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## **Account Sharing / Selling / Social Media**

### **FORBIDDEN**

#### **Adobe**

Doesn't permit account sharing nor service reselling.

<https://www.adobe.com/legal/terms.html>

- ❑ “5.1 ... You may not (A) share your account information (except with an authorized account administrator), whether intentionally or unintentionally; or (B) use another person’s account.”
- ❑ “6.2 Misuse. You must not misuse the Services or Software. For example, you must not:”
  - ❑ “(B) copy, modify, host, stream, sublicense, or resell the Services or Software;”
  - ❑ “(C) enable or allow others to use the Services or Software using your account information;”

## Activision

Doesn't permit account sharing/selling, sale of goods nor boosting.

<https://www.activision.com/legal/terms-of-use>

- ❑ “You agree that you will not, under any circumstances:” ... “ii. exploit or reverse engineer the Product (or any of its parts), for any commercial purpose, including without limitation (a) to enable use at a cyber cafe, computer gaming center or any other location-based site without the express written consent of Activision; (b) for gathering in-game currency, items or resources for sale outside the Product; (c) performing in-game services in exchange for payment outside the Product, e.g., power-leveling; or (d) the sale of accounts, log-in information, or other Product materials, access, or rights;”
- ❑ “Activision does not recognize the transfer of accounts or Service Provided Content. You may not purchase, sell, resell, lend, rent, gift, trade or otherwise transfer any account or Service Provided Content, or offer to purchase, sell, resell, lend, rent, gift, trade or otherwise transfer any Product account or materials, and any such attempt shall be null and void.”

## Amazon Games ([New World](#), etc.)

Doesn't permit account sharing/selling, botting/modding, boosting nor item/currency selling.

<https://www.amazon.com/gp/help/customer/display.html?nodeId=GK4QHHAC82SQTS8&pop-up=1>

- ❑ “Do not: engage in behaviors that reduce or disrupt the enjoyment of the game for others. This includes spamming chat, griefing, throwing matches, boosting, win-trading, trolling, or spoiling the game by sharing unreleased or confidential materials.”
- ❑ “Do not cheat, bot, hack, or use other software or services that give you an unfair advantage through, for example, unattended gameplay or game modifications.”
- ❑ “Do not engage in real-money trading of in-game items and in-game currencies.”
- ❑ “Do not sell, trade, or share accounts.”

## Animal Jam

Doesn't permit account sharing/selling, item selling nor cross-trading or trust-trading.

[https://www.animaljam.com/en/terms\\_of\\_service](https://www.animaljam.com/en/terms_of_service)

- ❑ “Attempts to defraud other players or take their in-game items by gaining their trust (i.e. "scamming") are absolutely not tolerated and will result immediately in

the loss of access to Animal Jam. This includes attempts to trade Animal Jam virtual items outside of our in-game trading system, asking users to share or trade account login information, or any other tricks to cheat other players in the game. If you engage in any of these activities, you may permanently lose your right to play Animal Jam.”

- ❑ “You acknowledge that Animal Jam Content has no real world value, is licensed as part of, and may only be used in, Animal Jam. Accordingly, you may not sell or transfer the Animal Jam Content (including your account access information) and all such transfers or sales are null and void.”
- ❑ “The virtual items that you purchase, create, or acquire in Animal Jam -- including memberships, avatar accessories, den items, and in-game currency -- are not property owned by you. As a result, you do not have the right to modify, share, transfer or sell this stuff.”

<https://www.animaljam.com/en/rules>

- ❑ “NEVER engage in any flash trading, trust trading, etc.”

### **Ankama (Dofus, Wakfu)**

Doesn't permit account sharing nor item/service selling.

<https://account.ankama.com/en/tou>

- ❑ “3.3 Ankama only grants you a limited, non-exclusive, non-transferable license to access and use the Services and their content. This license is subject to compliance with the rules set out in the ToU.”

<https://www.dofus.com/en/gcs>

- ❑ “6.3.5 Whatever the terminology used, Ankama only provides usage rights for Credits, and not ownership rights, which you expressly acknowledge. You acknowledge that the Credits have no financial value in the real world and that they in no way constitute money or goods of any kind. You must in no way transfer, sell, or otherwise exchange (or attempt to do so) usage rights for Credits outside the Ankama Stores and their rules.”
- ❑ “6.4.2 Whatever the terminology used, Ankama only provides usage rights for Game Elements, and not ownership rights, which you expressly acknowledge. You acknowledge that the Game Elements are and remain the exclusive property of the Company. You acknowledge that the Game Elements have no financial value in the real world and that they in no way constitute money or goods of any kind. You must in no way transfer, sell, or otherwise exchange (or attempt to do so) usage rights for Game Elements outside the Games and their rules.”

<https://www.dofus.com/en/tou>

- ❑ “You agree not to use proxy servers or virtual private networks (VPNs) to create the Account or to log in to the Account.”

- ❑ “5.2.5 You are prohibited from creating, using, or promoting any program or tool that might harm the Games or the Clients, alter the experience of the Games, or circumvent the rules of the Games, including but not limited to bots, viruses, Trojan horses, piracy tools, cheats, automation software, modification software, software allowing mouse clicks to be automated (commonly known as "auto-clickers"), or other unauthorized software intended to modify the Games or the Clients. Furthermore, you may not circumvent or attempt to circumvent, in any way whatsoever, any technical measures implemented by Ankama or any third party to protect, control, or restrict access to the Games or the Clients, or to prevent unauthorized use of the Games and the Clients.”

### **Avakin**

Doesn't permit account sharing nor modding.

<https://avakin.com/community-guidelines/>

- ❑ “5) Illegal Activities. Don't do anything illegal, or discuss anything that is illegal.” ... “Mods or hacks, or any 3rd party software or hardware that interferes or changes the normal live game.”
- ❑ “7) Fraud, Modding and Scams. Do not take advantage of bugs or glitches in a manner that is malicious and fraudulent. We expect you to report such issues to Avakin Life and not use them as workarounds to bypass our policies and guidelines. You must not alter the .apk in any way. Do not falsify documents when in contact with our support team. If you are caught attempting to scam or phish anyone you will be banned.”
- ❑ “9) Accounts. Account sharing is against the rules. You cannot sell/trade or otherwise transfer ownership of an account.”

### **Bandai Namco**

Doesn't permit account sharing/selling.

<https://www.bandainamcoent.com/legal/terms>

- ❑ “The License granted to You in Subsection 2.c is strictly conditioned upon Your strict compliance with the terms of these Terms of Service, including Your forbearance, whenever You access the Online Services, from:”
  - ❑ “Allowing any third party to access the Online Services through any Online Services account created by You;”
  - ❑ “Attempting to sell, buy, trade or otherwise transfer Your Online Services account or any personal access to the Online Services, the Game, or any portion thereof, including through the use of third party “auction” websites.”

**Bandai Namco Entertainment Inc. (Dragon Ball Dokkan Battle, Dragon Ball Legends, ONE PIECE Bounty Rush, Naruto X Boruto Voltage)**

Doesn't permit account sharing, item/currency selling, botting, boosting nor cross trading.

<https://legal.bandainamcoent.co.jp/terms/?lang=en>

- ❑ “you will:”
  - ❑ “(b) not use the User Account, username, or password of another user at any time;”
  - ❑ “(c) not disclose your password to any third party or permit any third party to access your account;”
- ❑ “(b) Game Currency may only be redeemed for Virtual Items for use in the Game and neither Game Currency nor Virtual Items are redeemable for money, any thing of monetary value, or for any monetary equivalent from BNEI or any other person or entity, except as otherwise required by applicable law. Game Currency and Virtual Items do not have an equivalent value in real currency and do not act as a substitute for real currency. Neither BNEI nor any other person or entity has any obligation to exchange Game Currency or Virtual Items for anything of value, including, but not limited to, real currency. You acknowledge and agree that BNEI may engage in actions that may impact the in-game attributes or perceived value of Game Currency and/or Virtual Items at any time, except as prohibited by applicable law. BNEI, in its sole discretion, may impose limits on the amount of Game Currency that may be purchased, earned, or redeemed.”
- ❑ “(d) You may not transfer, sell, gift, exchange, trade, lease, sublicense, or rent Game Currency or Virtual Items except in the Service and as expressly permitted by BNEI. Except as otherwise agreed herein, BNEI reserves and retains all rights, title, and interest in and to the Game Currency and Virtual Items.”
- ❑ “Specifically, you agree not to do, attempt to do, or cause another to do any of the following in connection with the Services:”
  - ❑ “(g) use or exploit any bugs, errors, or design flaws to obtain unauthorized access to the Services, to gain an unfair advantage over other players, or to cheat or utilize unauthorized exploits in connection with the Services, including but not limited to accessing portions of the Services that you are not authorized to access and using any bots, emulators, or other unauthorized third party tools;”
  - ❑ “(i) intentionally disconnect from the network during online play or allow yourself to be defeated by a given player repeatedly to help boost their rankings or win counts in the Services.”

- ❑ “j) trade, sell, auction, or otherwise transfer or attempt to transfer any Virtual Items or Game Currency outside the Services;”

## Bethesda

Doesn't permit account sharing, item/currency selling nor game reselling.

<https://bethesda.net/en/document/terms-of-service>

- ❑ “Accounts are non-transferable under all circumstances.”
- ❑ “You may not sell, and You may not assist others in selling, Service(s) or in-Game items for real currency, or exchange those items for value outside of the Services. ... You acknowledge and agree that all virtual items represent a limited license right for Your personal, private, non-commercial, non-transferable, and limited use governed by these Terms of Service and are not redeemable for any sum of money or monetary value from ZeniMax at any time.”
- ❑ “Regardless of the method by which You obtain a Virtual Currency and subject only to the Statutory Obligations (as defined in Section 1), it has no value in real currency, and is not transferable to any other person, or returnable, exchangeable, or refundable for real currency, goods, or services.”
- ❑ “You may not (a) distribute, publicly perform or display, sell, transmit, publish, edit, reproduce, sublicense, rent, lease, loan or otherwise transfer any Game, Software, and/or Content, including without limitation any access keys;”

## Battlestate Games (Escape from Tarkov)

Doesn't permit account sharing/selling, item/currency selling (RMT - Real Money Trading) nor boosting.

[https://www.escapefromtarkov.com/legal/license\\_agreement\\_en.html](https://www.escapefromtarkov.com/legal/license_agreement_en.html)

- ❑ “4.2. The User does not have the right:” ... “4.2.8. To transfer rights in relation to the Game, for commercial or non-commercial purposes, to third parties, including by transferring the Account, concluding an agreement or otherwise. 4.2.9. To use another User's Account. 4.2.10. To dispose or otherwise transfer the Account or acquire another User's Account, including by means of exchange or gift.”
- ❑ “Prohibited commercial use: use, either in total or individual parts, of the Launcher Application or of the Game for any purposes not expressly permitted by Battlestate Games Limited, including, among other things: (i) use of the Game in commercial establishments; (ii) collection of game money, items, materials, resources, etc. for sale outside the Game; (iii) provision of game services, such as raising the level, in exchange for payment outside the Game;

or (iv) transfer or facilitation of distribution (by text or audio means or any other method) of commercial advertising or offers through or within the scope of the Game;”

### **Behavior Interactive (Dead by Daylight)**

Doesn't permit account sharing, item/service selling nor boosting.

<https://deadbydaylight.com/en/eula>

- ❑ “you may not:” ... “Sell, exchange, trade, give, convert, redeem or otherwise transfer Virtual Goods outside the Game, or sell, exchange trade, give, convert, redeem or otherwise transfer Virtual Goods inside the Game, except as expressly permitted by this EULA, the BHVR Terms or otherwise permitted in the gameplay.”

<https://www.bhvr.com/terms-of-use/>

- ❑ “You violate these Terms of Use if you:”
  - ❑ “Attempt to get a password, account information, or other private information from anyone else on BHVR Services.”
  - ❑ “Exploit the Games or any of their parts thereof, or BHVR Services, or Fan Content, for any commercial purpose, including without limitation (a) use at a cyber cafe, computer gaming center or any other location-based site; (b) for gathering in-game virtual, items or resources for sale outside the Games; or (c) performing in-game services in exchange for payment outside the Games, e.g., power-leveling.”
- ❑ “Play Test accounts are non-transferable under any circumstances.”

### **Blizzard**

Doesn't permit account sharing, account boosting nor item selling.

<https://www.blizzard.com/en-us/legal/fba4d00f-c7e4-4883-b8b9-1b4500a402ea/blizzard-end-user-license-agreement>

- ❑ ... “you cannot share the Account or the Login Information with anyone, unless the terms of this Agreement allow it.”
- ❑ “Prohibited Commercial Uses:”
  - ❑ “(i) playing the Game(s) at commercial establishments (subject to Section 1.B.v.3.)”
  - ❑ “(ii) gathering in-game currency, items, or resources for sale outside of the Platform or the Game(s)”
  - ❑ “(iii) performing in-game services including, without limitation, account boosting or power-leveling, in exchange for payment”.

## Brick Hill

Doesn't permit account sharing, trading Bucks off-platform, having multiple accounts nor selling in-game assets.

<https://www.brick-hill.com/terms>

- ❑ “Trading, lending, or giving your Account to other users is not allowed under any circumstances.”
- ❑ “Accessing any account aside from your own is prohibited no matter the situation.  
Trading, lending, or giving your account to other users is not allowed under any circumstances, and any accounts associated will be terminated.”
- ❑ “While you may be required to purchase Bucks through the service, they do not have an equivalent value in real currency, nor do they act as a substitute for real currency and as such they cannot be used for this purpose. Bucks are not redeemable or exchangeable outside of the Service, and transactions for virtual items or virtual services (collectively “Virtual Goods”) on the Service that use Bucks as a virtual currency are not legally enforceable. Purchasing, selling, or exchanging Bucks outside of the Service is a violation of these Terms and may result in the termination of your Account.”
- ❑ ““Coin-Farming” and “Alt-Hoarding” is strictly prohibited.  
When referring to coin-farming, we are conveying the act of using other accounts under your control that move their virtual currency to one (or multiple) main accounts, for the purpose generating a fraudulent income. Alt-hoarding refers to using alternative accounts under your control to purchase multiple “Special” or “Special Edition” items.”
- ❑ “All Brick Hill assets, accounts and features are limited to brick-hill.com. Any attempt to sell, lend or gift these virtual assets will result in suspension of the user in question. Brick Hill is not responsible for any purchases outside of the platforms we offer.”

## Buffalo Wild Wings

Doesn't permit account sharing, having multiple accounts nor selling Rewards.

<https://www.buffalowildwings.com/en/terms-of-use/>

- ❑ “All memberships are non-transferable.”
- ❑ “Each Eligible Guest may only have one account. Two or more Members cannot combine or merge accounts for any reason; an individual Member that has multiple accounts (except in instances of fraud) can request that their accounts

be merged. B-Dubs reserves the right at any time to limit Program enrollment, or to establish different rules for Program participation.”

- ❑ “Rewards have no cash value, are not for resale and are not redeemable for cash.”

## **Bungie (Destiny 2)**

Doesn't permit account sharing nor item/currency selling.

<https://www.bungie.net/7/en/Legal/terms>

- ❑ “"Service Provided Content" consists of those materials provided to you (e.g., unlockable content, accounts, stats, virtual assets, virtual currencies, codes, and achievements) in connection with use of the Bungie Services.” ... “Unless specifically permitted by Bungie, you may not, sell, lend, rent, trade, or otherwise transfer any Service Provided Content. Service Provided Content may not be transferred or resold by you for commercial gain in any manner, including, without limitation, by means of any direct sale or auction service.”

## **Bushiroad (Bandori)**

Doesn't permit account sharing, having multiple accounts nor item/currency selling.

<https://en.bushiroad.com/terms-of-use/>

- ❑ “Subject to your compliance with these Terms, BRI hereby grants you a limited, non-exclusive, non-transferable, non-sublicensable license to access, view, download and print, where applicable, the BRI Content and BRI Services solely for your personal and non-commercial purposes.”
- ❑ “If you are issued a password, you are responsible for safeguarding your password. You agree not to disclose your password to any third party or to allow any third party to use your Gamer ID, and you agree to take sole responsibility for any activities or actions under your Gamer ID, whether or not you have authorized such activities or actions.”
- ❑ “You agree not to do any of the following while using the BRI Services or using the BRI Content or User Content:”
  - ❑ “Use the BRI Services or BRI Content for any commercial purpose or the benefit of any third party or in any manner not permitted by these Terms;”
  - ❑ “Create a Gamer ID for anyone other than yourself;”
- ❑ “You cannot sell or transfer, or attempt to sell or transfer, Virtual Items or Virtual Currency, except only that where allowed you can exchange, within the applicable BRI Services, those Virtual Items and Virtual Currency that cannot be purchased with “real world” money (“Tradable Items”) for any other User’s Tradable Items so long as no money or anything of monetary value is paid or

given for Tradable Items; any other purported or attempted exchange is strictly prohibited.

Virtual Items and Virtual Currency can never be redeemed by you for “real world” money, goods, wares, merchandise, services, or anything of monetary value from BRI or any other person.”

<https://id.bushiroad.com/mypage/extra/faq.php>

- ❑ “ブシロードIDはお客様1人あたり1つでお願いいたします。同一のお客様で複数のIDを発行し、サービスを悪用するなどのことがある場合は、アカウントを停止させていただくことがございますので予めご了承ください。” -> You may own only 1 Bushiroad ID. If you own and abuse multiple IDs, we may terminate your accounts.

[https://id.bushiroad.com/mypage/u/register\\_apply.php](https://id.bushiroad.com/mypage/u/register_apply.php)

- ❑ The following is prohibited:
  - ❑ “複数人で一つの会員登録を利用する行為” > Using one member registration by multiple people
  - ❑ “会員資格またはメールアドレス・パスワードの会員本人以外の者への開示・貸与・譲渡・交換等” -> Disclosing, lending, transferring, exchanging, etc. of membership or e-mail address & password to persons other than the member themselves

## Cash App

Doesn't permit account sharing.

<https://cash.app/legal/ie/en-us/tos>

- ❑ “you may not, nor may you permit any third party to use the Cash App Service or your Cash App Account (i) any illegal activity or any activity you ought to have known was illegal at the time of the transaction, (ii) in a way that we reasonably believe might harm our ability to provide the Cash App Service, (iii) to control or use a Cash App Account that is not owned or controlled by you, or (iv) to allow anyone else to have access to or use your Cash App Account.”

<https://cash.app/legal/us/en-us/acceptable-use-policy>

## Chegg

Doesn't permit account sharing nor making profits out of their service.

<https://www.chegg.com/en-US/termsfuse>

- ❑ “You agree you will not sell or share or otherwise transfer your membership or any membership rights.”

- ❑ “Chegg grants you a limited, personal, non-exclusive, non-commercial, revocable, and non-transferable license to view the Chegg Content. You may only use the Services for your own personal use.”
- ❑ “Where you purchase a subscription or a license to access any Chegg Content, you may not share that subscription or license with others. Chegg may impose reasonable limits on your scope of access to Chegg Content, including limits on time or number of materials accessed or machines used to access such Content, to prevent unauthorized third-party access to or use of that Content.”

## Cognosphere

Doesn't permit account sharing nor item selling.

Related: [MiHoYo](#)

<https://genshin.hoyoverse.com/en/company/terms>

- ❑ “Each Account is unique and important to each user. You shall neither transfer or otherwise make your Account information available to third parties, nor use other user(s)' Account(s) at any time. If you sell your Account or other related information, COGNOSPHERE reserves the right to take action, including but not limited to the right to terminate your Account immediately without any refund.”
- ❑ “3) You acknowledge and confirm that you may not, either directly or indirectly, do or attempt to do any of the following action with respect to any or all of the COGNOSPHERE Services:” ... “vi. Sell, lease, rent, license, sublicense or otherwise use whole or part of COGNOSPHERE Services and related contents, information, element for a commercial purpose;”
- ❑ “Except as permitted under this Agreement, you may not transfer, sell, gift, exchange, trade, lease, sublicense, rent or otherwise use Virtual Currency or Virtual Goods.”

## Com2uS / Hive

Doesn't permit account sharing nor item selling.

<http://terms.withhive.com/terms/policy/view/m14>

- ❑ “You agree that, while using the Com2uS Service, you will not, under any circumstances:”
  - ❑ “- buy, sell, trade, or advertise to sell any virtual currency or items or Game Account for commercial purposes;”
  - ❑ “- share the password of the HIVE Account or other information that let anyone else access your Game Account.”

<http://terms.withhive.com/terms/policy/view/M13> (Newest)

- ❑ “① “회원”은 다음의 행위를 하여서는 안 됩니다.”

- ❑ “11. “회원” 계정을 타인과 거래하거나 계정 내 캐쉬, 게임머니, 아이템 등을 타인과 매매하는 행위”

### Crunchyroll

Doesn't permit account sharing.

<https://www.crunchyroll.com/tos>

- ❑ “You are responsible for safeguarding and maintaining the confidentiality of your username, password and corresponding Crunchyroll account information. You agree not to disclose your password to anyone.”

### Deca

Doesn't permit account sharing nor item selling.

<https://decagames.com/tos.html>

- ❑ “You may not use anyone else's account or permit anyone else to use your Account for any reason, at any time.”
- ❑ “You are prohibited from transferring your Account to third parties without our prior written consent.
- ❑ “No monetary value: Virtual Currency has no cash value and is not redeemable for any sum of money. You agree that neither Deca nor any other person has – subject to Section 16 - any obligation to exchange your Virtual Currency for anything of value, including without limitation, real money. You also agree that if your access to one or more of our Games is suspended or terminated, or if Deca discontinues any or all of its Games, the Virtual Currency and your Account will have no value.”

### Devsisters

Doesn't permit account sharing/selling, nor item/currency selling.

<https://policy.devsisters.com/en/terms-of-service?date=default>

- ❑ “You shall not share your Account or Login Information, nor let anyone else access the Account or do anything else that might jeopardize the security of your Account.”
- ❑ “Not to, in any circumstances, attempt to access or obtain other users' account or login information;”
- ❑ “Not to buy, sell, trade, or advertise to sell any virtual currency, items or game accounts for commercial purposes;”

## Discord

Doesn't permit account sharing/selling, server selling nor Nitro selling (via both gifting, or using a card of another person of a different country in order to abuse [localized pricing](#)).

<https://discord.com/guidelines>

- ❑ “Do not abuse Discord products in any way, such as selling or purchasing an account or server, or participating in fraudulent Nitro incentives or Boosting activities.”

<https://support.discord.com/hc/en-us/articles/4410339366295>

- ❑ “Gift subscriptions may not be redeemed for cash, or combined with other promotional offers, free trial offers or incentives, except as required by law.”

<https://discord.com/terms>

- ❑ “You agree not to license, sell, or transfer your account without our prior written approval.”
- ❑ “Don't use the services to do harm to Discord. Among other things, this includes ... abusing or defrauding us or our payment systems”

## Disney+

Doesn't permit account sharing nor making profits out of their service.

<https://www.disneyplus.com/legal/subscriber-agreement>

- ❑ “C. Restrictions... you may not and agree not to:”
  - ❑ “iv. use the Disney+ Service for any commercial or business related use or in any commercial establishment or area open to the public (e.g., lobby, bar, restaurant, diner, stadium, casino, club, cafe, theatre, etc.) or build a business utilizing the Disney+ Content or Disney+ Service, whether or not for profit;”
  - ❑ “x. Share your login credentials with third parties; or xi. Otherwise allow third parties to violate the above restrictions.”
- ❑ “a. License. Within the Territory and subject to the terms and conditions in this Disney+ Subscriber Agreement, Disney+ grants you a limited, personal use, non-transferable, non-assignable, revocable, non-exclusive and non-sublicensable right to do the following: i. Install and make non-commercial, personal use of the Disney+ Service; and”

## DoorDash

Doesn't permit account/promo offer sharing.

[https://help.doordash.com/consumers/s/terms-and-conditions-us?language=en\\_US](https://help.doordash.com/consumers/s/terms-and-conditions-us?language=en_US)

- ❑ “You may not authorize others to use your User status, and you may not assign or otherwise transfer your User account to any other person or entity.”
- ❑ “You agree that promotional offers:”
  - ❑ “(ii) may not be duplicated, sold or transferred in any manner, or made available to the general public, unless expressly permitted by DoorDash;”
  - ❑ “(iv) cannot be redeemed for cash or cash equivalent;”

[https://help.doordash.com/consumers/s/article/offer-terms-conditions?language=en\\_US](https://help.doordash.com/consumers/s/article/offer-terms-conditions?language=en_US)

- ❑ “Offers cannot be redeemed for cash or cash equivalent. Offers are not transferable and may not be auctioned, traded, copied, transferred, bartered, modified or sold. Offers cannot be applied retroactively for prior purchases. Offers cannot be combined unless otherwise indicated. DoorDash is not a retailer or seller.”

## EA

Doesn't permit account/item selling, botting nor account boosting.

<https://tos.ea.com/legalapp/WEBTERMS/US/en/PC/#section6>

- ❑ “When you access or use an EA Service, you agree that you will not:”
  - ❑ “Use any robot, spider or other automated device or process to access EA Services for any purpose such as scraping data, abuse EA Services, account creation, or copying material.”
  - ❑ “Sell, buy, trade or otherwise transfer or offer to transfer your EA Account, any personal access to EA Services, or any EA Content associated with your EA Account, including EA Virtual Currency and other Entitlements, either within an EA Service or on a third-party website, or in connection with any out-of-game transaction, unless expressly authorized by EA.”
  - ❑ “Engage or assist in cheating or other anticompetitive behavior (such as boosting, collusion, and match or matchmaking manipulation).”
- ❑ “Some examples of severe violations include, but are not limited to: promoting, encouraging or engaging in hacking, selling EA accounts or entitlements (including virtual currencies and items) without EA's permission,”

<https://help.ea.com/en/help/apex-legends/apex-legends/play-by-the-rules-in-apex-legends/>

- ❑ “Don't cheat in-game” [...] “Cheating includes:” [...] “Teaming up and playing with other players who are using cheats.””

## Elden Ring

Doesn't permit account/item selling/sharing.

[https://www.eldenring.jp/eula/w\\_en.html](https://www.eldenring.jp/eula/w_en.html)

- ❑ “No Player shall be entitled to assign to, transfer to, sell to or buy from another, change the name to another's name of, or provide another as pledge or other security with, any of his/her rights held as a Player, and items, characters and saved data within the game related to the Software which are obtained in the Services (including so-called "real money trading").”

## **ENSEMBLE STARS Music**

Doesn't permit account sharing, item/currency selling nor cross-trading.

<https://ensemblestars.com/protocol>

- ❑ “Your **【Happy Elements】** account is limited to your access and use of **【Ensemble Stars!!Music】** and the Services only, you shall not share your account with or transfer your account to anyone else.”
- ❑ “You agree that you will not:”
  - ❑ “Rent, lease, loan, trade, sell/re-sell or otherwise monetize **【Ensemble Stars!!Music】** App, the Services or related data or access to the same, without our consent;”
- ❑ “We may offer you **【Ensemble Stars!!Music Diamonds】** that you can use to purchase in-app virtual items on a promotional basis or for purchase. Such **【Diamonds】** and other virtual items have no monetary value (i.e., is not cash or equivalent), and do not constitute currency or property of any type, cannot be sold or transferred to third parties, including other users (except for features permitted by **【Ensemble Stars!!Music】**, such as sending gifts to support other users), cannot be used outside the **【Ensemble Stars!!Music】** Services, and cannot be exchanged for cash or for any other goods or services. You have no property, proprietary, intellectual property, ownership, or monetary interest in promotional or purchased **【Diamonds】** or other virtual items. You may not purchase, sell, barter, or trade any **【Diamond】** or virtual item, or offer to purchase, sell, or trade any **【Diamond】** or virtual item (including for money or any other consideration or items of value whether inside or outside of the **【Ensemble Stars!!Music】** Services). **【Ensemble Stars!!Music】** and you recognize that any such attempted transfer will be null and void.”

## **Epic Games**

Doesn't permit account sharing nor making profits out of their service.

<https://www.epicgames.com/site/en-US/tos>

- ❑ “Users do not own their accounts, and gifting or otherwise transferring of accounts or access keys is prohibited.”

- ❑ “You must not reproduce, sell, or exploit for any commercial purposes any part of the Services, access to the Services or use of the Services or any services or materials available through the Services. Epic’s Fan Content Policy governs non-commercial use of such content.”

<https://www.epicgames.com/site/en-US/fan-art-policy>

- ❑ “1.3 All Fan Content must be appropriate for the audience of the Epic IP and consistent with the spirit and tone of the Epic IP (as determined by Epic). Fan Content must comply with applicable law, may not violate the rights of others, and must not be obscene, sexually explicit, defamatory, offensive, objectionable, or harmful to others.”

### **Everskies**

Doesn't permit account sharing, currency (excluding Stars and Stardust)/item selling nor cross trading.

<https://everskies.com/page/terms-of-service>

- ❑ “By purchasing Virtual Currency, Users acknowledge and understand that it may only be used within this Website for the purposes expressly authorized by the Owner within the framework of its Services. Users also acknowledge and agree that they may not transfer, purchase, sell, or exchange such Virtual Currency outside of the Service.”
- ❑ “Accordingly, Users may not sublicense, trade, sell or attempt to sell Virtual Currency for money, or exchange Virtual Currency for value of any kind outside of the dedicated offering provided by the Owner through this Website. Any such prohibited use or transaction shall be considered null and void and could result in legal action being taken against the User.”

<https://everskies.com/page/code-of-conduct>

- ❑ “Selling accounts, items or currency for real life money or goods from other websites is not allowed. Under no circumstances should the user attempt to trade or sell their username or account for virtual currency , real currency or other goods. Accounts should not be shared either. Art or commissions cannot be sold or bought for real-life currency or any other virtual goods / currency from any other sites. The only currency that is allowed is Stars or Stardust on Everskies. These offenses will result in a ban.”

### **Facepunch (Rust)**

Doesn't permit account sharing nor using their service for commercial purpose.

<https://facepunch.com/legal/tos>

- ❑ “Use of Facepunch Services. Your use of the Facepunch Services is for you alone, so you cannot give, ‘sell’, lend, gift, assign, sub-license or otherwise transfer it to someone else.”
- ❑ ... “you must NOT:”
  - ❑ “i. Personal Enjoyment only: use the Facepunch Services for any commercial purposes (unless permitted in the Fan Content Guidelines ([www.facepunch.com/legal/ugc/](http://www.facepunch.com/legal/ugc/)) or Modding Guidelines ([www.facepunch.com/legal/modding](http://www.facepunch.com/legal/modding))) or political purposes;”
  - ❑ “ii. Restricted Access: attempt to copy, rent, steal, sell, lend, lease, sublicense, distribute, publish or publicly display the Facepunch Services;”
  - ❑ “v. Cheating: create, use, make available and/or distribute cheats, exploits, automation software, robots, bots, hacks, spiders, spyware, scripts, trainers, extraction tools, mining or other software that interact with or affect the Facepunch Services in any way. Mods are OK as long as they follow these rules, the Fan Content Guidelines ([www.facepunch.com/legal/ugc/](http://www.facepunch.com/legal/ugc/)) and the Modding Guidelines ([www.facepunch.com/legal/modding](http://www.facepunch.com/legal/modding)).”
  - ❑ “7.3. What are the legal requirements regarding Virtual Goods? Virtual Goods are digital items only with no cash-value or real world existence and they generally cannot be ‘bought’, ‘sold’, gifted, transferred, traded or redeemed in any way. There may be some platforms where the Virtual Goods do have some limited transfer rights, which will be explicitly authorised and permitted by Facepunch and the relevant platform (e.g. via the Steam marketplace). In legal terms, you receive a limited, non-exclusive, non-assignable, non-transferable, non-sub-licensable, revocable licence to use Virtual Goods solely for your personal entertainment and non-commercial use in the relevant Facepunch Service (except where explicitly authorised and permitted by Facepunch and the relevant platform), but Facepunch remains the legal owner of Virtual Goods at all times.”

## Fall Guys

Doesn't permit account sharing nor boosting.

<https://www.fallguys.com/en-US/legal/eula>

- ❑ “You may not share your Account with others and are solely responsible for keeping the login credentials to your Account confidential.”
- ❑ “You shall not, and shall not attempt to, do any of the following:”

- ❑ “Sell, rent, lease, share or provide access to your Account to anyone else, or use another user's Account.”
- ❑ “Sell, buy, trade or otherwise transfer or offer to transfer your Account, any personal access to our Services, or any Content associated with your Account, including Virtual Features, either within our Services or on a third-party website, or in connection with any out-of-game transaction.”
- ❑ “Engage in any other activity that significantly disturbs the peaceful, fair and respectful gaming environment of our Services.”

### **Firehouse Subs**

Doesn't permit account sharing.

<https://www.firehousesubs.com/legal/>

- ❑ “You must not, and agree not to divulge your Password or the Username and/or other account information to any third party, except as directed in accordance with security policies and procedures that we may establish from time to time.”

### **Fortnite**

Doesn't permit account sharing, trading/selling of goods nor wagering.

<https://www.epicgames.com/fortnite/en-US/eula?lang=en-US>

- ❑ “You may not do or attempt to do any of the following with respect to the Software or any of its parts:”
  - ❑ “(c) sell, rent, lease, license, distribute, or otherwise transfer it.”
  - ❑ “(i) behave in a manner which is detrimental to the enjoyment of the Software by other users as intended by Epic, in Epic's sole judgment, including but not limited to the following – harassment, use of abusive or offensive language, game abandonment, game sabotage, spamming, social engineering, scamming, running or using methods which are not authorized by Epic and which interfere with the outcome and/or the course of the Software (including Cheats, bots, scripts, or mods not expressly authorized by Epic) by giving you and/or another user an advantage over other players who do not use such methods, or making or otherwise contributing to such unauthorized software.”
- ❑ “You may not transfer, sell, gift, exchange, trade, lease, sublicense, or rent Game Currency or Content except within the Software and as expressly permitted by Epic.”

<https://www.epicgames.com/fortnite/competitive/en-US/news/fortnite-competitive-rules-clarifications>

- ❑ “prohibit any promotion-of or engagement-in betting, wagering, or gambling associated with Epic Games products.”

In <https://www.epicgames.com/fortnite/en-US/vbuckscard>, an [image](#) on a pop-up message from hovering the (?) icon partially shows this term; this seems to apply to gift cards being sold in some retailers. The whole words may be found [here](#):

- ❑ “Card can't be returned, reloaded, refunded, redeemed for cash, exchanged, or resold except as required by law.”

## Forza Horizon

Doesn't permit account sharing under [Xbox](#) ToS, account selling nor item-selling.

<https://support.forzamotorsport.net/hc/en-us/articles/360035563914-Forza-Enforcement-Guidelines>

- ❑ “Selling or purchasing in-game content/accounts (including but not limited to; credits, wheel spins, experience, and cars) for real-life money is a severe violation of the Terms of Use and will result in a permanent suspension of both the account and device.”

## Funimation

Doesn't permit account sharing.

<https://www.funimation.com/terms-of-use>

- ❑ “You will not sell, transfer, or assign your account or any account rights.”

## Garena

Doesn't permit account sharing, modding nor trading/selling of goods.

<https://www.garena.sg/terms>

- ❑ “4.2 You agree not to:”
  - ❑ “(h) use the Services for any commercial purpose or the benefit of any third party or any manner not permitted by the licenses granted herein;”
  - ❑ “(s) use any modified, hacked, or other unauthorized version of the Services, including to cheat, gain unfair advantage relative to other Users, or for any other purpose;”
  - ❑ “(aa) attempt to sell or transfer your Account or any associated Virtual Currency and/or Virtual Items to any third party in any manner;”
- ❑ “6.2 Your Account is non-transferable and only for your personal use. You may not authorize any third parties to access or use your Account for any purpose whatsoever or try to transfer the Account or associated Virtual Currency and/or Virtual Items to any third party in any manner”

## Google Play

Doesn't permit account sharing.

<https://play.google.com/about/play-terms/index.html>

- ❑ “Unauthorized Access to Accounts. You must keep your account details secure and must not share them with anyone else. You must not collect or harvest any personal data of any user of Google Play or of any user of other Google Services via Google Play, including account names.”

## Grammarly

Doesn't permit account transferring nor botting.

<https://www.grammarly.com/terms>

- ❑ “In addition, you may not:”
  - ❑ “d. transfer to any third party any of your rights under this Agreement (except to the extent that an Enterprise Subscriber may permit such number of Authorized Users as has been agreed between the Enterprise Subscriber and Grammarly to access and make use of the Site, Services and Software);”
  - ❑ “e. access or use the Services, Software or Grammarly IP for the benefit of any third party (except to the extent that Authorized Users may access and make use of the Site, the Services and the Software solely for the internal business purposes of their Enterprise Subscriber);”
  - ❑ “k. automate access to the Site or the Services, including, without limitation, through the use of APIs, bots, scrapers or other similar devices;”

## HQ Trivia

Doesn't permit account sharing, using/having multiple accounts nor cheating.

<https://hqtrivia.com/legal/tou.html>

- ❑ “b. By way of example, and not as a limitation, you shall not (and shall not permit any third party to) either (a) take any action or (b) upload, download, post, submit or otherwise distribute or facilitate distribution of any Content on or through the Service, including without limitation any User Content, that:”
  - ❑ “iii. uses screen reader technology, algorithms, or any other automated technological means to interpret, analyze, research, or gain information about a question or submit an answer to a question;”

- ❑ “v. illicitly manufactures Extra Lives or other benefits by providing inaccurate information, buying or selling such benefits, creating multiple accounts, or other means;”
- ❑ “vi. results in the creation or operation of multiple user accounts;”
- ❑ “xii. results in the sale or transfer of your Account;”

<https://hqtrivia.com/legal/rules.html>

- ❑ “An entrant or winner may be disqualified from the Contest if he or she fails to comply or has previously failed to comply with any provision of these Official Rules or the Sponsor’s Terms of Use, as determined in the sole discretion of the Sponsor. Sponsor, in its sole discretion, may disqualify you from a Contest, refuse to award Prizes and require the return of any Prizes, or suspend, limit, or terminate your account if you engage in conduct Sponsor deems, in its sole discretion, to be improper, unfair, fraudulent or otherwise adverse to the operation of Contests or in any way detrimental to other users. Improper conduct includes, but is not limited to: Falsifying personal information, including payment information, required to claim a Prize; violating eligible payment method terms, including the terms of any cash rewards payment card, violating any of these Rules, using unauthorized methods such as unauthorized scripts or other automated means; tampering with the administration of the Contest or trying to in any way tamper with the computer programs associated with the Contests; obtaining other entrants’ information and spamming other entrants; and any other form of abuse; or otherwise violating these Rules. You acknowledge that the forfeiture and/or return of any Prize shall in no way prevent Sponsor from informing the relevant authorities, and/or pursuing criminal or civil proceedings in connection with such conduct.”

## imvu

Doesn’t permit account sharing/selling, sale, cross-trade or giveaway of credits or locked-vcoins, nor wagering. Does not prohibit selling unlocked vcoins.

<https://en.imvu.com/next/policyhub/termservice/>

- ❑ “You may not sell, transfer, give, or otherwise surrender your account or account password to another party. You agree that you will not use other users' contact information gathered from this Service for commercial purposes and that you will not provide any other user's contact information to any third party.”
- ❑ “Credits are not redeemable for any sum of real world money or monetary value from IMVU at any time.”
- ❑ “You are hereby prohibited from reselling or distributing Credits outside of the Platform or for fiat money or other currency without the expressed written consent of IMVU.”

- ❑ “When you obtain VCOIN as part of the Service, the VCOIN is always “Locked VCOIN,” meaning that you may only access it through a “closed” digital account as part of the Service and it can only be redeemed as part of the Service in connection with certain products, services and features. Locked VCOIN has no cash value and is not redeemable for any sum of real world money or monetary value or virtual goods.”
- ❑ “You are hereby prohibited from reselling or distributing Locked VCOIN outside of the Platform or for fiat or currency without the expressed written consent of IMVU.”
- ❑ “you may be able to convert your Unlocked VCOIN to real world fiat currency, subject to the MSB’s terms and conditions.”
- ❑ “(viii) you will not use VCOIN for any illegal purpose or for any kind of wagering, betting or gambling either within or outside of the Platform; and”

## Instagram

Doesn’t permit account sharing nor social boosting.

<https://help.instagram.com/581066165581870>

- ❑ “You can't attempt to buy, sell, or transfer any aspect of your account (including your username) or solicit, collect, or use login credentials or badges of other users.”

<https://help.instagram.com/477434105621119>

- ❑ “Help us stay spam-free by not artificially collecting likes, followers, or shares, posting repetitive comments or content, or repeatedly contacting people for commercial purposes without their consent. Don’t offer money or giveaways of money in exchange for likes, followers, comments or other engagement. Don’t post content that engages in, promotes, encourages, facilitates, or admits to the offering, solicitation or trade of fake and misleading user reviews or ratings.”

<https://transparency.fb.com/policies/community-standards/spam/>

- ❑ “Do not:” ... “Attempt to or successfully sell, buy or exchange site privileges or product features, such as accounts, admin roles, permission to post, Pages, Groups, likes, etc., except in the case of clearly identified branded content, as defined by our Branded Content Policies.”

## IPVanish

Doesn’t permit account sharing.

<https://www.ipvanish.com/tos/>

- ❑ “Account sharing (e.g. allowing others to use your account information to access the Services) is not permitted.”

## Jagex (RuneScape)

Doesn't permit account sharing/selling, item/currency selling nor botting.

<https://www.jagex.com/en-GB/terms/rules-of-runescape>

- ❑ “Real World trading (RWT) means buying or selling in the real world, for real money, things that relate to Jagex accounts. This includes:
  - In-game items
  - In-game Gold (GP)
  - Account names

In addition, paying someone to play your account for you is covered by this rule.

Everything in RuneScape and Old School RuneScape, including the account(s) you use to play the game, are owned by Jagex. Players are given permission to use these accounts by Jagex. However, Jagex do not give permission to anybody to sell or buy things that relate to Jagex accounts.

- ❑ People also call this ‘botting.’ It means using software or hardware that can help you play the game with the software or hardware doing things for you that you should be doing yourself. Our games are meant to be played by humans - if you cheat, you are likely to be banned, even if it is the first time you have broken the rules.
- ❑ Players must not share, transfer or lend their account to anyone else. You may have as many game accounts as you like, but each account should only be used by the person who created it. All game accounts are the property of Jagex and players are only granted limited permission to use accounts. Nobody has our permission to sell accounts.

## Jetbrains

Doesn't permit account sharing/selling nor website content selling.

[https://www.jetbrains.com/legal/docs/agreements/jetbrains\\_account/](https://www.jetbrains.com/legal/docs/agreements/jetbrains_account/)

- ❑ “4.3. Without written JetBrains permission, You may not:” ... “4.3.3. distribute, sell, lease, rent, or relicense JetBrains Account Service to others;”

<https://www.jetbrains.com/legal/docs/toolbox/user/>

- ❑ “(B) You may not:” ... “(iii) provide a third party with access to the Product or your JetBrains Account, or the right to use the Product;”

<https://www.jetbrains.com/legal/docs/company/useterms/>

- ❑ “e) You may not distribute, sell, lease, rent, or relicense Website content to others.”

## **Kefir (Last Day On Earth: Survival)**

Doesn't permit account sharing/selling nor currency/item selling.

<https://www.kefircyprus.com/terms-of-service>

- ❑ “You may not:”
  - ❑ reproduce, duplicate, copy, sell, resell, or otherwise exploit the Services, in whole or in part, for any purpose without Kefir’s express written consent;”
- ❑ “Your Account is personal to you, and you may not rent, lease, sell, trade, gift, bequeath, or otherwise transfer it to anyone else.”
- ❑ “Virtual Currency and Virtual Items are not real currency, do not have monetary value, and may not be redeemed for legal currency, or items of value outside of the Services.”
- ❑ “Virtual Currency and Virtual Items obtained via the Service are provided to you under a limited, personal, revocable, non-transferable, non-sublicenseable license to use within the Service. You have no property interest, right or title in or to any Virtual Currency or Virtual Items appearing or originating in the Service, and they may not be transferred or resold in any manner, including, without limitation, by means of any direct sale or auction service.”

## **Kitka Games (Stumble Guys)**

Doesn't permit account sharing/selling, promoting mods (such as [Infinite Block Dash mod \[more ref\]](#) ), boosting/smurfing nor wagering.

<https://kitkagames.com/eula/>

- ❑ “You shall not (or attempt to) purchase, sell, rent or give away your Account, create an Account using a false identity or information, or on behalf of someone other than yourself; You shall not use the Service if you have previously been removed by Kitka Games, or previously been banned from playing any Kitka Games game.”
- ❑ “You agree that you will not, under any circumstances:”
  - ❑ “Use or take part (directly or indirectly) in the use of cheats, exploits, automation software, emulators, bots, hacks, mods or any unauthorized third-party software designed to modify or interfere with the Service, any Kitka Games game or any Kitka Games game experience.”
  - ❑ “Modify or cause to be modified any files that are a part of the Service or any Kitka Games game without Kitka Games express written consent.”
  - ❑ “Disrupt, interfere with or otherwise adversely affect the normal flow of the Service or otherwise act in a manner that may negatively affect other

users' experience when using the Service or playing Kitka Games games. This includes win trading and any other kind of manipulation of rankings, taking advantage of errors in the Service to gain an unfair edge over other players and any other act that intentionally abuses or goes against the design of the Service.”

- ❑ “Use any Kitka Games game for gambling, betting or any similar activity in which prizes or rewards can be won (directly or indirectly), including betting on the outcome of matches in which you participate as a player, irrespective of whether or not there is a fee or stake involved.”

### **Krafton**

Doesn't permit account sharing/selling, digital data/asset(ID, character, item, in-game currency) sale nor boosting.

<https://asia.battlegrounds.pubg.com/en/roc-steam/> (Xbox), (PS), (Stadia)

- ❑ “5) You are not allowed to generate any profit using the game service without prior approval from KRAFTON.”
- ❑ “Measures will be taken against the act of accessing accounts that are not in your possession and trading or selling the accounts or its game data without the company's written approval.”
- ❑ 12) Do Not Manipulate Match Results  
Strong penalties may be imposed on those who manipulate the results of the game in an unfair way, by taking unfair advantage in exchange for cash, goods and/or services, manipulating additional accounts in addition to their own account. Those who get caught may end up losing all acquired in-game items.

<https://asia.battlegrounds.pubg.com/ko/tos-website/>

- ❑ “회원은 다음 행위를 하여서는 안 됩니다.” ... “계정을 판매, 임대, 대여 또는 양도하거나, 담보권을 설정하거나, 제 3자에게 양도하는 행위”

<https://asia.battlegrounds.pubg.com/ko/tos-steam/> (Xbox), (PS), (Stadia)

- ❑ “회원은 다음 행위를 하여서는 안 됩니다.”... “게임 데이터(계정, 캐릭터, 게임아이템 등)를 유상으로 처분(양도, 매매 등)하거나 권리의 객체(담보제공, 대여 등)로 하는 행위”

<https://asia.battlegrounds.pubg.com/ko/tos-mobile/>

- ❑ “다음 각 호에 해당하는 행위를 해서는 안 됩니다.” ... “2. 회사가 제공하지 않는 서비스나 비정상적인 방법을 통해 사이버 자산(ID, 캐릭터, 아이템, 게임 머니 등)을 매매 또는 증여하거나, 이를 취득하여 이용하는 행위”

### **Krunker.io**

Doesn't permit account sharing, item/currency selling nor boosting.

<https://krunker.io/docs/terms.txt>

- ❑ “== DO WE SHARE ACCOUNT INFORMATION WITH THIRD PARTIES? ==
  - No. All of the information you provide us will be kept private.
  - No information is sold or provided to any third parties in any way.”
- ❑ “The resale of Krunkies or any Krunker related products and currencies is strictly prohibited. Any accounts involved in the purchase, sale or transaction of Krunkies outside of the official website will be terminated.”
- ❑ “Offering Boosting as a Service or having your account boosted. Will result in the termination of your account.”

### **Kukouri (Pixel Worlds)**

Doesn't permit account sharing, item/currency selling nor modding. Note that Pixel Worlds itself support two-way trades for both in-game currency and items (limited to 4 slots per trade, for each side).

[http://kukouri.com/tos\\_2016.html](http://kukouri.com/tos_2016.html)

- ❑ “You shall not sell, rent or give away your Account, create an Account using a false identity or information, or on behalf of someone other than yourself; You shall not use the Service if you have previously been removed by Kukouri, or previously been banned from playing any Kukouri game;.”
- ❑ “You shall not share the Account nor let anyone else access your Account or do anything else that might jeopardize the security of your Account.”
- ❑ “You agree that you will not, under any circumstances:” ... “Use cheats, exploits, automation software, bots, hacks, mods or any unauthorized third-party software designed to modify or interfere with the Service, any Kukouri Game or any Kukouri game experience or without Kukouri's express written consent, modify or cause to be modified any files that are a part of the Service or any Kukouri game.”
- ❑ “Other than as expressly authorized in the Service, you shall not sell, redeem or otherwise transfer Virtual Items or Merchandise to any person or entity, including but not limited to Kukouri, another user or any third party.”

### **Level5**

Doesn't permit account sharing nor IRL trading.

[https://auth.level5-id.com/user\\_registration\\_rule?locale=ja](https://auth.level5-id.com/user_registration_rule?locale=ja) (Eng)

- ❑ “本サービスの利用にあたり、次のいずれかの行為又はそのおそれがある行為を行ってはならないものとします。”
  - ❑ “本サービスのコンテンツ、機能、機能の操作、その他サービスに関する一切の事由について、現実の通貨で売買する行為”

- ❑ “他人のLEVEL5 IDを使用して本サービスを利用する行為”
- ❑ “一つのLEVEL5 IDを複数人で利用する行為”

### **Lilith Games (AFK Arena, Dislyte, Rise of Kingdoms)**

Doesn't permit account sharing nor IRL trading.

<https://www.lilith.com/termservice?locale=en-US>

- ❑ “You agree not to disclose your password to any third party or to allow any third party to use your Lilith Account,”
- ❑ “You cannot sell or transfer, or attempt to sell or transfer, Virtual Items or Virtual Currency, except only that where allowed you can exchange, within the Services, Lilith Applications, and Third-Party Applications, those Virtual Items and Virtual Currency that cannot be purchased with “real world” money (“Tradable Items”) for other Tradable Items so long as no money or anything of monetary value is paid or given for Tradable Items; any other purported or attempted exchange is strictly prohibited. Virtual Items and Virtual Currency may never be redeemed by you for “real world” money, goods, wares, merchandise, services, or anything of monetary value from Lilith or any other person.”
- ❑ “17.1 You agree not to do any of the following while using our Services, Lilith Content, or User Content:”
  - ❑ “17.1.10 Use our Services or Lilith Content for any commercial purpose or the benefit of any third party or in any manner not permitted by these Terms;”
  - ❑ “17.1.16 Create a Lilith Account for anyone other than yourself;”
  - ❑ “17.1.18 Use cheats, exploits, hacks, bots, mods or third-party software designed to gain an advantage, perceived or actual, over other Members, or modify or interfere with the Service;”
  - ❑ “17.1.21 Unsportsmanlike behavior. Account sharing, including but not limited to the sharing of username and password for others to login for you.”

### **Madfut**

Doesn't permit account sharing, botting, goods selling, cross-trading nor modding.

<https://www.madfut.com/termservice>

- ❑ “Additionally, you agree NOT to:”
  - ❑ “Use any automatic device, process, or means to access the Services for any purpose, including monitoring or copying any of the material on the Services”

- ❑ “Use any manual process to monitor or copy any of the material on the Services or for any other unauthorized purpose without our prior written consent”
- ❑ “Use any device, software, or routine that interferes with the proper working of the Services”
- ❑ “Sell Madfut’s Services or any of their parts, including but not limited to Virtual Currency or Virtual Items, user accounts, and/or access to user accounts to any party in exchange for real currency or items and/or services of monetary value”
- ❑ “Use or take part (directly or indirectly) in the use of cheats, exploits, automation software, emulators, bots, hacks, mods or any unauthorized third-party software designed to modify or interfere with the Services, any Madfut game or any Madfut game experience.”
- ❑ “Share your password or any credentials you may use to access your account with anyone”
- ❑ “Purchase, sell, rent, or give away your account, or otherwise make available your account to any third party; create an account using a false identity or information, or on behalf of someone other than yourself”
- ❑ “Disrupt, interfere with or otherwise adversely affect the normal flow of the Services or otherwise act in a manner that may negatively affect other users' experience when using the Services or playing Madfut’s games. This includes any kind of manipulation of rankings, taking advantage of errors in the Services to gain an unfair edge over other players and any other act that intentionally abuses or goes against the design of the Services”
- ❑ “Transferring Virtual Currency or Virtual Items outside the Services is strictly prohibited, meaning that you may not buy or sell Virtual Currency or Virtual Items for real money or otherwise exchange Virtual Currency or Virtual Items for items of value outside the Services.”
- ❑ “You may not use, copy, republish, download, modify, distribute, license, sublicense, decompile, disassemble, create a derivative work based on, or reverse engineer the software or other products, services, or processes accessible through our Services except as expressly authorized herein or in the applicable end-user license agreement.”

## Metin2

Doesn't permit account sharing nor goods selling.

<https://aqbserver.gameforge.com/enGB-Terms-2014-Metin2.html>

- ❑ “The user account may not be transferred or made available to other parties without the consent of Gameforge.”
- ❑ “Under no circumstances may the user” ... “c) buy or sell virtual articles originating from the Gameforge Services from third parties in return for real means of payment, nor may he exchange these goods or attempt to negotiate any of the aforementioned transactions unless this is permissible in the individual case. This also includes all actions equivalent to the aforementioned prohibited activities.”

## miHoYo

Doesn't permit account sharing nor item selling.

Related: [Cognosphere](#)

<https://honkaiimpact3.mihoyo.com/global/en-us/terms>

- ❑ “An account is unique as well as important to every user. You shall neither transfer or otherwise make available your Account information to any third parties, nor use other user(s)' Account(s) at any time. If you sell your Account or other related information, miHoYo reserves the right to take action, including terminating your Account immediately without any refund.”
- ❑ “You agree that you may not, either directly or indirectly, do or attempt to do any of the following with respect to any or all of miHoYo Services:” ... “(vi) sell, lease, rent, license, sublicense, or otherwise use for a commercial purpose;”

## Minecraft

Doesn't permit account sharing, game reselling, distributing modded/hacked client/server software, nor distributing “Mods” with any charge.

<https://www.minecraft.net/en-us/terms>

- ❑ “Do not redistribute our games or any alterations of our games or game files.”
- ❑ “You can only use this Website and its content for your personal use. Your permission to use this Website is personal to you, so you can't give it to anyone else.”
- ❑ “Do not do anything that would harm or damage our name, brand, or assets (for example: gambling, pornography, violence, terrorism, or other unsafe/mature content)”
- ❑ “If you comply with and follow the Essential Requirements (in the Brand and Asset Usage Guidelines) and Naming Guidelines above, YOU MAY distribute or make available plug-ins and other bits and pieces of extended functionality etc. that you create (together, "Mods") for free and without any charge, but not if the purpose of your Mod is to advertise or promote other products or services (see

the section below on Building Promotions with Minecraft). By "Mods," we mean something original that you created that doesn't contain a substantial part of our copyrightable code or content. We have the final say on what constitutes a Mod and what doesn't. When you combine your Mod with the Minecraft software, we will call that combination a "Modded Version" of the Game. You MAY NOT distribute any Modded Versions of our Game or software, though you may distribute Mods. You may make money from Mods as described below in the section, "Servers and Hosting."

- ❑ "You may make money by charging for access to your server by:"
  - ❑ "Selling entitlements that affect gameplay provided they don't ruin other players' experience or give a competitive advantage in the game"
  - ❑ "Selling and using in-game virtual currencies as long as they:"
    - ❑ "Have no real-world value and can't be cashed out, used, transferred across other servers, or converted into any other real-world currency"

<https://www.minecraft.net/en-us/eula>

- ❑ "However, you must not distribute anything we've made unless we specifically agree to it. By "distribute anything we've made" what we mean is:"
  - ❑ "give copies of our game software or content to anyone else;"
  - ❑ "make commercial use of anything we've made;"
  - ❑ "try to make money from anything we've made; or"
  - ❑ "let other people get access to anything we've made in a way that is unfair or unreasonable."
- ❑ "And so that we are crystal clear, "the game" or "what we have made" includes, but is not limited to, the Services, plus any other games we might publish in the future. It also includes updates, patches, downloadable or Marketplace content, add-ons, or modified versions of a game, part of those things, merchandise, audio-visual content, or anything else we've made."
- ❑ "If you've bought Minecraft: Java Edition, you may play around with it and modify it by adding modifications, tools, or plugins, which we will refer to collectively as "Mods." By "Mods," we mean something original that you or someone else created that doesn't contain a substantial part of our copyrightable code or content. When you combine your Mod with Minecraft: Java Edition, we will call that combination a "Modded Version" of the game. We have the final say on what constitutes a Mod and what doesn't. You may not distribute any Modded Versions of our game or software, and we'd appreciate it if you didn't use Mods for griefing. Basically, Mods are okay to distribute; hacked versions or Modded Versions of the game client or server software are not okay to distribute."

- ❑ “Any Mods you create for Minecraft: Java Edition from scratch belong to you (including pre-run Mods and in-memory Mods) and you can do whatever you want with them, as long as you don't sell them for money / try to make money from them and so long as you don't distribute Modded Versions of the game. Remember that a Mod means something that is your original work and that does not contain a substantial part of our code or content. You only own what you created; you do not own our code or content.”

### **Miniclip (8 Ball Pool)**

Doesn't permit account sharing nor item/currency selling.

<https://www.miniclip.com/games/page/en/terms-and-conditions/#login-details>

- ❑ “Fair gameplay is important to Miniclip. You therefore agree not to share your user name and password with any other user or third-party, or knowingly carry out any activity which enables a third-party to access or use your account. If we believe, acting in our discretion, that your account is used by more than one person, we reserve the right to suspend or terminate or cease to support your account without liability.”

<https://www.miniclip.com/games/page/en/terms-and-conditions/#vi-permission>

- ❑ “By buying Virtual Items, you agree not to:”
  - ❑ “transfer Virtual Items between accounts or between you and any other person, except for any Miniclip authorized and enabled transfers between games”
  - ❑ “transfer or attempt to transfer Virtual Items between two or more accounts in any way; or”
  - ❑ “transfer Virtual Items between accounts by any means that attempts to bypass normal playing rules or that is contrary to the general purpose of a game (for example: by using one account to intentionally lose a game to another account for the purpose of transferring credits between the accounts).”
- ❑ “We do not permit third parties to give or sell Coins and other Virtual Items outside of our games. Accordingly, as a condition to playing our games, you agree not to receive, purchase and/or use Coins or Virtual Items from such third parties. Any unauthorised Coins or Virtual Items that you purchase are subject to forfeiture at any time.”

### **Mobile Legends: Bang Bang**

Doesn't permit account sharing/selling nor selling virtual currency.

<https://www.mobilelegends.com/en/info/3?policy=1>

- ❑ “4.1 You may create an account of our Service when you use it. If you choose use the Service as a “visitor”, we may automatically create a visitor account for you in accordance with your Device ID and other information. In the event of you create an account of the Service, you agree that you shall take necessary steps to protect your data of account, including but not limited to the account password, keep it secret, cannot share or transfer it to anyone else.”
- ❑ “6.1 Your purchase of Virtual Currency is final and is not refundable, exchangeable, transferable, except in Moonton’s sole discretion. You may not purchase, sell, or exchange Virtual Currency outside the Service. Doing so is a violation of the Terms and may result in termination of your account with the Service and/or legal action.”

## **MovieStarPlanet**

Doesn’t permit account sharing nor selling.

<https://moviestarplanet.zendesk.com/hc/en-ca/articles/213892145-Terms-Conditions>

- ❑ “Do not share your password and do not ask another User for their password. MovieStarPlanet never asks Users for their password, and Users should never reveal their MovieStarPlanet password in any forum, either in-game or outside of the website. You are not allowed to sell your account or give it away.”
- ❑ “In-game currency cannot be transferred to another User and have no cash value. Therefore, Users cannot redeem or be granted a monetary refund for unused StarCoins or other in-game currency from MovieStarPlanet.”
- ❑ “Virtual Goods represent a limited license right governed by these terms and conditions and are not redeemable for any sum of money or monetary value from MovieStarPlanet at any time.”
- ❑ “MovieStarPlanet games, websites, etc. are owned by MovieStarPlanet. MovieStarPlanet websites are for individual, non-commercial, non-transferable entertainment use only. Subject to User's compliance with the terms and conditions, MovieStarPlanet grants Users a personal, non-exclusive, non-transferable, limited right and license. This enables Users to enter and play on the MovieStarPlanet websites.

All rights and content on MovieStarPlanet websites are reserved and owned by MovieStarPlanet. Individuals are not permitted to use any MovieStarPlanet material, such as movie stars, movie star clothes, and items, logos, icons, backgrounds, background music, etc. for commercial purposes outside of the MovieStarPlanet websites. This means that users may not copy, distribute, sell, publish, send or otherwise recirculate MovieStarPlanet material to a third party without the written consent of MovieStarPlanet. Individuals may not change,

revise or replace any material found on the website, neither partly nor in its entirety.”

## **Naraka**

Will very likely not permit selling accounts.

<https://www.narakathegame.com/guide/instruction/privacypolicy.html>

- ❑ “3.3 By playing our Game, you agree that you will not:”
  - ❑ “3.3.1 except for a necessary backup for playing our Game, reproduce, duplicate, copy, sell, resell or exploit for any commercial purposes, any portion of our Game;”
  - ❑ “3.3.4 use our Game for any purpose other than a reasonable person is likely to believe is within the spirit of playing, specifically including without limited to commercial purposes;”

## **NetEase (Identity V)**

Doesn't permit selling accounts, botting, boosting nor item/currency selling.

<https://ir.netease.com/privacy-policy-terms-and-conditions>

- ❑ “You shall not reproduce, duplicate, copy, sell, resell or exploit for any commercial purposes, any portion of the Service, use of the Service, or access to the Service.”

[https://unisd.update.netease.com/html/latest\\_v30.html](https://unisd.update.netease.com/html/latest_v30.html) (Identity V refers this in-game)

- ❑ “2.2 You agree that you will make necessary efforts to protect your account information and keep it confidential. You agree that you may not transfer your account as well as any of your rights or obligations under this Agreement to anyone else or share your account information with others without our prior consent.”
- ❑ “3.3 By playing our Game, you agree that you will not:”
  - ❑ “3.3.1 except for a necessary backup for playing our Game, reproduce, duplicate, copy, sell, resell or exploit for any commercial purposes, any portion of our Game;”
  - ❑ “3.3.3 use cheats, automation software (bots), hacks, mods or any other unauthorized third-party software designed to modify any part of the Game, collect any information of the Game or connect to the Game including but not limited to simulating game user operations, changing the operating environment, modifying data to disrupt other users’ game experience through the employment of external software, including but not limited to scripts (robots), plug-ins, button wizard software or

third-party tools (e.g. the multi-open function under the simulator, synchronizer, record macro, keyboard mapping, cloud phone etc.); ;”

- ❑ “3.3.4 use our Game for any purpose other than a reasonable person is likely to believe is within the spirit of playing, specifically including without limited to commercial purposes;”
- ❑ “3.3.8 Unless otherwise specified, transfer virtual currencies such as gold coins and points ("Virtual Money") or items or services for use within our Game ("Virtual Goods") in any way once you purchase it, including but not limited to attempting to trade the Virtual Money and/or Virtual Goods within our Game with real money/real items via any third party platforms, or attempting to provide mediation, intermediary, or agency service for such trade in or outside our Game (collectively “RMT”), including, but not limited to spamming, spreading RMT advertisements by any means within or outside our Game, and conducting RMT via any in-game functions, etc..”

## Netflix

Doesn't permit account sharing beyond the household nor using it for commercial purposes.

<https://help.netflix.com/legal/termsofuse>

- ❑ “4.2. The Netflix service and any content accessed through the service are for your personal and non-commercial use only and may not be shared with individuals beyond your household unless otherwise allowed by your subscription plan. During your Netflix membership we grant you a limited, non-exclusive, non-transferable right to access the Netflix service and Netflix content. Except for the foregoing, no right, title or interest shall be transferred to you. You agree not to use the service for public performances.”

## Nexon

Doesn't permit account selling, item selling, cross-trading nor hosting private servers.

<https://member.nexon.com/policy/stipulation.aspx> (Newest)

- ❑ “① 회원은 회사가 제공하는 게임서비스 등을 이용함에 있어 다음 각 호의 행위 또는 다음 각호에 해당하는 내용을 목적으로 하거나 의도하는 행위를 하여서는 안됩니다.”
  - ❑ “2. 다른 회원의 계정, 게임 ID 및 비밀번호를 도용하거나 부정하게 사용하는 행위” -> “Stealing or falsely using another user's account, game ID and password”

- ❑ “3. 회사가 제공하지 않는 게임서비스나 비정상적인 방법을 통해 게임서비스 등 내 데이터{ID, 캐릭터, 아이템, 게임머니 등}를 유상으로 처분(양도, 매매 등) 증여 또는 타 게임서비스 등의 데이터와 교환하거나 권리의 객체(담보제공, 대여 등)로 하는 행위” -> “Disposing (transferring, selling, etc.) the data{ID, character, item, in-game currency, etc.} within game service and etc. for a fee, trading it for other game service, or using it as the object of rights(providing collateral, lending, etc.) through unusual method or game service not provided by the company”

<https://www.nexon.com/main/en/legal/tou>

- ❑ “You may not modify, copy (except for a single backup copy and transient copying required to operate the Services), distribute, transmit, display, perform, reproduce, publish, create derivative works from or adapt, sell, rent, lease, sublicense, or otherwise transfer or make available the Services or any portion thereof. Without limiting the generality of the foregoing, you agree that you have no right to sell or otherwise transfer any of the virtual items, virtual currency, points, or any other content or information from the Services, in whole or in part, on internet auction sites (such as eBay or IGE), hack sites, private server sites, gold farming sites, or any other third-party sites or services or in return for anything of value (whether real money or otherwise).”
- ❑ “We do not recognize or allow the transfer of accounts between players. You may not, and may not offer to, purchase, sell, gift, or trade any account. Any such attempt shall be null and void and may result in the termination and forfeiture of the account.”
- ❑ “prohibited conduct includes the following, subject to applicable law:”
  - ❑ “Selling, advertising, or posting information on hacks, private servers (including sources thereof), or gold farming for the Services.”

## Niantic

Doesn't permit account selling/trading, currency/item selling nor cross trading.

<https://nianticlabs.com/terms/en/>

- ❑ “Cheating includes any action that attempts to or actually alters or interferes with the normal behavior or rules of a Service. Cheating includes, but is not limited to, any of the following behavior, on your own behalf or on behalf of others:” ... “Selling or trading accounts.”
- ❑ “but Trading Items can never be sold, transferred, or exchanged for Virtual Money, Virtual Goods, “real” goods, “real” money, or “real” services, or any other consideration from us or anyone else.  
You agree that you will only obtain Trading Items from other Account holders and through means provided by Niantic, and not through any third-party

platform, broker, or other mechanism, unless expressly authorized. Any such sale, transfer, or exchange (or attempt to do so) is prohibited and may result in the termination of your Account or cancellation of such Trading Items.”

- ❑ “Virtual Money may be redeemed only for Virtual Goods and can never be sold, transferred, or exchanged for “real” money, “real” goods, or “real” services from us or anyone else. You agree that you will only obtain Virtual Money and/or Virtual Goods from us and through means provided by us, and not from any third party unless expressly authorized. Once you acquire a license to Virtual Money or Virtual Goods, you may not transfer them to another individual or account. Any such sale, transfer, or exchange (or attempt to do so) is prohibited, is a violation of these Terms and may result in cancellation of such Virtual Money or Virtual Goods or the termination of your Account.”

<https://nianticlabs.com/guidelines/en/>

- ❑ “Unfortunately, methods of cheating are limited only by cheaters’ imaginations, and include the following:”
  - ❑ “sharing accounts,”
  - ❑ “buying or selling in-game currency or items on third-party platforms,”
  - ❑ “buying/selling/trading accounts,”

### **Ninja Kiwi (Bloons)**

Doesn’t permit account sharing nor item/currency selling.

<https://ninjakiwi.com/terms>

- ❑ “i. You shall not share, copy, clone, gift, trade, barter, sell, or in any other way exchange your Ninja Kiwi Login or game data with any other person or entity, and you understand that any such activity will lead to segregation and/or suspension of your Ninja Kiwi account; and”
- ❑ “Virtual currency and items are non-transferrable to any other Application, Service, website, or anywhere else. Virtual currency, virtual items, and player progress are not redeemable for any monetary value from Ninja Kiwi, any third party service, or any other entity. You agree not to sell, exchange, or attempt to transfer virtual currency, virtual items, or player progress, and any such actions will not be tolerated by Ninja Kiwi and will lead to suspension of your Ninja Kiwi account.”

### **Nintendo**

Doesn’t permit account sharing/transferring nor item selling.

<https://accounts.nintendo.com/term/eula/US?lang=en-US>

- ❑ “Subject to the terms of this Agreement, Nintendo grants you a non-exclusive, non-transferable, revocable license to use the Nintendo Account Services solely for your personal and non commercial use. You are not allowed to lease, rent, sublicense, publish, copy, modify, adapt, translate, reverse engineer, decompile or disassemble all or any portion of the Nintendo Account Services without Nintendo's written consent, or unless otherwise expressly permitted by applicable law.”
- ❑ “Your Nintendo Account may not be transferred to another person. If you sell or transfer your Nintendo device or smart device, you must unlink your Nintendo Account from the device and any on-device Nintendo Account Services.”
- ❑ “Digital Items cannot be sold or transferred to a third party (unless a transfer is permitted within the Nintendo Account Services) and cannot be exchanged for or converted to cash or legal tender or for any goods or services outside of the Nintendo Account Services.”

<https://www.nintendo.com/code-of-conduct/>

- ❑ “**Play by the rules.** We ask that you use our software, services, and systems as they were intended to be used. Please don’t attempt to impair or get around measures in place to protect our software, services and content, or promote or engage in any other form of harmful, unauthorized, fraudulent or illegal behavior. Don’t create, share, or play unauthorized copies of our products or services, and don’t cheat.”
- ❑ “**Keep your account to yourself.** Remember that your personal information and purchases are yours alone. Don’t sell, trade or otherwise transfer your purchases or user account to anyone.”

[https://www.nintendo.com/sg/support/switch/eula/usage\\_policy.html](https://www.nintendo.com/sg/support/switch/eula/usage_policy.html)

- ❑ “You may not use the Software for commercial purpose.”
- ❑ “You may not illegally modify this Nintendo video game system itself, its peripheral equipment or the Software, or may not use any peripheral equipment of this Nintendo video game system or any software which are not authorized by Nintendo.”

<https://www.nintendo.com/us/terms-of-use/>

## NordVPN

Doesn’t permit account sharing.

<https://my.nordaccount.com/legal/terms-of-service/>

- ❑ “You agree to accept responsibility and are solely responsible for any and all usage and activities that occur under your Account or password, including, but not limited to, use of the Account by any other person, whether or not authorized by you. You are responsible for maintaining the confidentiality of your

Account and its password, and for restricting access to your Account by any other party. To protect your Account, keep your password confidential. Do not reuse your Account password with other services. You agree to immediately notify us of any unauthorized use of your Account or password.”

- ❑ “You agree that you shall not yourself and/or enable others to:”
  - ❑ “sublicense, sell, resell, transfer, assign, distribute, or otherwise commercially exploit or make available to any third party the Services, Subscription, and/or Account in any way;”

## **Paradox**

Doesn't permit account sharing, in-game currency/item selling nor boosting.

<https://legal.paradoxplaza.com/terms-of-use>

- ❑ “These Terms of Use constitute a legal agreement between you (hereinafter sometimes referred to as “you” or “User”) and Paradox Interactive (publ) AB and its subsidiaries and affiliates (“Paradox,” “we” or “us”) regarding your use of the Paradox Account service (the “Service”) in relation to Paradox’s web sites, including [www.paradoxplaza.com](http://www.paradoxplaza.com), <https://forum.paradoxplaza.com/> and [www.paradoxinteractive.com](http://www.paradoxinteractive.com), Paradox’s community forums, any mod tools provided by Paradox or its affiliates, and Paradox’s computer and interactive games and other applications.”
- ❑ “You are granted a personal, limited, non-transferable, non-exclusive license to access the Service, provided that you do not and do not facilitate any third party to:”
  - ❑ “D) Exploit the Game, the Services or any of its parts for any commercial purpose, other than as permitted under the EULA, including without limitation: (a) use at a cyber café, computer gaming center or any other location-based site; (b) for gathering Additional Services, including in-game currency, items or resources for sale outside the Game; and/or (c) performing in-game services in exchange for payment outside the Game, e.g., power-leveling;”

## **Pixel Gun 3D (LIGHTMAP LIMITED)**

Doesn't permit account sharing, in-game currency/item selling nor modding.

<https://pixelgun3d.com/>

- ❑ “• all Accounts, including Account names and any player’s identification tools. Any use of the Account must be in accordance with the interests of LIGHTMAP. LIGHTMAP does not allow the transfer of Accounts. You cannot purchase, sell, gift and otherwise assign the Account, and also offer any Account to purchase,

sell, gift or any form of assignment, and any such attempt will be void and may lead to the termination of the Account;”

- ❑ “LIGHTMAP may offer you the ability to purchase a limited license to use intra-project values (hereafter and everywhere - “Intra-Project Values”); and/or purchase a limited license with Intra-Project Values, to virtual objects made available by LIGHTMAP in the Project (hereinafter and everywhere - “Virtual Items”). If LIGHTMAP offers the ability to purchase or earn such licenses, LIGHTMAP shall grant you a non-exclusive, non-transferable, revocable, limited right and license to use such Intra-Project Values or Virtual Items, as applicable. These right and license are only valid for your personal, non-commercial use exclusively in the Project, subject to the provisions of these Terms and your compliance therewith.

Intra-Project Values may only be redeemed for Virtual Items for use in the Project and neither Intra-Project Values or Virtual Items are redeemable for money, anything of monetary value, or for any monetary equivalent from LIGHTMAP or any other person or entity, except as otherwise required by applicable law. Intra-Project Values and Virtual Items do not have an equivalent value in real currency and do not act as a substitute for real currency. Neither LIGHTMAP nor any other person or entity has any obligation to exchange Intra-Project Values or Virtual Items for anything of value, including, but not limited to, real currency. You acknowledge and agree that LIGHTMAP may engage in actions that may impact the intra-project attributes or perceived value of Intra-Project Values and/or Virtual Items at any time, except as prohibited by applicable law. LIGHTMAP, in its sole discretion, may impose limits on the amount of Intra-Project Values that may be purchased, earned, or redeemed.”

<https://pixelgun3d.com/private-notice.html>

- ❑ “Using third-party software or manipulating your connection to our servers to gain unfair advantages or resources is considered a severe offense. By altering game functionality, third-party software aims to provide unfair advantages while putting your account and privacy at risk.”... “Trying to gain an unfair advantage by using prohibited 3rd party software will result in a permanent ban for any offending account(s).”

## **PlayStation**

Doesn't permit account/subscription/code sharing, item (including voucher codes) selling nor reselling.

<https://www.playstation.com/en-us/network/legal/terms-of-service/>

- ❑ “**2.3. PSN Content** includes the games, music, movies, services (including **PSN Services** and Third-party Services), virtual currency, vouchers, virtual communities, and other digital products or content through PSN. Availability of PSN, its features, and its Content, varies depending on which PlayStation Device or other device you are using to access PSN, and is subject to change at any time. Some PSN Content and features may not be available or supported in your country or language. Additional purchases may be required to access certain PSN Content or features.”
- ❑ “5.9. Do not share, buy, sell, rent, sub-license, trade, transfer, phish for or harvest any accounts, account details, or other account credentials.”
- ❑ “**5.13.** Do not make available any cheats, technological measures, or other methods designed to enable or encourage any collection, selling, or trading of PSN Content, including any virtual currency, goods, or effects such as coins, points, tokens, gold, gems, weapons, vehicles, buffs, power-ups, trophies, rewards, or badges (“**Virtual Items**”). Do not create or participate in any exploitation of price differences of Virtual Items by any means (for example, between real money currency prices).”
- ❑ “You may not share your subscription with other Accounts, including associated Child Accounts.”
- ❑ “Unless otherwise stated, product codes may be used once only by the recipient and may not be transferred or sold to any other person.”
- ❑ “8.4. No Resale or Commercial Use. You must be an end user to purchase from PlayStation Store. Resellers, as determined by us in our sole discretion, are prohibited. When you order Content from PlayStation Store, you buy a personal license to use that Content for private, non-commercial use. That license is not transferable unless your local applicable laws say it must be. This means you can use a Product in the ways described in the license, but do not own the Product.”

<https://direct.playstation.com/en-gb/terms-of-purchase>

- ❑ “To make a purchase from PS Direct, you: 3.4.1 must be a consumer. You are not permitted to purchase products from PS Direct if you intend to use, distribute, licence or resell the products for business or commercial purposes;”

<https://direct.playstation.com/en-us/terms-of-service>

- ❑ “4. NO RESELLERS  
You must be an end user to purchase from PlayStation Direct. Resellers, as determined by us in our sole discretion, are not eligible to purchase.”

<https://www.playstation.com/en-us/support/store/redeem-ps-store-voucher-code/>

- ❑ “PlayStation Store Voucher Restrictions

...

It is not possible to transfer funds or content between accounts, so make sure to redeem your code on the correct account.”

## **Pokemon**

Doesn't permit account sharing, promoting commercial activities through their own service, nor hacking/cheating.

<https://www.pokemon.com/us/terms-of-use/> (Pokemon Home refers to this)

- ❑ “5. USER RIGHTS AND RESTRICTIONS. These Terms grant permission to you, in your individual capacity, to use the content of Service made available to you for personal, noncommercial home use only. In no instance may you:”
  - ❑ “(iii) Use, or facilitate the use of, any unauthorized third-party software (e.g. bots, mods, hacks, and scripts) to modify or automate operation within the Service whether for yourself or for a third party.”
  - ❑ “(viii) Use any Service for the benefit of any third party or transfer access to the Services to any third party;”
  - ❑ “(ix) Use the Service or content for commercial purposes, including, but not limited to: (a) selling access to all or part of the Service; or (b) placing advertising, sponsorships, or promotions on or within the Service or content;”
  - ❑ “(xii) Take any action to cause, or exploit, known or latent malfunctions, bugs or other defects in the Service or system used to operate the Service; or”
- ❑ “We may, at various times, permit you to use "real world" money to buy Virtual Content. "Virtual Content" is a generic term for the products and services available to users free of charge, via code card redemption, or for purchase within the Service which may be used within the Service to access certain features, functions, and other Virtual Content. Virtual Content includes but is not limited to, virtual items like digital trading cards; deck sleeves; and coins; as well as in-Service Virtual Currency like Gems, Tickets, and Trainer Tokens ("Virtual Currency"). Certain features in the Services may be unavailable if not purchased.  
...  
Virtual Content may not be transferred or resold in any manner not explicitly permitted by us. We may terminate your license to Virtual Content at any time and at our sole discretion.”

## **Ponos (The Battle Cats)**

Doesn't permit account sharing nor irl trading.

<https://ponosgames.com/reg/en/agreement/index.html>

- ❑ “The customer shall not engage in acts that could fall into the following items in using the Service (hereinafter, collectively referred to as the “Prohibited Acts”).”  
... :
  - ❑ “Lending, assignment, change of name, sale and purchase, pledging or permitting a third party to use and offer as security the ID of the Application and game data.”
  - ❑ “Conduct an act called real money trade (RMT) which trades game items into real currency (including the case where some kind of game item is granted as compensation for the currency within the game).”

<http://www.ponos.co.jp/sp/reg/license/index.html>

- ❑ “お客様は、本アプリケーションの利用に際して、次の各号に該当するもしくはそのおそれのある行為(以下これらを総称して「本禁止行為」といいます。)を行ってはなりません。” ... :
  - ❑ “本アプリケーションのIDおよびゲームデータを貸与、譲渡、名義変更、売買、質入、または第三者に利用を許可すること、および担保の用に供すること”
  - ❑ “コンテンツ・ゲーム内通貨等を現実の通貨等と取引するいわゆるリアルマネートレード(RMT)と呼ばれる行為を行うこと。”

## **PornHub Premium**

Doesn't permit account sharing.

<https://www.pornhubpremium.com/terms>

- ❑ “It is imperative that you do not let anyone else use your account (you must keep your password secret and secure).”
- ❑ “You acknowledge that you are solely responsible for the activity that occurs on your account. Please note that you may not permit any other person to use your account and that you must immediately inform us of any apparent breach of security, such as loss, theft or unauthorized disclosure or use of a screen name or password.”

## **PornHub**

Doesn't permit account sharing, redistributing contents, botting nor monitoring.

<https://www.pornhub.com/information/terms>

- ❑ “If you choose, or are provided with, a user name, password or any other piece of information as part of our security procedures, you must treat such information as confidential, and you must not disclose it to any other person. You are fully responsible for all activities that occur under your user name or password. You also acknowledge that your account is personal to you and

agree not to provide any other person with access to the Website or portions of the Website using your user name, password or other security information.”

- ❑ “You acknowledge that you are solely responsible for the activity that occurs on your account. Please note that you may not permit any other person to use your account and that you must immediately inform us of any apparent breach of security, such as loss, theft or unauthorized disclosure or use of a screen name or password. You may never use anyone else’s account, just as no one can ever use yours.”
- ❑ “Content is provided to you AS IS. You may access Content for your information and personal use solely as intended through the provided functionality of the Website and as permitted under these Terms of Service. You shall not download, copy, reproduce, distribute, transmit, broadcast, display, sell, license, or otherwise exploit any Content which are not permitted in the Terms of Service.”
- ❑ “Additionally, you agree not to:”
  - ❑ “use any robot, spider, or other automatic device, process, or means to access the Website for any purpose, including monitoring or copying any of the material on the Website without our prior written consent;”
  - ❑ “use any manual process to download, monitor or copy any of the material on the Website or for any other unauthorized purpose;”
  - ❑ “use any device, bots, scripts, software, or routine that interferes with the proper working of the Website or that shortcut or alter Website functions to run or appear in ways that are not intended by the Website’s design;”

## Project SEKAI / Sega Mobile

Doesn't permit account sharing, currency/item selling.

<https://pjsekai.sega.jp/terms/index.html>

- ❑ “お客様が購入した前払式支払手段は、弊社が特に明示する場合を除いては、本サービスのみにおいて利用できるものであり、他のゲーム・アプリ等のサービスに利用することはできません。” (No cross trading for paid items)
- ❑ “本サービスに関連し、お客様に発行されるID、パスワード等(以下「ID等」といいます)がある場合、当該ID等は大切に保管し、第三者に使用させないでください。また、その使用及び管理についてもお客様に一切の責任を負っていただきます。” (Don't disclose your login credential)
- ❑ “本サービスをご利用いただくにあたり、以下の行為を行わないでください。” (You may not:)
  - ❑ “本サービスを構成するすべてのデータを弊社の許可なく販売、転売する行為。” (selling any of in-game datas)
  - ❑ “本サービスの利用を通じてゲーム内で取得したアイテム等を、ゲーム外での有償取引の対象とする行為。これには現実世界での流通通貨を用いて販売す

る行為や、インターネットオークション等の対象とする行為を含みます。” (irl trading in-game items, etc.)

- ❑ “弊社は、お客様が次の各号のいずれかに該当すると判断した場合、お客様に対し本サービスの利用を承認せずまたは利用を停止・終了いただく場合があります。なお、この場合において本サービスのご利用に関しお客様が負担した費用は弊社にて負担・返還いたしません。” (You may get banned if:)

- ❑ “お客様が、複数のID等を使用して本サービスを利用しているとき。” (using multiple accounts)

- ❑ “第19条 (譲渡禁止)

お客様は、本サービスのご利用に関連する権利、地位又は利益を第三者に譲渡又は承継、担保としての提供することを行ってはならないものとします。” (No transferring, inheriting nor lending rights, status or profits related to use of the service to a third party)

<https://social.sega.com/legals/shd-eula-colorfulstage-en/> (linked on [EN official site](#))

- ❑ “You may not purchase, sell, gift or trade any Account, or offer to do same and any such attempt will be null and void.”
- ❑ “Virtual Goods and Virtual Currency are digital items only. Your right to use any Virtual Goods and Virtual Currency that you obtain are limited to a non-exclusive, non-transferable, non-sublicensable, revocable right to use such Virtual Goods and Virtual Currency solely for your personal entertainment and non-commercial use and for no other purpose.”
- ❑ “Except where explicitly authorized by SEGA, (i) transfers of Virtual Currency or Virtual Goods are strictly prohibited; (ii) outside of the Services, you may not buy or sell any Virtual Currency or Virtual Goods for “real world” money or otherwise exchange items for value;”
- ❑ “You agree not to do any of the following:”
  - ❑ “Avoid, bypass, remove, deactivate, impair, descramble or otherwise circumvent any technological measure implemented by SEGA or any of SEGA’s providers or any other third party (including another user) to protect the Services or Collective Content;”
  - ❑ “Attempt to access or search the Services or Collective Content or download Collective Content from the Services through the use of any engine, software, tool, agent, device or mechanism (including spiders, robots, crawlers, data mining tools or the like) other than the software and/or search agents provided by SEGA or other generally available third party web browsers;”

## Riot Games

Doesn't permit account sharing/selling, account boosting nor item selling.

<https://www.riotgames.com/en/terms-of-service#section7>

- ❑ “The following are examples of behavior that warrant disciplinary measures:” ...  
“Playing on another person’s account or otherwise engaging in activity intended to “boost” an account’s status or rank;”.
- ❑ “You can’t share your account or Login Credentials with anyone.”
- ❑ “You can’t sell, transfer or allow any other person to access your account or Login Credentials, or offer to do so.”
- ❑ “We grant you a limited, non-exclusive, non-transferable, revocable license to use and enjoy the Riot Services (and any Virtual Content) for your individual, non-commercial, entertainment purposes only and expressly conditioned upon your compliance with these Terms. If we terminate your account, any license granted by us to you in the Riot Services and any Virtual Content ends immediately. Unless otherwise expressly authorized by us in a signed written contract, you may not sell, copy, exchange, loan, reverse engineer, decompile, derive source code from, translate, lease, grant a security interest in, transfer, publish, assign or otherwise distribute any of the Riot Services or any of Riot Games’ intellectual property, including any of our computer code or Virtual Content.”

<https://support-leagueoflegends.riotgames.com/hc/en-us/articles/360056538754>

- ❑ “This Riot Games (“RG”) Virtual Currency (“VC”) card (this “Card”) permits you to purchase VC to the value of the amount printed on the front of this Card for use only at the Riot Games online stores and Riot Games clients listed at prepaidcards.riotgames.com. With VC you may acquire the use of premium virtual items for your RG account. Your PC must meet certain minimum requirements to play any RG game. This Card is not redeemable for cash or cash equivalents (except where required by law), has no surrender value, and may not be returned.”

## **Roblox**

Doesn’t permit account sharing, trading/selling of digital goods nor reselling giftcards.

<https://en.help.roblox.com/hc/en-us/articles/115004647846-Roblox-Terms-of-Use>

- ❑ “A User may never allow anyone else to use a User’s Account (except for Guardians in the case of a Minor User).”

<https://en.help.roblox.com/hc/en-us/articles/203313410-Roblox-Community-Rules>

- ❑ “Roblox requires its users to follow their local laws and does not allow:”
  - ❑ “Selling or seeking to buy accounts”
  - ❑ “Selling Roblox assets for real money off-platform”
- ❑ “Roblox maintains the Robux system for everyone’s benefit and enjoyment. To keep it secure, some uses of Robux are not permitted, including:”

- ❑ “Using third-party services to sell, trade, or give away Robux. This does not apply to Roblox gift cards.”
- ❑ “Developers who are not part of a Roblox partnership program may not use off-platform services or products to sell on-platform items for money or Robux, either directly or as a bundle. This includes: Roblox Marketplace items, in-experience items, exclusive features, or other in-experience enhancements. Find more details on acceptable promo codes [here](#).”

<https://www.roblox.com/giftcards-us-terms>

- ❑ “This card is not redeemable for cash or credit, except as and where required by law. Resale is strictly prohibited.”

<https://en.help.roblox.com/hc/en-us/articles/203313980-Buying-and-Selling-Games>

- ❑ “Do not give other players Robux or items in exchange for an experience, because there’s no official system which allows them complete the trade.”

<https://en.help.roblox.com/hc/en-us/articles/360000316606-How-to-Redeem-Toy-Virtual-Item-Codes>

- ❑ “Note: A virtual item code can only be redeemed to an individual’s account once. If you have a code for a virtual item that your account already owns, you can share the code with another user. These items cannot be traded or sold.”

**+ Bloxflip (Ref), RBLXWILD, RBXFlip break Roblox ToS for account sharing involved when logging in their website.**

### Rocket League (Psyonix)

Doesn’t permit account sharing, item selling, cross-trading nor boosting.

<https://www.rocketleague.com/news/rocket-league-code-of-conduct/>

- ❑ “Boosting and deranking of any kind are not allowed.”
- ❑ “Selling in-game items for real-world currency is not allowed.”
- ❑ “Trading in-game items for items in other games is not allowed.”

<https://www.psyonix.com/tou/>

- ❑ “You may not share your account with a third party or use the account of a third-party.”
- ❑ “You further represent, warrant, and agree that you will not, under any circumstances, contribute any User-Generated Content or otherwise use the Services or interact with the Services in a manner that:”
  - ❑ “(q) is related to any games of chance, gambling, sweepstakes, lotteries, contests, surveys, chain letters, pyramid schemes or other similar services, whether or not they are used for commercial gain;”

## Rockstar Games

Doesn't permit account sharing/selling, item/currency selling nor using glitches/modding.

<https://www.rockstargames.com/eula>

- ❑ “You agree not to, and not to provide guidance or instruction to any other individual or entity on how to:”
  - ❑ “distribute, lease, license, sell, rent, convert into convertible currency, or otherwise transfer or assign the Software, or any copies of the Software, including but not limited to Virtual Goods or Virtual Currency (defined below) without the express prior written consent of Licensor or as expressly set forth in this Agreement;”
  - ❑ “reverse engineer, decompile, disassemble, display, perform, prepare derivative works based on, or otherwise modify the Software, in whole or in part;”
  - ❑ “cheat (including but not limited to utilizing exploits or glitches) or utilize any unauthorized robot, spider, or other program in connection with any online features of the Software;”
- ❑ “Software download, redemption of a unique serial code, registration of the Software, membership in a third-party service and/or membership in a Licensor service (including acceptance of related terms and policies) may be required to activate the Software, access digital copies of the Software, or access certain un-lockable, downloadable, online, or other special content, services, and/or functions (collectively, "Special Features"). Access to Special Features is limited to a single User Account (as defined below) per serial code and access to Special Features cannot be transferred, sold, leased, licensed, rented, converted into convertible virtual currency, or re-registered by another user unless otherwise expressly specified. The provisions of this paragraph supersede any other term in this Agreement.”

## Sea of Thieves

Doesn't permit account sharing/selling, item selling under [Xbox/Steam](#) ToS nor boosting.

<https://www.seaofthieves.com/ko/code-of-conduct>

- ❑ “Activities such as teaming or boosting to gain an advantage over other players in competitive game modes may also result in enforcement action.”

## School of Dragons

Doesn't permit account transferring nor item/currency selling.

<https://www.schoolofdragons.com/help/siteterms>

- ❑ “Membership Are Non-Transferable: Membership may not be assigned or transferred to any other person or entity nor may you provide any other person or entity access to your subscription, either directly or indirectly. Allowing others to gain unauthorized access to this site is a breach of this Agreement and a violation of law.”
- ❑ “It is a condition and fundamental term of these terms and conditions and your use of Web Site and App that you may not and must not buy, sell, barter, swap, exchange, trade, lend, rent or otherwise deal in any way with any Feature (including Virtual Currency and Features) outside of Web Site or App or in any way other than as expressly provided above namely that certain Features may only be exchanged for certain other designated Features in and as part of Web Site or App only.”

## Scopely (MONOPOLY GO!, Stumble Guys)

Doesn't permit account transferring nor making profits out of their services.

<https://www.scopely.com/en/legal?id=tos>

- ❑ “You are prohibited from using our Services for commercial purposes.”
- ❑ “You are prohibited from selling or transferring prizes or rewards obtained in connection with the Services to any other person or entity.”
- ❑ “You are prohibited from renting, selling, gifting, or giving away your Account or Account-related information.”
- ❑ “You further agree that under no circumstance will you:”
  - ❑ “Attempt to gain unauthorized access to, circumvent, modify, disrupt, overburden, or otherwise impair any aspect of our Services (including Accounts of others) or related technology, devices, systems, or networks.”

## SimpleMMO

Doesn't permit account sharing/selling.

<https://web.simple-mmo.com/terms>

- ❑ “You will not license, sell, or transfer your Account without our prior written approval.”

## Smilegate

Doesn't permit account/item sharing(commercial)/selling nor wagering.

While being published and developed by Smilegate, the English version follows

[Amazon Games' ToS](#).

<https://www.smilegatemegaport.com/terms/index?gameType=ONLINE&termsType=1&langCode=ko> (Newest)

- ❑ “1. 회원은 다음 행위를 하여서는 안 됩니다.” → “You may not:”
  - ❑ “게임 데이터(계정, 캐릭터, 게임아이템 등)를 유상으로 처분(양도, 매매 등)하거나 권리의 객체(담보제공, 대여 등)로 하는 행위” → “Disposing (transferring, selling, etc.) of game data (accounts, characters, game items, etc.) for a fee or using it as the object of rights (providing collateral, lending, etc.)”
  - ❑ “회사가 제공하는 서비스를 사행성이 있는 방법 또는 기타 불건전한 방법으로 이용하는 행위” → “Using the services provided by the company in a speculative or other inappropriate way”

[http://terms.smilegatemegaport.com/terms\\_service\\_en/index.html?date=20181108](http://terms.smilegatemegaport.com/terms_service_en/index.html?date=20181108)

- ❑ “For example, and without limiting our rights to take action against you, you may not:”
  - ❑ “j. impersonate a different person or untruthfully describe your relationship with other people, steal or illegally use another User's account and password, or purchase paid Content with another person's credit card, corded/wireless phone, bank account, or other account without permission; or”
  - ❑ “k. trade, sell or buy Content with other people through services not provided by us.”

<https://lostark.support.onstove.com/hc/ko/articles/900003694486> (Korean Lost Ark ToS)

## Snapchat

Doesn't permit account sharing/selling nor having multiple accounts.

<https://snap.com/en-US/terms>

- ❑ “you may not do, attempt to do, enable, or encourage anyone else to do, any of the following:”
  - ❑ “create more than one account for yourself, create another account if we have already disabled your account, attempt to access the Services through unauthorized third-party applications, solicit login credentials

from other users, or buy, sell, rent, or lease access to your account, a username, Snaps, or a friend link;”

## Spotify

Doesn't permit account/premium sharing/selling nor social boosting.

<https://www.spotify.com/us/legal/user-guidelines/>

- ❑ “The following is not permitted for any reason whatsoever:”
  - ❑ “selling a user account or playlist, or otherwise accepting or offering to accept any compensation, financial or otherwise, to influence the name of an account or playlist or the content included on an account or playlist; or”
  - ❑ “artificially increasing play counts or follow counts, artificially promoting Content, or other manipulation including by (i) using any bot, script or other automated process, (ii) providing or accepting any form of compensation (financial or otherwise), or (iii) any other means;”
  - ❑ “providing your password to any other person or using any other person’s username and password”.

<https://www.spotify.com/us/legal/premium-promotional-offer-terms/>

- ❑ “D. Unless otherwise advertised, provide Spotify with a valid and current payment method that is approved by Spotify (prepaid cards and Spotify gift cards are not valid forms of payment).”
- ❑ “E. Unless otherwise advertised, provide the payment method above directly to Spotify and not through a third party (e.g., not through a cable or telecommunications provider or other distributor).”

<https://www.spotify.com/us/legal/premium-family-terms/>

- ❑ “A. In order to be eligible for the Premium Family Subscription, the primary account holder and the subsidiary account holders must be family members residing at the same address.”

## Square Enix

Doesn't permit account sharing/selling nor item/currency selling.

[https://www.square-enix-games.com/en\\_US/documents/tnc](https://www.square-enix-games.com/en_US/documents/tnc)

- ❑ “you must not do any of the following:” ... “access or attempt to access an Account (defined below) that does not belong to you;”
- ❑ “you will not sell your Account to a third party or let any other person use your Account.”
- ❑ “Except where explicitly authorized by Square Enix, exchanging, seeking to exchange, or facilitating the exchanging of Virtual Credits or other virtual items

for money or any other form of property is strictly forbidden and considered a breach of these Terms of Service.”

## Steam

Doesn't permit account sharing, game reselling nor region changing.

[https://store.steampowered.com/subscriber\\_agreement/](https://store.steampowered.com/subscriber_agreement/)

- ❑ “You may not reveal, share or otherwise allow others to use your password or Account except as otherwise specifically authorized by Valve.”
- ❑ “Your Account, including any information pertaining to it (e.g.: contact information, billing information, Account history and Subscriptions, etc.), is strictly personal. You may therefore not sell or charge others for the right to use your Account, or otherwise transfer your Account, nor may you sell, charge others for the right to use, or transfer any Subscriptions other than if and as expressly permitted by this Agreement (including any Subscription Terms or Rules of Use) or as otherwise specifically permitted by Valve.”
- ❑ “You may not use Cheats, automation software (bots), mods, hacks, or any other unauthorized third-party software, to modify or automate any Subscription Marketplace process, the process of Steam account creation or otherwise in interacting with or controlling the processes or user interface of Steam, except to the degree expressly permitted.”
- ❑ “In regard to all Subscriptions, Content and Services that are not authored by Valve,” ... “you may only acquire such software via Steam for private personal use.”
- ❑ “You are entitled to use the Content and Services for your own personal use, but you are not entitled to: (i) sell, grant a security interest in or transfer reproductions of the Content and Services to other parties in any way, nor to rent, lease or license the Content and Services to others without the prior written consent of Valve, except to the extent expressly permitted elsewhere in this Agreement (including any Subscription Terms or Rules of Use)”
- ❑ “You agree that you will not use IP proxying or other methods to disguise the place of your residence, whether to circumvent geographical restrictions on game content, to order or purchase at pricing not applicable to your geography, or for any other purpose. If you do this, Valve may terminate your access to your Account.”

<https://help.steampowered.com/en/faqs/view/78E3-7431-1E88-AD59#transferred>

- ❑ “Can Steam Wallet funds be gifted, withdrawn or transferred to another Steam account?”
  - ❑ “No, Wallet funds cannot be moved or withdrawn to a bank account. Once a Steam Wallet code has been redeemed on an account, the wallet

funds are then tied to that account. If you would like to buy another user Steam Wallet funds, please purchase a [Steam Wallet code](#).”

<https://help.steampowered.com/en/faqs/view/09A1-E754-1D86-DDC9>

- ❑ “The card is not redeemable for cash or credit and is not for resale.”

<https://partner.steamgames.com/doc/features/keys>

- ❑ “You should use keys to sell your game on other stores in a similar way to how you sell your game on Steam. It is important that you don't give Steam customers a worse deal.”
- ❑ “Occasionally it may make sense to offer your game in a bundle or subscription, timed at the right point in a game's life cycle. Keep in mind that the perceived price in the bundle/subscription should be a price you are willing to run the game at a standalone price or discount on Steam. Philosophically, you can think about it like any other discount: if you're making an aggressive offer in one place, make it elsewhere too. **We want to avoid a situation where customers get a worse offer on the Steam store, so feel free to reach out to us via the Developer Support tool if you want to talk through a specific scenario.**”

<https://help.steampowered.com/en/faqs/view/6862-8119-C23E-EA7B>

- ❑ “Do not do any of the following:”
  - ❑ “Manipulation of the User Review system or voting/rating systems”

## Supercell

Doesn't permit account sharing, boosting, item selling nor wagering.

<https://supercell.com/en/terms-of-service/>

- ❑ “You shall not (or attempt to) purchase, sell, rent or give away your Account, ...”
- ❑ “You agree that you will not, under any circumstances:”
  - ❑ “Disrupt, interfere with or otherwise adversely affect the normal flow of the Service or otherwise act in a manner that may negatively affect other users' experience when using the Service or playing Supercell's games. This includes win trading and any other kind of manipulation of rankings, taking advantage of errors in the Service to gain an unfair edge over other players and any other act that intentionally abuses or goes against the design of the Service.”
  - ❑ “Use any Supercell game for gambling, betting or any similar activity in which prizes or rewards can be won (directly or indirectly), including betting on the outcome of matches in which you participate as a player, irrespective of whether or not there is a fee or stake involved.”
- ❑ “The transfer of Virtual Items is prohibited except where expressly authorized in the Service. Other than as expressly authorized in the Service, you shall not sell, purchase, redeem or otherwise transfer Virtual Items to any person or entity or

attempt any of the aforesaid, including but not limited to Supercell, another user or any third party.”

<https://supercell.com/en/fan-content-policy/>

- ❑ “You may not use Supercell Assets on or in connection with any Fan Content that”
  - ❑ “promotes or contains cheats, hacks, exploits, automation software, bots, mods or any unauthorized third-party software designed to modify or interfere with any Supercell game;”
  - ❑ “promotes, directly or indirectly, account trading;”
  - ❑ “contains information which is not yet public;”
  - ❑ “contains sexually explicit or suggestive materials, violence, discrimination or illegal activities;”

### **SYBO Games (Subway Surfers)**

Doesn't permit account sharing/selling, boosting, item/currency selling nor botting.

<https://sybogames.com/terms-of-service/>

- ❑ “ii. Restricted access. Do not attempt to copy, rent, sell, lend, lease, sublicense, distribute, publish or publicly display the Services, Virtual Currency or Virtual Goods (defined below), any user account or any of your rights under these TOS to any other party in any way not expressly authorized herein.”
- ❑ “iv. Hacking/griefing. Do not hack, harm, grief, harass, threaten or misuse the Services, other users of our Services of any SYBO products, games, services, community members or staff.”
- ❑ “v. Cheating. Do not create, use, make available and/or distribute cheats, exploits, automation software, robots, bots, mods, hacks, spiders, spyware, cheats, scripts, trainers, extraction tools or other software that interact with or affect the Services in any way (including, without limitation, any unauthorized third party programs that intercept, emulate, or redirect any communication between SYBO or its partners and our Services and/or any unauthorized third party programs that collect information about the Services by reading areas of memory used by the Services to store information).”
- ❑ “vi. Account misuse. Do not share, ‘buy’, ‘sell’, transfer, gift, lend, steal or misappropriate user accounts or the Services access keys/codes (all of which are our property). If you are concerned that any of this has happened to you, contact customer support at [support@sybogames.com](mailto:support@sybogames.com).”
- ❑ “vii. Power-leveling. Do not perform in-game services for others like power-leveling, boosting or ladder-climbing, whether or not in exchange for payment (real money or otherwise) from others.”

- ❑ “xiii. Accounts and virtual content. Only use user accounts, Virtual Goods or Virtual Currency (defined below) for their intended purpose.”
- ❑ “4.3. What are the legal requirements regarding Virtual Goods and Virtual Currency? Virtual Goods and Virtual Currency are digital items only with no cash value or real world existence and cannot be ‘bought’, ‘sold’, gifted, transferred or redeemed, whether or not for other Virtual Goods, Virtual Currency, ‘real world’ money, goods, services or items of monetary value. Trading Virtual Goods or Currency is prohibited (unless we specifically permit otherwise in the Services). Your right to use any Virtual Goods and Virtual Currency that you obtain is limited to a limited, non-exclusive, non-assignable, non-transferable, non-sublicensable, revocable license to use such Virtual Goods and Virtual Currency solely for your personal entertainment and non-commercial use in the Services only. You have no property interest or right or title in any Virtual Goods or Virtual Currency, which remain SYBO’s property. SYBO reserves the right to reverse, change or amend Virtual Goods or Virtual Currency transactions or other matters, if necessary, to protect the Services and/or to enforce these TOS.”

### **Take-Two (Mafia series, NBA 2K series)**

Doesn’t permit account sharing, item/currency selling, modding nor wagering.

<https://www.take2games.com/eula>

- ❑ “ACCESS TO SPECIAL FEATURES AND/OR SERVICES, INCLUDING DIGITAL COPIES: Software download, redemption of a unique serial code, registration of the Software, membership in a third-party service and/or membership in a Licensor service (including acceptance of related terms and policies) may be required to activate the Software, access digital copies of the Software, or access certain un-lockable, downloadable, online, or other special content, services, and/or functions (collectively, "Special Features"). Access to Special Features is limited to a single User Account (as defined below) per serial code and access to Special Features cannot be transferred, sold, leased, licensed, rented, converted into convertible virtual currency, or re-registered by another user unless otherwise expressly specified. The provisions of this paragraph supersede any other term in this Agreement.”
- ❑ “You agree not to, and not to provide guidance or instruction to any other individual or entity on how to:”
  - ❑ “use the Software in connection with an agreement with other individuals to wager any money or other thing of value;”
  - ❑ “distribute, lease, license, sell, rent, convert into convertible currency, or otherwise transfer or assign the Software, or any copies of the Software,

including but not limited to Virtual Goods or Virtual Currency (defined below) without the express prior written consent of Licensor or as expressly set forth in this Agreement;”

- ❑ “reverse engineer, decompile, disassemble, display, perform, prepare derivative works based on, or otherwise modify the Software, in whole or in part;”

<https://support.2k.com/hc/en-us/articles/4406320746771--NBA-2K22-NBA-2K-PLAYE-R-CODE-OF-CONDUCT>

- ❑ “Prohibited behavior subject to corrective action includes, but is not limited to, the following:
  - ❑ “Purchasing of Virtual Currency (VC) from unauthorized third-party sellers/websites”
  - ❑ “VC farming and selling (including creating multiple accounts for the purpose of transferring and/or aggregating currency)”
  - ❑ “Purchasing MyTEAM Points (MTP)”
  - ❑ “MTP farming and selling (including creating multiple accounts for the purpose of transferring and/or aggregating currency)”
  - ❑ “Buying, selling or otherwise transferring NBA 2K accounts to other users”
  - ❑ “Promoting unauthorized VC/MTP sales\*” ... “\* Promoting unauthorized VC/MTP sales refers to any action a Player takes to increase awareness or drive engagement for any VC or MTP offer or promotion which is not clearly and explicitly authorized by 2K or Take-Two. Any player who promotes unauthorized VC/MTP sales will face corrective action.”
  - ❑ “Building or using bots in any form or fashion”
  - ❑ ““Boosting.” Fraudulently altering user progression by coordinating with other users to fix the outcomes of online games.”

## **TGI Fridays**

Doesn't permit account sharing nor having multiple accounts.

<https://www.tgifridays.com/terms-and-conditions>

- ❑ “Your membership is nontransferable.”
- ❑ “An individual should only have one account.”
- ❑ “You agree not to misuse Program privileges by engaging in conduct that is detrimental to us, including without limitation: having multiple accounts; making purchases on the behalf of other Members;”

## The Cycle: Frontier

Doesn't permit account sharing, modding, boosting nor in-game item/currency selling.

<https://www.tgifridays.com/terms-and-conditions>

- ❑ “(d) No Account Sharing. You may not sell, resell, rent, lease, share or provide access to your Game Account to anyone else. We reserve all available legal rights and remedies to prevent unauthorized use of our Services, including, but not limited to, technological barriers, IP mapping, and, in serious cases, directly contacting your Internet Service Provider (ISP) regarding such unauthorized use.”
- ❑ “You agree not to do any of the following with respect to the Services, as determined by us, as applicable:”
  - ❑ “(a) use them commercially, for a promotional purpose, or for the benefit of any third party or in any manner not permitted by this EULA;”
  - ❑ “(c) use, or provide ancillary offerings to anyone, that are not offered within the Services by us (or the functionality of the App Store), such as hosting, “leveling” services, mirroring our servers, matchmaking, emulation, communication redirects, mods, hacks, cheats, bots (or any other automated control), trainers and automation programs that interact with the Services in any way, tunneling, third party program add-ons, and any interference with online or network play;”
  - ❑ “(f) sell, rent, lease, license, distribute, or otherwise transfer the Services, Game or any Content, including, without limitation, Virtual Goods or Game Currency, including participating in or operating so called “secondary markets” for Virtual Goods, Game Currency or Content;”
  - ❑ “(t) play on another person’s Game Account to “boost” that Game Account’s status, level or rank;”

## TikTok

Doesn't permit account sharing without TikTok's approval, referral code selling, social boosting nor botting.

<https://www.tiktok.com/legal/terms-of-service?lang=en>

- ❑ “You may not:”
  - ❑ “distribute, license, transfer, or sell, in whole or in part, any of the Services or any derivative works thereof;”
  - ❑ “market, rent or lease the Services for a fee or charge, or use the Services to advertise or perform any commercial solicitation;”

- ❑ “use or attempt to use another’s account, service or system without authorisation from TikTok, or create a false identity on the Services;”
- ❑ “use any automated system or software, whether operated by a third party or otherwise, to extract any data from the Service for commercial purposes (“screen scraping”);”

<https://www.tiktok.com/legal/tiktok-referral-program-terms?lang=en>

- ❑ “Sharing Referral Codes. Referral Codes should not be published or distributed on commercial websites (such as coupon or deal websites or forums) or on blogs. Referral Codes may not be sold and should only be distributed free of charge for promotional purposes.”

<https://www.tiktok.com/community-guidelines?lang=en#37>

- ❑ “Do not:”
  - ❑ “Share instructions on how to artificially increase views, likes, followers, shares, or comments”
  - ❑ “Attempt to or engage in selling or buying views, likes, followers, shares, or comments”
  - ❑ “Use automated scripts, web crawling, software, deceptive techniques, or any other way to attempt to obtain, acquire, or request login credentials or other sensitive information, including non-public data, from TikTok or its users”

## **Tower of Fantasy**

Doesn’t permit account sharing, item/currency selling, boosting, nor botting.

<https://www.toweroffantasy-global.com/UserAgreement.html>

- ❑ “(d) No Account Sharing. You may not sell, resell, rent, lease, share or provide access to your Game Account to anyone else. We reserve all available legal rights and remedies to prevent unauthorized use of our Services, including, but not limited to, technological barriers, IP mapping, and, in serious cases, directly contacting your Internet Service Provider (ISP) regarding such unauthorized use.”
- ❑ “You agree not to do any of the following with respect to the Services, as determined by us, as applicable:”
  - ❑ “(c) use, or provide ancillary offerings to anyone, that are not offered within the Services by us (or the functionality of the App Store), such as hosting, “leveling” services, mirroring our servers, matchmaking, emulation, communication redirects, mods, hacks, cheats, bots (or any other automated control), trainers and automation programs that interact with the Services in any way, tunneling, third party program add-ons, and any interference with online or network play;”

- ❑ “(f) sell, rent, lease, license, distribute, or otherwise transfer the Services, Game or any Content, including, without limitation, Virtual Goods or Game Currency, including participating in or operating so called “secondary markets” for Virtual Goods, Game Currency or Content;”
- ❑ “(s) use IP proxying or other methods to disguise the place of your residence, whether to circumvent geographical restrictions on the Services or for any other purpose;”
- ❑ “(t) play on another person’s Game Account to “boost” that Game Account’s status, level or rank;”
- ❑ “Unless expressly permitted by us in a specific Game, you may not trade any such Virtual Good or Game Currency with others.”

## **Twitch**

Doesn’t permit account sharing nor social boosting.

[https://safety.twitch.tv/s/article/Community-Guidelines?language=en\\_US](https://safety.twitch.tv/s/article/Community-Guidelines?language=en_US)

[https://help.twitch.tv/s/article/how-to-handle-view-follow-bots?language=en\\_US](https://help.twitch.tv/s/article/how-to-handle-view-follow-bots?language=en_US)

- ❑ “Any content or activity that disrupts, interrupts, harms, or otherwise violates the integrity of Twitch services or another user’s experience or devices is prohibited. Such activity includes:”
  - ❑ “Selling or sharing user accounts”
  - ❑ “Reselling Twitch services or features (such as channel Moderator status)”
  - ❑ “Tampering (such as artificially inflating follow or live viewer stats)”

## **Twitter**

Doesn’t permit account sharing nor social boosting.

<https://help.twitter.com/en/rules-and-policies/twitter-rules>

- ❑ “Platform manipulation and spam: You may not use Twitter’s services in a manner intended to artificially amplify or suppress information or engage in behavior that manipulates or disrupts people’s experience on Twitter.”

<https://help.twitter.com/en/rules-and-policies/platform-manipulation>

- ❑ You can’t artificially inflate your own or others’ followers or engagement. This includes:
  - ❑ “selling/purchasing Tweet or account metric inflation – selling or purchasing followers or engagements (Retweets, Likes, mentions, Twitter Poll votes);”
  - ❑ “apps – using or promoting third-party services or apps that claim to add followers or add engagements to Tweets;”

- ❑ “reciprocal inflation – trading or coordinating to exchange follows or Tweet engagements (including but not limited to participation in “follow trains,” “decks,” and “Retweet for Retweet” behavior); and”
- ❑ “account transfers or sales – selling, purchasing, trading, or offering the sale, purchase, or trade of Twitter accounts, usernames, or temporary access to Twitter accounts.”

## Xbox

Doesn't permit account sharing/selling, in-game content selling, buying games not from authorized seller nor [software](#) reselling.

<https://www.xbox.com/en-US/legal/community-standards>

- ❑ “v. Fraud benefits no one” ... “For example, don't:”
  - ❑ “Give another person access to your Microsoft account”
  - ❑ “Sell or attempt to sell your gamertag or account to someone else”
  - ❑ “Sell in-game content outside of official in-game mechanisms and stores”
  - ❑ “Buy a game from an unauthorized seller”
  - ❑ “Resell or redistribute any part of Xbox services”
- ❑ “Piracy and unauthorized use”
  - ❑ “Share your profile with another person”
  - ❑ “Try to access accounts you don't own”

## Uber Eats

Doesn't permit account sharing nor having multiple accounts.

<https://www.uber.com/legal/terms/us/>

- ❑ “Unless otherwise permitted by Uber in writing, you may only possess one Account.”
- ❑ “You may not authorize third-parties to use your Account, and you may not allow persons under the age of 18 to request or receive transportation, delivery or logistics services from Third-Party Providers unless they are accompanied by you. You may not assign or otherwise transfer your Account to any other person or entity.”

<https://www.uber.com/legal/en/document/?name=general-community-guidelines&country=united-states&lang=en>

- ❑ “Account sharing is not allowed.”

<https://help.uber.com/riders/article/uber-gift-cards?nodeId=1b81d67a-e312-41ce-b28a-4588bae7d4c5>

- ❑ “Unless required by law, gift cards cannot be redeemed for cash, refunded, or returned.”

<https://www.uber.com/legal/en/document/?country=united-states&lang=en&name=uber-cash-terms-of-use>

- ❑ “No portion of Uber Cash is refundable, returnable, or redeemable for cash except where required by law.”

### Ubisoft (including Growtopia, Brawlhalla)

Doesn't permit account sharing, service reselling, account boosting nor item selling.

<https://legal.ubi.com/termsfuse/en-US>

- ❑ “Our Services are for your individual, non-commercial, entertainment purposes only. Except as may be expressly permitted by the Terms, You may not sell or exchange anything You copy or derive from our Services.”
- ❑ “Never share your Account details with anyone.”
- ❑ “You agree that you will not (the “**Rules of Conduct**”):”
  - ❑ “Buy, sell, trade or transfer your Account to anyone”
  - ❑ “Engage in any activity, such as cheating, hacking, botting, boosting, or tampering that gives the Account owner (and/or his/her teammate(s)) an unfair advantage or causes detriment to other players' experience”
- ❑ “Within certain Services, We may offer You the possibility of obtaining in-game virtual currency or additional content which, once added to your Account, can be used to enhance your experience within the game or within the application (“Virtual Content”). ... You may not sell or transfer Virtual Content or any points by any means, nor buy such for any purposes other than for their use in the Service(s).”

### VRChat

Doesn't permit account sharing/selling nor NSFW contents to be used.

<https://hello.vrchat.com/legal>

- ❑ “you agree not to:”
  - ❑ “d. Post, upload, or distribute any User Content or other content that is unlawful, defamatory, libelous, inaccurate, or that a reasonable person could deem to be objectionable, profane, indecent, pornographic, harassing, threatening, embarrassing, hateful, or otherwise inappropriate;”
  - ❑ “n. sell or otherwise transfer the access granted under this TOU or any Materials (as defined below) or any right or ability to view, access, or use any Materials; or”

<https://hello.vrchat.com/community-guidelines>

- ❑ “Live-streaming, advertising or publicly sharing content that is sexually explicit in nature or simulates sex acts is not permitted. Doing so may result in moderation action being taken against your account up to (but not limited to) banning of the offending user account depending on the severity of the act in question.”
- ❑ “Pornography & nudity is not allowed.”
- ❑ “"Role-playing" is not an excuse for violating the community guidelines  
Lots of users enjoy roleplaying in VRChat. While roleplaying, the Community Guidelines and Terms of Service must still be followed.”
- ❑ “Do not share your account information with others.”

## Warframe

Doesn't permit account sharing/selling, game reselling nor goods/currency/platinum selling.

<https://www.warframe.com/terms>

- ❑ “The Account you create is personal to you and Digital Extremes does not allow the transfer of user Accounts. You shall not purchase, sell, gift or trade any Account, or make any such offer, and any attempt shall be null and void. Any distribution by you of your Account and/or your Login Credentials (except as expressly provided herein or otherwise explicitly approved of by Digital Extremes) may result in suspension or termination of your Account.”

<https://www.warframe.com/eula>

- ❑ You agree that you will not, under any circumstances:
  - ❑ “a. sell, sublicense, assign, rent, lease, or otherwise transfer the Software, except as expressly permitted by this Agreement;”
  - ❑ “gathering in-game currency, items or resources for sale outside the Software;”
- ❑ “PLATINUM HAS NO MONETARY VALUE AND CANNOT BE REDEEMED FOR CASH.”

## We Heart It

Doesn't permit account sharing nor botting/monitoring.

<https://weheartit.com/about/terms-of-service#part-a-4>

- ❑ “You agree to:” ... “not allow anyone else to use your username or password to access our Services”
- ❑ “You agree that you will not:”
  - ❑ “use any robot, bot, spider, script, crawler, scraper, caching or other automatic device, process or means to access our Services for any

purpose, including monitoring or copying any of the material on our Services, or in violation of these Terms of Services or applicable law;”

- ❑ “Use our Services for commercial purposes without our prior written consent;”

## **Wizard101**

Doesn't permit account sharing/selling nor item/currency selling.

<https://www.wizard101.com/game/termsofuse>

- ❑ “Your account is nontransferable so you do not have any right to sell or otherwise transfer your account or any virtual items or currency associated with your account in the “real world.””

## **Xhamster**

Doesn't permit account sharing/selling, having multiple accounts nor redistributing contents.

<https://xhamster.com/info/terms>

<https://xhwide1.com/info/terms>

- ❑ “2.1.2.1 You are using the Site solely for personal, non-commercial purposes;”
- ❑ “2.1.2.2 You will not copy or distribute any part of the Site without Our prior written authorization;”
- ❑ “2.2.5 Members are permitted to create one account only.”
- ❑ “2.2.6 Membership may not be transferred or sold to a third party.”

## **Youtube**

Doesn't permit providing incentives/paying for views, likes, etc., boosting, nor account sharing in order to order paid service.

<https://www.youtube.com/t/terms>

- ❑ “The following restrictions apply to your use of the Service. You are not allowed to:” ... “cause or encourage any inaccurate measurements of genuine user engagement with the Service, including by paying people or providing them with incentives to increase a video's views, likes, or dislikes, or to increase a channel's subscribers, or otherwise manipulate metrics in any manner”.

<https://support.google.com/youtube/answer/3399767>

- ❑ “Don't post content on YouTube if it fits any of the descriptions noted below. Links to or promotes third-party services that artificially inflate metrics like views, likes, and subscribers”
- ❑ “Don't post content on YouTube if it fits any of the descriptions noted below.”

- ❑ “Offering to subscribe to another creator’s channel only if they subscribe to your channel (“sub4sub”)”

[https://www.youtube.com/t/terms\\_paidservice](https://www.youtube.com/t/terms_paidservice)

- ❑ “When you use the Paid Service, you may not (or attempt to):”
  - ❑ “share your YouTube account password with someone else to allow them to access any Paid Service that such person did not order;”
  - ❑ “copy, sell, rent, or sublicense the Paid Services to any third party;”

## **DISCOURAGED, NOT FORBIDDEN**

### **GEEGEE**

Doesn’t permit account selling offline. Doesn’t protect any damages from account sharing, but *does not* prohibit doing it.

<https://policy.geegee.net/policy/en/operation>

- ❑ “4.5 A customer who has registered or used a GG ID shall be responsible for any damages incurred through sharing, transferring, or cash or in-kind transactions using said ID. The Company shall not be liable for damages incurred as a result.”
- ❑ “4.8 A tester may not engage in the following acts, and upon discovery of engaging in such acts, a tester may be disqualified from tester status or may be subject to sanctions such as restrictions on use of in-game content or use of their GG ID:” ... “Sell test accounts and in-game items or characters offline”

### **Hulu**

Discourages, but *does not* prohibit, account sharing.

<https://www.hulu.com/terms>

- ❑ “Because you are responsible for all use of your account, including unauthorized use by any third-party, please be very careful to guard the security and confidentiality of your password.”

### **PayPal**

Discourages, but *does not* prohibit, account sharing/transferring.

<https://www.paypal.com/us/webapps/mpp/ua/useragreement-full#top>

- ❑ “If you give someone access to your PayPal account (by giving them your login information) and they use your PayPal account without your knowledge or permission. You are responsible for transactions made in this situation.”

<https://www.paypal.com/us/legalhub/acceptableuse-full>

## **Content, Service Selling / Cross-trading**

### **FORBIDDEN**

#### **ARK: Survival Evolved**

Doesn't permit item/service selling.

<https://survivetheark.com/index.php?code-of-conduct/>

- ❑ “Ensure that you do not ... Real-Money Trading (RMT) - ARK items, creatures, or services must only be exchanged for other items, creatures, or services within the game. Trading for real-world currency (real money) is not an accepted form of trading.”

#### **Chick-fil-A**

Doesn't permit offer sharing/selling.

<https://www.chick-fil-a.com/legal>

- ❑ “You may receive digital offers through the CFA Online Services from time to time. The following general terms apply to these offers:”
  - ❑ “Offers are not transferable.”
  - ❑ “Offers are void where restricted, prohibited or taxed, or if reproduced, altered, purchased, distributed, auctioned, or sold.”
  - ❑ “Offers are not eligible for cash refunds and have no cash value. Use with other offers may be restricted.”

#### **Dank Memer**

Doesn't permit currency selling/cross-trading.

<https://dankmemer.lol/rules>

- ❑ “Dank Memer's currency is not to be traded for real money, discord nitro, or to other bot currency. Buying anything with real money outside of our patreon and website, will get you a ban.”
- ❑ “Usage of Dank Memer to advertise or promote anything will result in a punishment. This includes other Discord servers. Giving our currency in exchange for invites to your server is also forbidden.”

#### **FiveM**

Doesn't permit content/server selling outside ZAP-Hosting GmbH & Co. KG., built-in commerce functionality in FiveM or Tebex Ltd.

<https://fivem.net/terms>

- ❑ “No financial remuneration shall be obtained by the Users from any derivative of, or third-party service, User Generated Content, or Game Server for FiveM, the Game Services, or other entities stated in these Terms, except as expressly permitted by CitizenFX. Entities with permission are included under ADDENDUM D: LIST OF EXCEPTIONS FOR TERM ‘8’.”

## Grubhub

Doesn't permit promotion/reward sharing/selling.

<https://lp.grubhub.com/legal/perks-loyalty/>

- ❑ “Promotions and Rewards earned or redeemed are not transferable, cannot be duplicated, cannot be exchanged or redeemed for cash, and cannot be made available to the general public, unless expressly permitted by Grubhub.”

## Hypixel SkyBlock

Doesn't permit boosting, cross trading, coin/material/item selling, nor gambling.

<https://hypixel.net/skyblock-rules/#rule-2-section-2> (Old)

- ❑ “Trading one game's items for another game's - The ecosystems of games are different and are not allowed to be traded across. We actively track and monitor trades of potential boosting or other abuse and issue punishments accordingly.”
- ❑ “Selling coins, materials, or items for real currency - See Hypixel's Terms of Service for more information.”
- ❑ “Gambling, an action where users bet coins/items/ect for an uncertain prize, is a form of scamming and is not allowed.”

<https://support.hypixel.net/hc/en-us/articles/4508088842898> (New)

- ❑ “Common scams:”
  - ❑ “Casinos or gambling islands (chance games, lotteries, raffles) - actions where users bet coins or items for a prize.”
- ❑ “Abusive trading:”
  - ❑ “Profile boosting - Using profile(s) to continuously transfer coins, items, or materials to another profile(s).”
  - ❑ “Each game is unique, we do not allow items or currency to be traded between them.”
  - ❑ “IRL or third-party trading - Trading game content, items, currency, services, or accounts via third-party websites, or external/outside game trading.”

<https://hypixel.net/terms>

- ❑ “You acknowledge you will not directly or indirectly do the following:”

- ❑ “Exploiting the Services for purposes not expressly authorized by Hypixel including, but not limited to the following: 1) gathering of in-game items or currencies for the purpose of reselling outside of the Services; 2) offering in-game services including, but not limited to, account boosting, power leveling, or currency services in exchange for consideration of any kind; 3) advertising through text or live audio communications, or otherwise of solicitations or offers through or within the Services; and 4) organizing or promoting any form of event involving wagering on the outcome or any other aspect of the Services, whether or not it is considered gambling under the laws of any applicable jurisdiction;”
- ❑ “Lease, sell, rent, or otherwise exploit for commercial purposes any part of the Services, including without limitation access to or use of the Services;”

### **Pokecord**

Doesn't permit cross trading.

<https://pokecord.xyz/rules>

- ❑ “Do not trade assets (such as outside currency) outside of Discord bots for credits or Pokémon. Doing so will result in a permanent blacklist and/or an account reset.” - Global Rules

### **Pokétwo**

Doesn't permit cross trading.

<https://poketwo.net/rules>

- ❑ “No trading items in Pokétwo for external currencies, goods, or services.”

### **ProBot**

Doesn't permit making profits out of their service nor cross trading.

<https://probot.io/terms-of-use>

- ❑ “4. It is prohibited to use our services for unauthorized commercial use.”
- ❑ “9- It is forbidden to deal outside the site, and any transactions must be done within the site so as not to occur any kind of fraud and cheating on clients.”

## **Scalping / Reselling**

The following sites are often mentioned by those Cook Groups.

## RESALE FORBIDDEN

### Bape

Doesn't permit reselling nor using their service for commercial purpose.

<https://us.bape.com/pages/terms>

- ❑ “You may purchase products only for personal use and not for resale. By placing your order, you certify that you are purchasing products for personal use only and not for resale. We reserve the right to refuse orders for any reason without explanation.”

### Blue Apron

Doesn't permit reselling nor using their service for commercial purpose.

<https://www.blueapron.com/pages/terms>

- ❑ “... (a) accessing or using the websites, mobile applications or blogs (collectively, the “Sites”) provided by or on behalf of Blue Apron, LLC or our subsidiaries or other affiliates (collectively, “Blue Apron,” “we,” “us” or “our”) that link to these Terms or (b) ordering, receiving or using any meal ingredients or other products or services offered by Blue Apron through the Sites or through any third party retailer, online or e-commerce platform, mobile application, blog or other third party channel (collectively, “Third Party Channels”) ((a) and (b) together, the “Products”) ...”
- ❑ “You are not permitted to resell or otherwise use the Products for commercial purposes.”

### Courir

May restrict reselling.

<https://www.courir.com/en/conditions-generales-de-vente.html>

- ❑ “The purpose of www.courir.com is to sell products for individuals who use them for their own purposes rather than reselling them. Groupe COURIR therefore reserves the right to reject or cancel any product sales to other retailers or resellers.

[...]

All orders imply that the User fully accepts these Terms and Conditions. The User warrants they can conclude this contract, being of legal age and not

subject to a guardianship or to protection as a vulnerable adult. The User also warrants that they will not purchase COURIR products or items with a view to reselling them.”

### **Foot Locker, Champs Sports, Eastbay (collectively, Footsites)**

Doesn't permit reselling nor monitoring.

<https://help.footlocker.com/hc/en-us/articles/360034292814-Terms-of-Use-Comprehensive->

<https://help.champssports.com/hc/en-us/articles/360035191633-Terms-of-Use>

<https://help.eastbay.com/hc/en-us/articles/360034688194-Terms-of-Use>

- ❑ “Foot Locker, Inc., its subsidiaries and affiliates, including its family of companies and brands, such as Foot Locker, Lady Foot Locker, Kids Foot Locker, Footaction, Champs Sports, Eastbay, Greenhouse, FLX (collectively, "we," "us," or "our" "Foot Locker" herein), operate various websites (the "Sites"), mobile applications (the "Apps") and stores, and use and/or participate in social media sites, digital advertising and emails (collectively, the "Services”).”
- ❑ “The following is a partial list of the kinds of conduct that are illegal or prohibited on the Services. Foot Locker reserves the right to investigate and take appropriate legal action against anyone who, in Foot Locker's sole discretion, engages in any of the prohibited activities. Prohibited activities include, but are not limited to, the following:”
  - ❑ “Purchasing for resale purposes or purchasing using freight forwarding services.”
  - ❑ “Monitor, edit, or disclose any Content on the Services; and”
- ❑ “You may not without the prior written permission of Foot Locker, use any computer code, data mining software, "robot", "bot", "spider", "scraper" or other automatic device, or program, algorithm or methodology having similar processes or functionality, or any manual process, to monitor or copy any of the web pages, data or content found on this Site or App, or accessed through this Site or App.”

### **Funko**

Doesn't permit account sharing, [unauthorized](#) reselling, scraping nor monitoring.

<https://www.funko.com/terms-and-conditions>

- ❑ “(b) not to impersonate or misrepresent your affiliation with any person or entity or use another person's username, password or other account information, or provide false details for a parent or guardian;”

- ❑ “you may not (a) resell any of the products, content or services or any other Site Content (or any portion thereof) on the Sites; (b) distribute, publicly perform, or publicly display any of the above;”
- ❑ “In addition, under no case are you permitted to:”
  - ❑ “use any data mining, scraper, spider robots, or similar data gathering or extraction methods to access, monitor, or copy any Site Content or other content or information used by the Sites;”

### **Google Play Gift Card**

Doesn't permit unauthorized reselling/trading of gift cards.

[https://play.google.com/intl/en\\_us/about/card-terms/](https://play.google.com/intl/en_us/about/card-terms/)

- ❑ “The Gift Card or Credit is not redeemable for cash or other cards, is not reloadable or refundable, cannot be combined by you with other non-Google Play balances in your Google Payments account, and cannot be resold, exchanged or transferred for value, except as required by law.”

### **Hat Club**

May restrict reselling. Doesn't permit scraping.

<https://www.hatclub.com/pages/terms-of-service>

- ❑ “We reserve the right to refuse any order you place with us. We may, in our sole discretion, limit or cancel quantities purchased per person, per household or per order. These restrictions may include orders placed by or under the same customer account, the same credit card, and/or orders that use the same billing and/or shipping address. In the event that we make a change to or cancel an order, we may attempt to notify you by contacting the e-mail and/or billing address/phone number provided at the time the order was made. We reserve the right to limit or prohibit orders that, in our sole judgment, appear to be placed by dealers, resellers or distributors.”
- ❑ “you are prohibited from using the site or its content:” ... “(i) to spam, phish, pharm, pretext, spider, crawl, or scrape”

### **Kickz**

May restrict reselling.

<https://www.kickz.com/en/help-center/terms-and-conditions.html>

- ❑ “We expressly reserve the right to cancel a purchase (an order already accepted by us) in the following situations, without being liable for any costs or damages:”  
... “We suspect that you are not a consumer, but a retailer or wholesale buyer with the purpose of selling the item.”

## Kith

Doesn't permit reselling, botting nor monitoring.

<https://kith.com/pages/terms-and-conditions>

- ❑ “Use of the website operated by Kith Retail, LLC, Kith Treats LLC, and their affiliates (collectively, “KITH,” “we,” “us,” “our”) with home pages located at <https://kith.com/>, [www.kithwomen.com](http://www.kithwomen.com), [www.kithtreats.com](http://www.kithtreats.com), and [www.kithnyc.com](http://www.kithnyc.com), any related apps that KITH may provide, together with all products and services KITH may offer from time to time via KITH’s website and/or related apps, KITH’s related social media sites and pages (for example, on Instagram, Twitter, and Facebook), or otherwise through your interactions with KITH (the website, apps, products, services, and social media pages, collectively, the “Services”) are subject to the terms and conditions stated herein (“**Terms and Conditions**”).”
- ❑ “License for Personal Use  
Subject to these Terms and Conditions, you are hereby granted a personal, non-exclusive, revocable, non-transferrable license to use the Services and view the content, functionality, software, information, data, products, and materials contained, described, referenced, or available on the Services (collectively, “Materials”) for your personal and non-commercial purposes.”
- ❑ “You agree that you shall not:” ... “(c) Use any robot, spider or other automatic device, manual process or application or data mining or extraction tool to access, monitor, copy or use the Services or any Materials, interfere with product inventory or availability, or place or take preparatory steps to place orders for products, goods, or services;”

## Lowes

Doesn't permit reselling, botting nor monitoring.

<https://www.lowes.com/l/about/terms-and-conditions-of-use>

- ❑ “You agree that you will not do any of the following (collectively, the “Code of Conduct”):”
  - ❑ “Use any robot, spider, site search/retrieval application or other manual or automatic device or process to retrieve, index, data mine or in any way reproduce or circumvent the navigational structure or presentation of the Site or its contents”
  - ❑ “Use the Site for any reseller activities. Reseller activities include (i) purchasing products for the purpose of reselling those products through any channel to downstream customers; (ii) placing orders on behalf of

other persons for commercial purposes; and (iii) extracting, scraping, mining, copying or otherwise gathering information from the Site in connection with your sale or another party's sale of products (whether purchased from Lowe's or another seller) through any channel to downstream customers. Purchasing a product that will be used or consumed as part of a home improvement or construction project performed for another person does not constitute a reseller activity"

## **Mattel**

Doesn't permit account sharing, scraping, monitoring. May restrict reselling.

<https://corporate.mattel.com/en-us/terms-and-conditions>

- ❑ "You will not sell, transfer, or assign your account or any account rights."
- ❑ "You agree that you will not: (a) use the Website for any commercial or political purpose (including for purposes of advertising, soliciting funds, collecting product prices, and selling products)"
- ❑ "you will not monitor, gather, copy, or distribute such Content (except as may be a result of standard search engine or activity or use of a standard Internet browser) on the Website by using any robot, rover, "bot", spider, scraper, crawler, spyware, engine, device, software, extraction tool, or any other automatic device, utility, or manual process of any kind;"

<https://corporate.mattel.com/en-us/mattel-shopping-terms>

- ❑ "We also reserve the right, at our sole discretion, to prohibit sales to dealers or resellers. For our purposes, "reselling" refers to purchasing or intending to purchase any product or products from us for the purpose of engaging in a commercial sale of the same with a third party."

## **Microsoft**

Doesn't permit selling software.

<https://www.microsoft.com/en-us/legal/terms-of-use>

- ❑ "Personal and Non-Commercial Use Limitation  
Unless otherwise specified, the Services are for your personal and non-commercial use. You may not modify, copy, distribute, transmit, display, perform, reproduce, publish, license, create derivative works from, transfer, or sell any information, software, products, or services obtained from the Services."

## **Nike (SNKRS)**

Doesn't permit account sharing, scraping nor reselling.

[https://agreementservice.svs.nike.com/us/en\\_us/rest/agreement?agreementType=termsOfUse&uxId=com.nike.commerce.nikedotcom.web&country=US&language=en&requestType=redirect](https://agreementservice.svs.nike.com/us/en_us/rest/agreement?agreementType=termsOfUse&uxId=com.nike.commerce.nikedotcom.web&country=US&language=en&requestType=redirect)

- ❑ “Be You: Keep your registration personal. Do not register for more than one NIKE account, register a NIKE account on behalf of someone else, or transfer your account.”
- ❑ “Be Secure: Keep your username, password and other login credentials secure and do not allow anyone else to use your account.”
- ❑ “Do not use any data mining, robots, scraping or similar data gathering methods.”

<https://agreementservice.svs.nike.com/rest/agreement?agreementType=termsOfSale&uxId=com.nike.tos&country=SE&language=en&requestType=redirect>

[https://agreementservice.svs.nike.com/us/en\\_us/rest/agreement?requestType=redirect&agreementType=termsOfSale&country=US&language=en&uxId=com.nike.commerce.nikedotcom.web](https://agreementservice.svs.nike.com/us/en_us/rest/agreement?requestType=redirect&agreementType=termsOfSale&country=US&language=en&uxId=com.nike.commerce.nikedotcom.web)

- ❑ “NO PURCHASE FOR RESALE  
The Platform is intended solely for NIKE to sell NIKE products direct to end consumers, and therefore purchase of products for resale is strictly prohibited. Purchase for resale means the purchase of NIKE product by someone who resells, or intends to resell, the NIKE product to others (consumers, businesses or any third party). If NIKE believes you are involved in purchase for resale, NIKE reserves the right to take any action against you, including, without limitation, to restrict sales to you, cancel your orders, and/or suspend or close your account.”

<https://www.nike.com/help/a/promo-code-terms>

- ❑ “Promo codes are not transferable or redeemable for cash or credit.”

## **New Balance**

Doesn't permit account sharing nor reselling.

<https://www.newbalance.com/terms.html>

- ❑ “you shall not allow any other person access to or use of such username and password.”
- ❑ “13. No Resale  
You may use the Service only for your own non-commercial use to participate in the website or to place an order or purchase products. Any other use is prohibited unless agreed to by New Balance in writing.”

## **Nvidia**

Only the authorized resellers can resell their products.

<https://www.nvidia.com/en-us/networking/buy/>

- ❑ “NVIDIA-based products are sold worldwide through a network of server and switch OEMs and authorized distributors/resellers.”

### **Off-White**

Doesn't permit reselling nor scraping.

<https://www.off---white.com/en-kr/legal-feed/terms-and-conditions>

- ❑ “You may only use the Site for non-commercial use and only in accordance with these terms and conditions.”
- ❑ “Purchase for personal use only  
You may purchase products on the Site only for personal use and not for resale. By placing your order, you certify that you are purchasing products for personal use only and not for resale and you accept our Terms and Conditions Neither OW nor the Provider has any liability to you for any loss of profit, loss of business, business interruption, or loss of business opportunity.”
- ❑ “Except to the extent expressly set out in these terms and conditions, you are not allowed to:”
  - ❑ “'scrape' content or store content of the Site on a server or other storage device connected to a network or create an electronic database by systematically downloading and storing all of the content of the Site;”

### **Panera**

Doesn't permit reselling nor scraping.

<https://www.panerabread.com/en-us/legal/terms-of-use.html>

- ❑ “When you use the Site or Services, you may not:”
  - ❑ “- engage in spidering or harvesting, or participate in the use of software, including spyware, designed to collect data from the Site or Services;”
  - ❑ “- use any means to scrape or crawl any Web pages contained in the Site or the Services or to harvest or otherwise collect information about individuals;”
  - ❑ “- use the Services in any way that results in the commercial resale of Panera products without the prior written consent of Panera; or”

### **Panini**

Doesn't permit reselling.

[https://legals.paninigroup.com/en\\_GB/conditions/store-international](https://legals.paninigroup.com/en_GB/conditions/store-international)

[https://legals.paninigroup.com/en\\_US/conditions/store-america](https://legals.paninigroup.com/en_US/conditions/store-america)

[https://legals.paninigroup.com/en\\_GB/conditions/store-uk](https://legals.paninigroup.com/en_GB/conditions/store-uk)

- ❑ “The missing stickers and cards service (**“Service”**) is exclusively for the collector's personal use to complete their collection and not for subsequent resale. In the case of orders, coming from anyone, which are suspicious in relation to the quantity of products purchased or the frequency of purchases made, Panini reserves the right to take all necessary actions to prevent such purchases, including the suspension of access to the site, the cancellation of the registration on the site, or the non-acceptance or cancellation of irregular orders.”

## Paysafecard

Doesn't permit reselling nor trading paysafecard.

<https://www.paysafecard.com/en/business/become-a-distribution-partner-1/>

- ❑ “Please be aware that only contractually authorized distribution partners are allowed to resell/distribute paysafecard. Distribution of paysafecard without our explicit consent constitutes an infringement of our intellectual property rights (held and enforced by paysafecard.com Wertkarten GmbH).”

[https://www.paysafecard.com/en/terms-and-conditions/detail/?tx\\_pscterm%5Baction%5D=renderDetail&tx\\_pscterm%5Bcontroller%5D=Terms&tx\\_pscterm%5Bfilename%5D=L0xIZ2FsL2diX3BheXNhZmVjYXJkXzAxLTA3LTlwMjluaHRt&cHash=304d5fa9190b3dd7be4259fac979c2ec&country=gb](https://www.paysafecard.com/en/terms-and-conditions/detail/?tx_pscterm%5Baction%5D=renderDetail&tx_pscterm%5Bcontroller%5D=Terms&tx_pscterm%5Bfilename%5D=L0xIZ2FsL2diX3BheXNhZmVjYXJkXzAxLTA3LTlwMjluaHRt&cHash=304d5fa9190b3dd7be4259fac979c2ec&country=gb)

- ❑ "It is prohibited to sell, trade in, or purchase, paysafecards via unauthorised internet platforms. This prohibition explicitly refers to so-called "exchange platforms", where paysafecard PINs are offered for sale illegally. A purchase of paysafecard over the Internet is allowed exclusively through authorized online web shops, listed on the Website."

[https://www.paysafecard.com/en/terms-and-conditions/detail/?tx\\_pscterm%5Baction%5D=renderDetail&tx\\_pscterm%5Bcontroller%5D=Terms&tx\\_pscterm%5Bfilename%5D=L0xIZ2FsL3BsX3BheXNhZmVjYXJkXzAxLTA3LTlwMjluaHRt&cHash=758df19dbba81c9fe9dc0e4f969570fe&country=pl](https://www.paysafecard.com/en/terms-and-conditions/detail/?tx_pscterm%5Baction%5D=renderDetail&tx_pscterm%5Bcontroller%5D=Terms&tx_pscterm%5Bfilename%5D=L0xIZ2FsL3BsX3BheXNhZmVjYXJkXzAxLTA3LTlwMjluaHRt&cHash=758df19dbba81c9fe9dc0e4f969570fe&country=pl)

- ❑ “Zabrania się sprzedaży, handlu i nabywania paysafecard poprzez nieautoryzowane platformy internetowe. Zakaz ten odnosi się wyraźnie do tak zwanych „giełd wymiany”, na których numery PIN paysafecard mogą być nielegalnie oferowane do sprzedaży.”

## [PlayStation](#)

### **Saint Alfred**

Doesn't permit scraping. May restrict reselling.

<https://www.saintalfred.com/pages/terms-and-conditions-1>

- ❑ “We reserve the right to refuse any order you place with us. We may, in our sole discretion, limit or cancel quantities purchased per person, per household or per order. These restrictions may include orders placed by or under the same customer account, the same credit card, and/or orders that use the same billing and/or shipping address. In the event that we make a change to or cancel an order, we may attempt to notify you by contacting the e-mail and/or billing address/phone number provided at the time the order was made. We reserve the right to limit or prohibit orders that, in our sole judgment, appear to be placed by dealers, resellers or distributors.”
- ❑ “In addition to other prohibitions as set forth in the Terms of Service, you are prohibited from using the site or its content:” ... “(i) to spam, phish, pharm, pretext, spider, crawl, or scrape;”

### **Sonic**

Doesn't permit unauthorized reselling of gift cards.

<https://www.sonicdrivein.com/gift-card-terms-and-conditions>

- ❑ “Card may not be resold without authorization; Sonic has the right to deactivate or reject Cards sold by unauthorized sellers or Cards involved in fraudulent activity.”

### **Sp5der**

May restrict reselling. Doesn't permit scraping.

<https://kingspider.co/pages/terms-of-service>

- ❑ “We reserve the right to refuse any order you place with us. We may, in our sole discretion, limit or cancel quantities purchased per person, per household or per order. These restrictions may include orders placed by or under the same customer account, the same credit card, and/or orders that use the same billing and/or shipping address. In the event that we make a change to or cancel an order, we may attempt to notify you by contacting the e-mail and/or billing address/phone number provided at the time the order was made. We reserve the right to limit or prohibit orders that, in our sole judgment, appear to be placed by dealers, resellers or distributors.”

- ❑ “In addition to other prohibitions as set forth in the Terms of Service, you are prohibited from using the site or its content [...] (i) to spam, phish, pharm, pretext, spider, crawl, or scrape;”

## Squishmallows

Doesn't permit reselling.

<https://squishmallows.com/terms-conditions/>

- ❑ “you represent that the products ordered will be used only in a lawful manner and are being purchased for your own use and not for resale to third parties.”

## Starbucks

Does not take liability for independent sellers of Starbucks Cards.

<https://www.starbucks.com/terms/manage-gift-cards>

- ❑ “Starbucks does not control who may sell preloaded Starbucks Cards, nor can we control the price or preloaded denominations offered by independent sellers.”

Does not allow businesses to resell Starbucks Cards or use them to solicit customers.

<https://www.starbucks.com/terms/manage-gift-cards>

- ❑ “There are unique requirements and restrictions” ... “such as the prohibitions against reselling Starbucks Cards and using Starbucks Cards to solicit new customers.”

## Supreme

Doesn't permit reselling nor scraping.

<https://www.supremenewyork.com/shop/terms>

- ❑ “利用者は、本サービス等を利用するにあたり以下の各号のいずれかに該当する行為又は該当すると当社が判断する行為を行ってはならないものとします。” -> “Users may not:” ... “11) 転売等営利を目的として商品を購入する行為。” -> “11) Purchase a product for the purpose of profit such as resale.”
- ❑ “4. 前項の規定にかかわらず、本サービスの利用に関して、以下の各号のいずれかに該当する場合又は該当すると当社が判断した場合、当社は本売買契約の取消、解除、その他適切な措置(以下、総称して「取消等」といいます)をとることが出来るものとします。当社は、本売買契約の取消等に伴い生じた損害、損失、不利益等については、いかなる保証・負担も行いません。” ... “4) 利用者が不正な売買(転売等の営利目的での購入、第三者になりすました購入を含みますが、これらに限られません。以下本号において同様です。)を行い若しくは行うおそれがある場合又は過去に不正な売買を行った場合。”

❑ “Purchase for Personal Use Only

You may purchase products only for personal use and not for resale. By placing your order, you certify that you are purchasing products for personal use only and not for resale. We reserve the right to refuse orders for any reason without explanation.”

❑ “Unlawful or Prohibited Uses

As a condition of your access to and use of this Site, you may not use the Site for any purpose that is unlawful or prohibited by these Terms. You may not disrupt, disable, overburden, or impair any function of the Site; attempt to gain unauthorized access to any portion of the Site; use data mining, robots, spiders, scraping or similar automated or manual methods; or circumvent or modify any feature of the Site.”

## Target

Doesn't permit reselling through Target Circle, account sharing nor scraping.

<https://www.target.com/c/terms-conditions/-/N-4sr7l>

❑ “Target Circle may be used only for personal, family and household purposes.

You agree that you will not use Target Circle for business or commercial purposes. Resellers are expressly excluded from Target Circle. If you purchase items in violation of these terms, including resale, Target reserves the right to not award Target Circle Earnings rewards and Community Giving Program votes, to deduct improperly awarded Target Circle Earnings rewards and Community Giving Program votes, and/or to terminate your participation in Target Circle.”

❑ “Your user name and password are for your personal use only, and you will not share your user name or password with any individual or third party (other than Target).”

❑ “YOU MAY NOT:”

❑ “Use or attempt to use any engine, software, tool, agent, data or other device or mechanism (including browsers, spiders, robots, avatars or intelligent agents) to navigate or search the Site other than the search engine and search agents provided by Target or generally publicly available browsers;”

❑ “Make any use of data extraction, scraping, mining or other data gathering tools, or create a database by systematically downloading or storing Site content, or otherwise scrape, collect, store or use any Content, account information, product listings, descriptions, prices or images, except pursuant to the limited license granted by these Terms & Conditions;”

## Top Shot

Doesn't permit reselling nor botting.

<https://nbatopshot.com/terms>

- ❑ “(v) *User License to Art*. Subject to your continued compliance with these Terms, we grant you a worldwide, non-exclusive, non-transferable, royalty-free license to use, copy, and display the Art for your Purchased Moments, solely for the following purposes: (a) for your own personal, non-commercial use;”
- ❑ “You agree that you may not ...:”
  - ❑ “use the Art for your Purchased Moment in movies, videos, or any other forms of media, except to the limited extent that such use is expressly permitted in these Terms or solely for your own personal, non-commercial use;”
  - ❑ “sell, distribute for commercial gain (including, without limitation, giving away in the hopes of eventual commercial gain), or otherwise commercialize merchandise that includes, contains, or consists of the Art for your Purchased Moment;”
  - ❑ “otherwise utilize the Art for your Purchased Moment for your or any third party’s commercial benefit”
- ❑ “(each, a “Category A Prohibited Activity”); and/or (b) in any manner:”
  - ❑ “(3) involve using, employing, operating, or creating a computer program to simulate the human behavior of a user (“Bots”);”
  - ❑ “(4) involve using, employing, or operating Bots or other similar forms of automation to engage in any activity or transaction on the App (including, without limitation, purchases of Packs, or of Moments on the Marketplace);”

## USPS

Only approved resellers - “Express Save Industries, Inc.”, “Goa, LLC”, “Rapid Enterprises, LLC (Express One)”, “SP Parcel, LLC”, “Visible Supply Chain Management, LLC” can resell their products.

<https://about.usps.com/suppliers/becoming/approved-postal-provider-programs.htm>

- ❑ “The Approved Reseller program authorizes companies to resell select USPS Products and Services to merchants. Approved resellers must follow the guidelines set forth in an Agreement for Reselling. Approved Resellers are

incentivized for their efforts and are the only entities that are authorized to resell USPS products and services at prices below published pricing.”

## Vlone

May restrict reselling. Doesn't permit scraping.

<https://vlone.life/terms-and-conditions/>

- ❑ “We reserve the right to refuse any order you place with us. We may, in our sole discretion, limit or cancel quantities purchased per person, per household or per order. These restrictions may include orders placed by or under the same customer account, the same credit card, and/or orders that use the same billing and/or shipping address. In the event that we make a change to or cancel an order, we may attempt to notify you by contacting the e-mail and/or billing address/phone number provided at the time the order was made. We reserve the right to limit or prohibit orders that, in our sole judgment, appear to be placed by dealers, resellers or distributors.”
- ❑ “In addition to other prohibitions as set forth in the Terms of Service, you are prohibited from using the site or its content [...] (i) to spam, phish, pharm, pretext, spider, crawl, or scrape;”

## Walmart

Doesn't permit scraping. May restrict reselling.

<https://www.walmart.com/help/article/walmart-com-terms-of-use/3b75080af40340d6bbd596f116fae5a0>

- ❑ “In connection with the Walmart Sites, you will not:” ... “Use any robot, spider, site search/retrieval application or other manual or automatic device to retrieve, index, “scrape,” “data mine” or otherwise gather any Materials, or reproduce or circumvent the navigational structure or presentation of the Walmart Sites, without Walmart’s express prior written consent.”
- ❑ “The Walmart Sites and all Materials, and all copyrights, trademarks, trade dress, and other intellectual property rights there (collectively, the “IP”) are owned or controlled by or licensed to Walmart, and are protected by U.S. and international trademark, copyright, and other intellectual property laws. Materials are licensed (not sold) to end users. Subject to your compliance with these Terms of Use, and solely for so long as you are permitted by Walmart to use the Walmart Sites, you may access, view, download, and print the Materials for your personal, non-commercial use only; provided, however, that you (1) retain all copyright, trademark, or other proprietary designations contained on all Materials; (2) do not modify or alter the Materials in any way; and (3) do not

provide or make available the Materials to any third party in a commercial manner. In addition, subject to your compliance with these Terms of Use, and solely for so long as you are permitted by Walmart to use the Walmart Apps, we permit you, on a limited, non-exclusive, revocable, non-transferable, non-sublicensable basis, to install and use the Walmart Apps on a mobile device that you own or control, solely for your personal, non-commercial use. If you fail to comply with any of the terms or conditions of these Terms of Use, you must immediately cease using the Walmart Apps and remove (that is, uninstall and delete) the Walmart Apps from your mobile device.”

- ❑ “Walmart reserves the right, including without prior notice, to limit the quantity of items purchased per person, per household, or per order for any reason. We will attempt to notify you should such limits be applied. Walmart also reserves the right, at our sole discretion, to prohibit sales to dealers or resellers. For purposes of these Terms of Use, “reselling” will be defined as purchasing or intending to purchase any Product(s) from Walmart for the purpose of engaging in a commercial sale of the same Product(s) to a third party.”

## **BOTTING FORBIDDEN**

### **Amazon**

Doesn't permit scraping.

<https://www.amazon.com/gp/help/customer/display.html/?nodeId=GLSBYFE9MGKKQXXM>

- ❑ “Subject to your compliance with these Conditions of Use and any Service Terms, and your payment of any applicable fees, Amazon or its content providers grant you a limited, non-exclusive, non-transferable, non-sublicensable license to access and make personal and non-commercial use of the Amazon Services. This license does not include any resale or commercial use of any Amazon Service, or its contents; any collection and use of any product listings, descriptions, or prices; any derivative use of any Amazon Service or its contents; any downloading, copying, or other use of account information for the benefit of any third party; or any use of data mining, robots, or similar data gathering and extraction tools.”

Doesn't permit Amazon Balance/gift cards ([store cards](#)) to be transferred/sold.

<https://www.amazon.com/gp/help/customer/display.html?nodeId=GNG9PXYZUMQT72QK>

- ❑ “No portion of your Amazon.com Balance may be transferred to another Amazon.com account.”

<https://www.amazon.com/gp/help/customer/display.html?nodeId=201937200>

- ❑ “You may not:”
  - ❑ “Sell or exchange a gift card for cash or for any other prepaid payment instrument.”
  - ❑ “Give or receive a gift card as payment for goods or services off of Amazon. A non-Amazon entity or individual asking for Amazon.com or third-party gift cards as a payment method for goods or services may be a scam. See our common gift card scams page for more details.”
  - ❑ “Use a gift card as payment for orders placed for commercial reasons (i.e. sourcing inventory online). That is, you may not use our Amazon.com Gift Cards to fulfill sales or fund purchases that you are making with the intent of reselling or exporting the goods or services.”

Doesn't permit attempts to influence ratings/feedback/reviews.

[https://sellercentral.amazon.com/gp/help/external/G1801?language=en\\_US&ref=efph\\_G1801\\_cont\\_200386250](https://sellercentral.amazon.com/gp/help/external/G1801?language=en_US&ref=efph_G1801_cont_200386250)

Acceptable Use Policy: <https://pay.amazon.com/help/6023>

- ❑ “All sellers must:” ... “Not attempt to influence customers’ ratings, feedback, and reviews”.

Doesn't permit monitoring through Amazon API.

[https://sellercentral.amazon.com/mws/static/policy?documentType=AUP&locale=en\\_US](https://sellercentral.amazon.com/mws/static/policy?documentType=AUP&locale=en_US)

- ❑ “3.6 Do not ask Authorized Users to share information retrieved from Amazon Portals manually or programmatically to circumvent Amazon policies.”

## **Asos**

Doesn't permit scraping.

<https://www.asos.com/terms-and-conditions/>

- ❑ “Oh, and you're not allowed to use automated systems or software to extract data from our Website (AKA 'screen scraping').”

## **BestBuy**

Doesn't permit account sharing nor monitoring.

<https://www.bestbuy.com/site/help-topics/terms-and-conditions/pcmcat204400050067.c?id=pcmcat204400050067>

- ❑ “You agree to not share your account credentials with others.”
- ❑ “You may not use or attempt to use any engine, software, tool, agent, data or other device or mechanism (including without limitation browsers, spiders, robots, avatars or intelligent agents) to navigate or search any Best Buy Property

other than the search engine and search agents we provide and generally publicly available browsers.”

## **BrickSeek**

Doesn't permit account sharing nor botting.

<https://brickseek.com/terms-and-conditions/>

- ❑ “You agree not to share your Account login credentials with other individuals, third parties, or online groups or sites, it being understood that your Account is personal and exclusive to you. You agree not to “bot” or “spam” the site using your own program(s), software, or extension(s) or those of any third party. AKSOLOGY LLC can place your Subscription on hold and temporarily suspend access to your Account while it investigates potential fraudulent activity, including Account sharing and/or “botting” or “spamming” activity. Should AKSOLOGY LLC, in the exercise of its discretion, have reason to believe that you are sharing your Account with other individuals, third parties, or online groups or sites, or “spamming” or “botting” the Service, AKSOLOGY LLC shall be permitted to immediately terminate your Account, and no refund shall be due and owing to you.”

## **BSTN**

Appears not to have such a term in ToS, but they have an anti-bot system that works for them regardless.

[https://www.bstn.com/us\\_en/terms-and-conditions](https://www.bstn.com/us_en/terms-and-conditions)

- ❑ N/A

## **eBay**

Doesn't permit unauthorized account sharing/selling, scraping, nor transaction outside their platform. Does not prohibit reselling within their platform. API user should not allow their users to monitor eBay Listings through eBay API.

<https://www.ebay.com/help/policies/member-behaviour-policies/user-agreement?id=4259>

- ❑ “you will not:”
  - ❑ “transfer your eBay account (including feedback) and user ID to another party without our consent;”
  - ❑ “share your log in credentials with any third parties. If you require that authorized third parties (employees, agents, etc) have access to your account we offer a Multi-User Account Access program for that purpose.”

- ❑ “use any robot, spider, scraper, data mining tools, data gathering and extraction tools, or other automated means to access our Services for any purpose, except with the prior express permission of eBay;”

<https://www.ebay.com/help/policies/member-behavior-policies/violation-ebay-user-agreement-policy?id=4371>

- ❑ “Selling an eBay User ID or account without our permission is not allowed”

<https://www.ebay.com/help/policies/payment-policies/offers-buy-sell-outside-ebay-policy?id=4272>

- ❑ “Buyers and sellers can't:” ... “Engage in any action with a user on the site designed to complete or facilitate a transaction outside of eBay”

<https://www.ebay.com/help/selling/selling/buying-reselling-items?id=4131>

- ❑ “Buying and reselling on eBay can be a profitable business. You could pick up something at a good price outside its peak selling season or buy items in bulk to sell individually.”

<https://developer.ebay.com/products/license>

- ❑ “Notwithstanding Your Users’ access to and use of their own information, you must have eBay’s express prior written permission to use, or display eBay Content in any way that enables derivation of, the following:”

- ❑ “Data relating to the performance of sellers, either individually or in aggregate (for example, performance data related to promotional campaigns, ad placements, or promoted listings);”

- ❑ “Aggregated data relating to transactions conducted through thirdparty affiliates (for example, off-eBay purchases on social networks, merchants, or other marketplaces enabled through Buy APIs);”

- ❑ “Data comparing eBay User utilization of eBay Services and the services of any third-party;”

- ❑ “For example, you will not, and you will not facilitate or enable others to:”

- ❑ “Use eBay Services to promote or engage in seller arbitrage (for example, automatically repricing eBay listings in response to price changes on competitor sites, automatically ordering sold items from competitor sites, and posting tracking information to eBay when items purchased from competitor sites are shipped).”

## Finish Line

Doesn't permit account sharing, botting nor monitoring.

<https://www.finishline.com/store/corporate/terms.jsp>

- ❑ “You agree not to:”

- ❑ “use any automatic device, process or means to access the Site for any purpose, including monitoring or copying any of the Site Content;”
- ❑ “you will not sell, transfer or assign your user account or any user account rights.”

## Footdistrict

It's unclear whether they disallow botting in their ToS, but they have an anti-bot system (CAPTCHA) that works on their site regardless.

<https://footdistrict.com/en/legal-notice>

- ❑ “The User commits to not input programs, viruses, macros, applets, ActiveX controls or any other logical device or sequence of characters that cause or are likely to cause any type of alteration in the computer systems of the Service Provider or third parties.”

## GOAT

Doesn't permit monitoring nor scraping. Known to have no official API.

<https://www.goat.com/terms>

- ❑ “You agree not to do any of the following: ... Attempt to access or search the Service or Collective Content, or download Collective Content from the Service, through the use of any engine, software, tool, agent, device or mechanism (including spiders, robots, crawlers, data mining tools or the like) other than the software and/or search agents provided by us or other generally available third-party web browsers;”

## Google

Doesn't permit botting. Be careful that they have the [Search Console](#).

<https://developers.google.com/search/docs/advanced/guidelines/automated-queries>

- ❑ “Google's Terms of Service don't allow the sending of automated queries of any sort to our system without express permission in advance from Google.”

<https://developers.google.com/terms>

- ❑ “Unless expressly permitted by the content owner or by applicable law, you will not, and will not permit your end users or others acting on your behalf to, do the following with content returned from the APIs:”
  - ❑ “Scrape, build databases, or otherwise create permanent copies of such content, or keep cached copies longer than permitted by the cache header;”

Doesn't permit fake engagement.

[https://support.google.com/contributionpolicy/answer/7400114?hl=en&ref\\_topic=7422769#zippy=%2Cfake-engagement](https://support.google.com/contributionpolicy/answer/7400114?hl=en&ref_topic=7422769#zippy=%2Cfake-engagement)

- ❑ “Contributions to Google Maps should reflect a genuine experience at a place or business. Fake engagement is not allowed and will be removed. This includes:”
  - ❑ “Paying, incentivising or encouraging the posting of content that does not represent a genuine experience.”

## Hypebeast

Doesn't permit scraping.

<https://hypebeast.com/terms>

- ❑ “Use any automated or non-automated means to access, copy or distribute any portion of the website or collect any information from the website, including without limitation, the use of so-called “robots”, “spiders”, “offline readers”, etc.”

## Instore

Doesn't permit scraping.

<https://instore.co.in/policies/terms-of-service>

- ❑ “you are prohibited from using the site or its content:” ... “(i) to spam, phish, pharm, pretext, spider, crawl, or scrape;”

## JD Sports

Doesn't permit scraping, monitoring nor account sharing.

<https://www.jdsports.com/store/corporate/terms.jsp>

- ❑ “You agree not to:” ... “use any automatic device, process or means to access the Site for any purpose, including monitoring or copying any of the Site Content;”
- ❑ “you will not sell, transfer or assign your user account or any user account rights.”

## Luisaviaroma

Doesn't permit botting.

<https://www.luisaviaroma.com/en-us/contactus/terms-conditions>

- ❑ “LVR reserves the right to immediately block an account, without prior notice, if abnormal activities are detected on the account, including through the use of BOTs or other tools that LVR deems may alter or affect the functionality of the site and its services.”

## **Mercari**

Doesn't permit scraping.

[https://www.mercari.com/us/help\\_center/topics/account/policies/prohibited-conduct](https://www.mercari.com/us/help_center/topics/account/policies/prohibited-conduct)

- ❑ “By using our Service, you agree not to engage in the following Prohibited Conduct:” ... “(d) interfering with or disrupting any network, equipment, or server connected to or used to provide the Service, or violating any regulation, policy, or procedure of any network, equipment, or server; use any robot, spambot, spider, crawler, scraper or other automated means or interface not provided by us to access the Service or to extract data;”

## **Pro:Direct**

Doesn't permit botting.

<https://www.prodirectsport.com/terms-and-conditions/>

- ❑ “You agree not to use any data mining, robots, scraping or similar data gathering methods. Nothing in these Terms of Use shall be interpreted as granting any license of intellectual property rights to you.”

## **Shopify**

Doesn't permit account selling, monitoring, scraping nor API checker.

<https://www.shopify.com/legal/terms>

- ❑ “You agree not to reproduce, duplicate, copy, sell, resell or exploit any portion of the Service, use of the Services, or access to the Services without the express written permission by Shopify.”
- ❑ “You agree not to access the Services or monitor any material or information from the Services using any robot, spider, scraper, or other automated means.”

<https://www.shopify.com/legal/api-terms>

- ❑ “not use or access the Shopify API or the Service in order to monitor the availability, performance, or functionality of the Shopify API, the Service or any portion thereof or for any similar benchmarking purposes;”

## **Snipes**

Doesn't permit monitoring. Appears not to have such a term in ToS of other languages, but they have an anti-bot system (Powered by PerimeterX , Inc.) that works for them regardless.

<https://www.snipesusa.com/terms-of-use.html>

- ❑ “You also cannot use this website for these other following reasons:”

- ❑ “Use any “bot”, “spider” or anything regarded as a automatic device, or program, algorithm or methodology that has similar processes or functionality, or any manual process, to monitor or copy any of the web pages, data or content found on this Website or accessed through this Website”

### **Solebox**

Appears not to have such a term in ToS across languages, but they have an anti-bot system (Powered by PerimeterX , Inc.) that works for them regardless.

[https://www.solebox.com/en\\_US/content/conent-page-agb.html](https://www.solebox.com/en_US/content/conent-page-agb.html)

- ❑ N/A

*General anti-bot message when browsing their website:*

- ❑ “Please verify you are a human  
Access to this page has been denied because we believe you are using automation tools to browse the website.”

### **StockX**

Doesn't permit account sharing nor scraping. Known to have no official API.

<https://stockx.com/terms>

- ❑ “You may not use any other user’s account or password at any time without the express permission and consent of the holder of that account or password. You may not transfer or assign your account.”
- ❑ “You must not and will not do any of the following:”
  - ❑ “use any robot, spider, scraper, or other automated or manual means to access our Services, or copy any information thereon, for any purpose without our express written permission;”
  - ❑ “bypass our robot exclusion headers, robots.txt rules or any other measures we may use to prevent or restrict access to our Services; or”

### **Ticketmaster**

Doesn't permit account sharing nor scraping. Known to have no official API.

<https://help.ticketmaster.com/hc/en-us/articles/10468830739345-Terms-of-Use>

- ❑ “You may not transfer or sell access to your account. We will not be liable for any harm related to disclosure of your username or password or the use by anyone else of your username or password. You may not use another user’s account without that user’s permission.”
- ❑ “We grant you a limited, conditional, no-cost, non-exclusive, non-transferable, non-sub-licensable license to view this Site and its Content as permitted by the

Terms for non-commercial purposes only if, as a condition precedent, you agree that you will not:"

- ❑ "Use any computer program, bot, robot, spider, offline reader, site search/retrieval application, or other manual or automatic device, tool, or process to retrieve, index, data mine, or in any way reproduce or circumvent the security structure, navigational structure, or presentation of the Content or the Site, including with respect to any CAPTCHA displayed on the Site. Operators of public search engines may use spiders to copy materials from the Site for the sole purpose of and solely to the extent necessary for creating publicly available searchable indices of the materials, but not caches or archives of such materials. We may revoke this exception at any time and require removal of archived materials gathered in the past."
- ❑ "Use any automated software or computer system to search for, reserve, buy, or otherwise obtain tickets, discount codes (including Concert Cash® and Ticketmaster Ticket Cash™), promotional codes, vouchers, credits, gift cards, or any other items available on the Site, including sending information from your computer to another computer where such software or system is active."
- ❑ "Access, reload, or refresh transactional event or ticketing pages, or make any other request to transactional servers, more than once during any three-second interval."
- ❑ "Use ticket bot technology to search for, reserve, or purchase tickets through the Site; for the avoidance of doubt, this specifically prohibits you from using automated ticket purchasing software on the Site, and prohibits you from circumventing any security measure, access control system, or other technological control or measure on the Site that is used to enforce posted event ticket purchasing limits or to maintain the integrity of posted online ticket purchasing order rules."

## Topps

Doesn't permit ACO (Auto-checkout) as well as also have anti-bot system.

<https://www.topps.com/terms-conditions>

- ❑ "Our Right to Reject an Order. Fulfillment of all orders through the Services is subject to availability. We expressly reserve the right to not accept your order for any reason in our sole discretion. By using the Services, you agree that we are not liable for any damages or costs other than repayment of any amount received from you in connection with an order we do not accept. We may not accept an order for reasons including, but not limited to, the following:"

- ❑ “we believe that you or any third party have used or attempted to use programmatic traffic, bots, direct purchase links, or other software, artificial intelligence or tactics to place automatic orders or block orders from others;”
- ❑ “We want to make sure it is actually you we are dealing with and not a robot.” - anti-bot message

## Twitter Developers

Doesn't permit monitoring.

<https://developer.twitter.com/en/developer-terms/agreement>

- ❑ **“C. No Monitoring or Measuring.** Despite any other provision herein, you may only use the following information for non-commercial, internal purposes (e.g., to improve the functionality of the Services): (a) aggregate Twitter Applications user metrics, such as number of active users or accounts on Twitter Applications; (b) the responsiveness of Twitter Applications; and (c) results, usage statistics, data or other information (in the aggregate or otherwise) derived from analyzing, using, or regarding the performance of the Twitter API. All such information is Twitter's Confidential Information.”

## Vinted

Doesn't permit having multiple accounts, fake engagement nor scraping. Known to have no official API.

[https://www.vinted.com/terms\\_and\\_conditions](https://www.vinted.com/terms_and_conditions)

- ❑ “11.1 A User agrees to comply with the following rules when using the Site:”
  - ❑ “to register on the Site only once and not to create more than one Account (however, if a third party obtains access to a User's Account, the User may create another Account, but only after the User has informed VINTED about the third party access and VINTED has blocked the original Account);”
  - ❑ “not use the Service in a manner that may undermine the purposes of the Site, such as trading reviews with other Users or writing or soliciting false or misleading reviews;”
  - ❑ “not to mine data, screen scrape, or crawl any part of the Site;”
  - ❑ “not to interfere with or attempt to interfere with the proper working of the Site, disrupt the Site or any networks connected to the Site, or bypass any measures VINTED or its service providers may use to secure or prevent or restrict access to the Site;”

[https://www.vinted.fr/terms\\_and\\_conditions](https://www.vinted.fr/terms_and_conditions)

- ❑ “11.2 Lorsqu’il utilise le Site, l’Utilisateur s’engage à respecter les règles suivantes, et notamment :”
  - ❑ “à ne s’inscrire sur le Site qu’une seule fois et à ne pas créer plus d’un Compte, sauf si (i) l’Utilisateur souhaite avoir un compte personnel et un compte d’Utilisateur Professionnel, étant précisé que dans ce cas, l’Utilisateur ne pourra pas s’inscrire avec la même adresse électronique et que ses comptes devront être clairement séparés, à savoir qu’un compte personnel ne pourra pas être utilisé à des fins commerciales et inversement ; (ii) si un tiers parvient à accéder au Compte d’un Utilisateur, celui-ci pourra créer un autre Compte, mais seulement après que l’Utilisateur en aura informé VINTED et que VINTED aura bloqué le premier Compte;” (“personal account cannot be used for commercial purposes and vice versa”, no multiple accounts )
- ❑ “11.3 Lors de l’utilisation du Site, les Utilisateurs s’engagent à ne pas, et les Visiteurs s’interdisent de :”
  - ❑ “explorer des données (*data mining*), gratter (*screen scraping*) ou utiliser des robots d’indexation (*crawling*) sur une quelconque partie du Site ;”

## Youtooz

Doesn’t permit scraping.

<https://youtooz.com/pages/terms-of-use>

- ❑ “You are prohibited from using any robots, spiders, data mining or scraping technology or any similar third party tools for the extraction or reproduction of any data or content from our website without our prior written consent.”

## Zalando

May restrict botting. Doesn't permit having multiple accounts per person.

<https://www.zalando.co.uk/zalando-terms/>

- ❑ “1.8 We reserve the right not to accept an order or to cancel the order if the order is being placed by the use of software, robot, crawler, spider or any automated system or scripted behavior and any use of third party services used to place an order on your behalf”

<https://en.zalando.de/zalando-terms/>

- ❑ “11.5 Each customer is only entitled to have one customer account with Zalando at any time. We reserve the right to delete multiple registrations.”

<https://www.zalando.fr/zalando-cgv/>

- ❑ “14.2 Chaque client n’a le droit d’avoir qu’un seul compte en même temps chez Zalando. Nous nous réservons le droit d’effacer des enregistrements multiples.”

## **Reuploading Forbidden**

### **bdsmlr**

Doesn't permit reposting.

<https://cbt.bdsmlr.com/terms>

- ❑ “You must not:” ... “republish material from this website in neither print nor digital media or documents (including republication on another website);”

### **Brazzers**

Doesn't permit reuploading nor botting.

<https://www.brazzers.xxx/terms-of-use/>

- ❑ “You may not otherwise reproduce, distribute, communicate to the public, make available, adapt, publicly perform, link to, or publicly display the Works or any adaptations thereof unless expressly set forth herein. Such conduct would exceed the scope of your license and constitute copyright infringement.”
- ❑ “use any robot, spider or other automatic device, process or means to access the Website for any purpose, including monitoring or copying any of the material on the Website without our prior written consent;”

### **ePorney**

Doesn't permit reuploading.

<https://www.eporney.video/terms/>

- ❑ “Content on the Website is provided to you AS IS for your information and personal use only and may not be used, copied, reproduced, distributed, transmitted, broadcast, displayed, sold, licensed, or otherwise exploited for any other purposes whatsoever without the prior written consent of the respective owners”

### **IXXX**

Doesn't permit reuploading.

<https://www.ixxx.com/terms-of-service/>

- ❑ “5.1. By accessing the Website, you certify that:”
  - ❑ “5.1.1. you are using the Website solely for personal, non-commercial purposes;”
  - ❑ “5.1.2. you will not copy or distribute any part of the Website without prior written consent of PB Web Media;”

## **Omegle**

Doesn't permit reuploading nor botting.

<https://www.omegle.com/static/terms.html>

- ❑ “You are solely responsible for compliance with any and all laws, rules, and regulations that may apply to your use of the Services. You agree that you will comply with these Terms and the Community Guidelines and will not, and will not assist or enable others to:”
  - ❑ “use the Services for any commercial or other purposes that are not expressly permitted by these Terms or in a manner that falsely implies Omegle’s endorsement, partnership or otherwise misleads others as to your affiliation with Omegle;”
  - ❑ “license, sell, transfer, assign, distribute, host, or otherwise commercially exploit the Services;”
  - ❑ “except as explicitly stated herein, copy, reproduce, distribute, republish, download, display, post or transmit the Services, in whole or in part, in any form or by any means;”
  - ❑ “avoid, bypass, remove, deactivate, impair, descramble, or otherwise attempt to circumvent any technological measure implemented by Omegle or any of Omegle’s providers to protect the Services;”

## **PornHub**

### **Porn Pics**

Doesn't permit reuploading.

<https://www.pornpics.com/terms/>

- ❑ “The license granted in section 3.1(a) does not include any of the following:”
  - ❑ “resale or commercial use of the Website;”
  - ❑ “distribution, public performance, or public display of the Website or the content;”

## **xHamster**

### **XNXX**

Doesn't permit reuploading.

<https://info.xnxx.com/legal/tos>

- ❑ “you will use the Website solely for personal and non-commercial purposes; and you will not download, copy or distribute any part of the Website for any commercial purpose or as otherwise prohibited by law; AND”

## **Xvideos**

Doesn't permit reuploading.

<https://info.xvideos.net/legal/tos>

- ❑ “you will use the Website solely for personal and non-commercial purposes; and you will not download, copy or distribute any part of the Website for any commercial purpose or as otherwise prohibited by law; AND”
- ❑ “B. Content on the Website is provided to you AS IS for your information and personal and non-commercial use only. You further agree that you will not:”
  - ❑ “allow any third party, whether or not for your benefit, to reproduce, use, copy, modify, adapt, translate, create derivative works from, display, perform, publish, post, distribute, sell, license, upload, transmit, disseminate, broadcast or circulate to any third party including, without limitation, on or via a third-party website or otherwise exploit, any content, including member Submissions, without our express prior written consent; NOR”

## **Additional Violation References**

### **AdFly**

Doesn't permit bypassing.

<https://adf.ly/terms>

- ❑ “The only legitimate way to open an AdFly link is with a mouse click, on the actual link. \*” ... “\* Does not apply to the links / views generated by the 'Website Entry Script'”

### **Apple**

Needs more research if they don't permit account sharing at all or not.

<https://www.apple.com/legal/internet-services/itunes/us/terms.html>

- ❑ “You may use the Services and Content only for personal, noncommercial purposes (except as set forth in the App Store Content section below).”

<https://www.apple.com/legal/internet-services/itunes/gamecenter/>

- ❑ “As a registered user of the Service, you may establish an account (“Account”) in accordance with the Usage Rules, below. Don’t reveal your Account information to anyone else. You are solely responsible for maintaining the confidentiality and security of your Account and for all activities that occur on or through your Account, and you agree to immediately notify Apple of any security breach of your Account. Apple shall not be responsible for any losses arising out of the unauthorized use of your Account.

You agree to provide accurate and complete information when you register with, and as you use, the Service, and you agree to update your registration data to keep it accurate and complete. You agree that Apple may store and use your registration data to maintain your Account. You may not create an account for anyone other than yourself without that person’s permission.”

<https://www.apple.com/legal/internet-services/icloud/>

- ❑ “As a registered user of the Service, you must establish an Account. Don’t reveal your Account information to anyone else. You are solely responsible for maintaining the confidentiality and security of your Account and for all activities that occur on or through your Account, and you agree to immediately notify Apple of any security breach of your Account. You further acknowledge and agree that the Service is designed and intended for personal use on an individual basis and you should not share your Account and/or password details with another individual. Provided we have exercised reasonable skill and due care, Apple shall not be responsible for any losses arising out of the unauthorized use of your Account resulting from you not following these rules.”
- ❑ “Nothing in this Agreement shall be construed to convey to you any interest, title, or license in an Apple ID, email address, domain name, iChat ID, or similar resource used by you in connection with the Service.”

<https://www.apple.com/legal/internet-services/terms/site.html>

- ❑ “You may not use anyone else’s Apple ID, password or account at any time without the express permission and consent of the holder of that Apple ID, password or account. Apple cannot and will not be liable for any loss or damage arising from your failure to comply with these obligations.”

<https://www.apple.com/legal/sales-support/trade-in/>

- ❑ “You are not a reseller and you either own the trade-in device or have been authorized by such owner to trade in the device.”

<https://support.apple.com/en-us/HT204976>

- ❑ “Avoid sharing an Apple ID  
Apple recommends that you do not share your Apple ID. Instead, set up Family Sharing so that each person uses their own Apple ID. This way, your family can

share purchases, subscriptions, and more without sharing personal information like email, text messages, or passwords.”

Examples of Apple temporarily banning account for sharing account:

- ❑ <https://discussions.apple.com/thread/250033676>
- ❑ <https://discussions.apple.com/thread/7588937>

Acceptable Use Guidelines; no Pornography mentioned:

- ❑ <https://developer.apple.com/apple-pay/acceptable-use-guidelines-for-websites/>

Apple Store Gift Cards ToS:

- ❑ <https://www.apple.com/legal/giftcards/applestore/>

Doesn't permit reselling.

<https://www.apple.com/us-smb/shop/open/salespolicies>

- ❑ “The Apple Store sells and ships products to end-user customers only. You may not purchase products at the Apple Store for resale, and we reserve the right to refuse or cancel your order if we suspect you are doing so. And we're pretty good at figuring that out . . .”

## Chime

Doesn't permit having multiple accounts.

<https://www.chime.com/policies/chime/chime-user-agreement/#accounts>

- ❑ “c. Limitations on Accounts. You may not create more than one (1) Chime Account. Each unique mobile device may not be associated with more than two (2) Accounts. Users who attempt to associate an excessive number of mobile devices with a single Chime Account may be deemed to have violated this Agreement to the extent they are deemed by Chime to have abused the Services, and may be subject to Account suspension or closure.”

## Dinnerly

Doesn't permit vouchers to be posted.

<https://dinnerly.com/terms>

- ❑ “Any Voucher may only be used once by you and may not be copied, reproduced, distributed or published either directly or indirectly in any form or stored in a data retrieval system without our prior written approval.”

## Facebook

Doesn't permit having multiple accounts nor social boosting.

<https://transparency.fb.com/policies/community-standards/inauthentic-behavior/>

- ❑ “In line with our commitment to authenticity, we do not allow people to misrepresent themselves on Facebook, use fake accounts, artificially boost the

popularity of content or engage in behaviors designed to enable other violations under our Community Standards. This policy is intended to protect the security of user accounts and our services, and create a space where people can trust the people and communities they interact with.”

- ❑ “Do not:”
  - ❑ “Use multiple Facebook accounts or share accounts between multiple people”
  - ❑ “Engage in or claim to engage in inauthentic behavior, which is defined as the use of Facebook or Instagram assets (accounts, Pages, Groups, or Events), to mislead people or Facebook:”
    - ❑ “About the popularity of Facebook or Instagram content or assets.”
  - ❑ “Engage in, or claim to engage in Coordinated Inauthentic Behavior, defined as the use of multiple Facebook or Instagram assets, working in concert to engage in Inauthentic Behavior (as defined above), where the use of fake accounts is central to the operation”

## Github

Doesn't permit having multiple accounts, sharing one account for multiple people nor fake engagement. Does not prohibit scraping.

<https://docs.github.com/en/site-policy/github-terms/github-terms-of-service#b-account-terms>

- ❑ “A machine account is an Account set up by an individual human who accepts the Terms on behalf of the Account, provides a valid email address, and is responsible for its actions. A machine account is used exclusively for performing automated tasks. Multiple users may direct the actions of a machine account, but the owner of the Account is ultimately responsible for the machine's actions. You may maintain no more than one free machine account in addition to your free Personal Account.”
- ❑ “One person or legal entity may maintain no more than one free Account (if you choose to control a machine account as well, that's fine, but it can only be used for running a machine).”
- ❑ “Your login may only be used by one person — i.e., a single login may not be shared by multiple people. A paid Organization may only provide access to as many Personal Accounts as your subscription allows.”

<https://docs.github.com/en/site-policy/acceptable-use-policies/github-acceptable-use-policies>

- ❑ “We do not allow content or activity on GitHub that is:”
  - ❑ “rank abuse, such as automated starring or following;”

- ❑ “You may use information from our Service for the following reasons, regardless of whether the information was scraped, collected through our API, or obtained otherwise:”

### **Green Chef**

Doesn't permit vouchers to be posted.

<https://chef.greenchef.com/terms>

- ❑ “a Voucher may only be used once and may not be copied, reproduced, distributed, or published either directly or indirectly in any form or stored in data retrieval systems without our prior written approval.”

### **HelloFresh**

Doesn't permit vouchers to be posted.

<https://www.hellofresh.com/about/termsandconditions>

- ❑ “a Voucher may only be used once and may not be copied, reproduced, distributed, or published either directly or indirectly in any form or stored in data retrieval systems without our prior written approval.”

### **Marley Spoon**

Doesn't permit vouchers to be posted.

<https://marleyspoon.com/terms>

- ❑ “Any Voucher may only be used once by you and may not be copied, reproduced, distributed or published either directly or indirectly in any form or stored in a data retrieval system without our prior written approval.”

### **Newegg**

Doesn't permit Newegg Store/Gift Cards to be sold.

<https://kb.newegg.com/knowledge-base/gift-card-terms-conditions/>

- ❑ “No Gift Card is redeemable for cash except as otherwise provided by law.”
- ❑ “Promotional Gift Cards are not redeemable for cash.”
- ❑ “Store Credit Gift Cards are not redeemable for cash except as otherwise provided by law.”
- ❑ “Customer Care Gift Cards are not redeemable for cash.”

## **Needs research**

## Temu

Doesn't permit account sharing, creating multiple accounts nor botting.

<https://www.temu.com/terms-of-use.html>

- ❑ “You may not transfer your account to anyone else without our prior written permission. [...] You may not share your Account or password with anyone”
- ❑ “You must not create multiple accounts.”
- ❑ “(11) run any form of auto-responder or "spam" on the Services, any process that runs or is activated while you are not logged into the Services, or any process that otherwise interferes with the proper functioning of the Services (including by placing an unreasonable load on the Services' infrastructure through overloading, “flooding,” “mail bombing” or crashing the Services); (12) potentially harm the Services, including but not limited to the violation of any security features of the Services, use of manual or automated software or other means to access, "crawl," "scrape," or "spider" any page, data, or portion of or relating to the Services or the introduction of viruses, worms or similar harmful code into the Services;”
- ❑ “(16) abuse any promotions, discounts, or other benefits offered by us or Sellers, or manipulate the price of any listed Products or interfere with Seller listings;”

[https://www.temu.com/cash\\_reward\\_rules.html](https://www.temu.com/cash_reward_rules.html)

- ❑ “QUALIFIED REFERRALS. A Qualified Referral is defined as a real person, who did not previously have an account on Temu App, downloaded Temu App, registered an account on Temu App and joined the Referral Program within 24 hours of the downloading (“New User”) by clicking at the link shared by Members (“Inviter”) within the Time Limit (defined below). “Invitee” means the New User join the Referral Program by clicking at the link shared by Inviter within the Time Limit. A user will not be qualified as New User if the device used has downloaded Temu App before. New User invited may be required to complete the above process within a period shorter than the Time Limit.”
- ❑ “REFERRAL RESTRICTIONS. A Member must be real people and Member cannot create or procure creation of multiple, fictitious or fake accounts to make Qualified Referrals or participate in the Referral Program. Members may not use the Referral Program in a manner that violates any law, infringes or violates the rights of any third party, or otherwise act in a manner that is deemed harassing, harmful, illegal, hateful, obscene or outside the spirit and intent of the Referral Program, as such conduct will be grounds for immediate termination and disqualification from the Referral Program, forfeiture of any Reward accrued, cancellation and forfeiture of any Reward and/or deactivation of any Referral Link. In addition, Members may not (i) tamper with the Referral Program, (ii) act

in an unfair or disruptive manner, or (iii) use any system, bot or other device or artifice to participate or receive any benefit in the Referral Program. CAUTION: ANY ATTEMPT TO DELIBERATELY DAMAGE OR UNDERMINE THE LEGITIMATE OPERATION OF THE REFERRAL PROGRAM MAY BE IN VIOLATION OF CRIMINAL AND CIVIL LAWS. SHOULD SUCH AN ATTEMPT BE MADE, THE SPONSOR RESERVES THE RIGHT TO SEEK REMEDIES AND DAMAGES (INCLUDING ATTORNEY FEES) TO THE FULLEST EXTENT OF THE LAW, INCLUDING CRIMINAL PROSECUTION.”

[https://www.temu.com/mbs\\_rules\\_center.html?rule\\_key=credit\\_giveaway](https://www.temu.com/mbs_rules_center.html?rule_key=credit_giveaway)

[https://www.temu.com/mbs\\_rules\\_center.html?rule\\_key=rules\\_hat\\_trick](https://www.temu.com/mbs_rules_center.html?rule_key=rules_hat_trick)

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