits TON, or engages in gameplay.

Character – A digital, off-chain game element assigned to a user. Characters must be maintained according to game rules and can become locked if neglected.

Feeding – An in-game action that users perform every 48 hours using TON to maintain their character's active state.

Revival – A one-time action allowing a user to revive a dead character by paying 50% of the original price.

Dead Character – A character not fed within 48 hours, which becomes inactive. If not revived, it remains permanently locked in the user's archive.

TON – The native cryptocurrency of the TON blockchain, used in Fighton to feed characters, revive them, and participate in game functions.

Referral Program – A three-level structure where users can earn limited TON rewards from other users' activity who join via their invitation.

2. Nature of the Game

1. **Entertainment Only:** Fighton is a casual game. It is **not a financial product, not an investment vehicle, and does not guarantee any income**. All actions in the game are

purely for entertainment purposes.

2. **Gameplay is Voluntary:** Participation is at the user's discretion and risk.
3. **TON Usage:** Users deposit TON to feed characters and use other game functions. Deposits are considered voluntary and are not refundable.

3. Access and Account

1. Access to Fighton is granted through the **Telegram Mini App** interface using the user's Telegram credentials.
2. Users may own multiple characters under one account but are prohibited from using multiple Telegram accounts to gain unfair advantages.
3. The Operator may block or restrict access to any user who violates platform rules.

4. Game Mechanics & Character Lifecycle

1. **Feeding:** Users must feed characters every 48 hours using TON. Failure to do so results in the character's death.
2. **Revival:** After a character dies, users may revive it once by paying 50% of the original cost.
3. **Final Death:** If a revived character dies again, it becomes permanently locked and archived. This is irreversible.
4. **Archive:** Dead characters remain visible to the user in a read-only archive. They cannot be revived again or reused.
5. **Timers:** Users are responsible for tracking feeding timers. The system does not freeze during downtime.

5. Payments, Rewards, and Withdrawals

1. **TON Deposits:** All TON deposits are made using **TonConnect**. Fighton does not custody user funds; it interacts with user wallets only to execute transactions approved by the user.
2. **Platform Commission:** Fighton charges a **10% commission** on specific game transactions (e.g., feeding, revival).
3. **Referral Rewards:** Users may earn limited TON rewards from a three-level referral program. These are not guaranteed and may be revoked if abuse is detected.
4. **Task Rewards:** Users can complete tasks (e.g., follow social channels) to earn small amounts of TON. These are limited, optional, and non-guaranteed.
5. **Withdrawals:** Users may withdraw available TON balances via the “Claim” function in their game profile. Fighton is not responsible for third-party wallet failures or network congestion.

6. User Responsibilities

1. **Character Maintenance:** Users are fully responsible for monitoring feeding timers and performing required actions. Failure to act results in irreversible character death.
2. **Security:** Users are responsible for securing their Telegram account and connected TON wallet. Fighton is not liable for any unauthorized access caused by weak security practices.
3. **Honest Participation:** Users agree not to:
 - Use bots or automated scripts;
 - Create multiple Telegram accounts for referrals or bonuses;
 - Exploit bugs or reverse-engineer the game;
 - Manipulate game logic or exploit smart contract behaviors.

7. Platform Rights and Abuse Policy

1. The Operator reserves the right to:
 - Suspend or ban users for violating these terms;
 - Cancel referral rewards or task earnings obtained through abuse;
 - Lock user access to characters or features in the event of misconduct.
2. In cases of confirmed abuse, any in-game TON balance may be forfeited without compensation.

8. Disclaimers and Limitation of Liability

1. **No Guarantees:** The platform offers no guarantee of reward, continuity of service, or profitability.
2. **“As-Is” Software:** Fighton is provided “as-is” without warranty. The Operator makes no promises regarding uptime, stability, or functionality.
3. **Blockchain Risks:** Fighton relies on external systems like the TON blockchain and TonConnect. The Operator is not liable for delays, technical failures, or errors caused by these systems.
4. **Force Majeure:** Fighton is not liable for interruptions due to events outside of its control, including outages, cyberattacks, smart contract vulnerabilities, or regulatory restrictions.
5. **Maximum Liability:** In all cases, the Operator’s liability is strictly limited to the total TON value the user has deposited in the last 30 days, and only if loss is directly attributable to platform fault.

9. Personal Data & Privacy

1. Fighton does not collect personal data beyond that shared through the Telegram Mini App (e.g., Telegram ID, username).

2. By using the game, users consent to the processing of this minimal data for gameplay, support, and anti-abuse functions.
3. The Operator may retain anonymized usage data to improve game performance and detect fraud.
4. Fighton does not share data with third parties except as required by law.

10. Anti-Money Laundering & Illegal Use

1. Users may not use Fighton to:
 - Transfer funds associated with illegal activity;
 - Obscure the origin or destination of TON;
 - Circumvent financial regulations or conduct high-volume mixing.
2. The Operator may report suspected abuse or block wallet access if there is reason to believe AML laws are being violated.

11. Age and Territory Restrictions

1. Fighton is intended for users **18 years and older**. By using the platform, the user confirms they meet this age requirement.
2. The game is not available in jurisdictions where its functionality or crypto use is restricted by law, including (but not limited to): **United States, North Korea, Iran, Syria, Cuba, and FATF-blacklisted countries**.
3. It is the user's responsibility to ensure that their use of Fighton is lawful in their jurisdiction.

12. Dispute Resolution & Governing Law

1. This Agreement is governed by the laws of **Cyprus**.
2. In case of any disputes, users must first contact Fighton support via Telegram.
3. If the issue cannot be resolved within 30 business days, it may be submitted to the competent court of Cyprus.

13. Final Provisions

1. The Operator may update this Agreement at any time. Updated versions are published on <https://fighton.club>.
2. Continued use of the platform after changes constitutes acceptance of the updated terms.
3. If any clause of this Agreement is found invalid, the rest shall remain in force.
4. All rights not expressly granted are reserved by the Operator.

Contact:

Telegram: [@fighton_bot](https://t.me/fighton_bot)

Website: <https://fighton.club>