

Networlds Terms of Service

Effective Date: 07/21/2026 **Last Updated:** 09/12/2026 **Platform:** Networlds (Networlds.io)

Operated by: Networlds, Inc. — South Carolina, United States

1. Agreement to These Terms

By accessing or using Networlds — whether as a visitor, user, guest, or host — you agree to these Terms of Service. If you do not agree, do not use the platform.

These terms form a legally binding agreement between you and Networlds, Inc. Read them. If something is unclear, contact us before you use the platform.

2. Who Can Use Networlds

You must be at least 13 years old to create an account. If you are between 13 and 18, you must have permission from a parent or legal guardian.

By creating an account, you represent that the information you provide is accurate and that you are eligible to enter into this agreement.

3. The Three Roles on Networlds

Visitors browse public worlds without an account. No agreement beyond these terms is required to browse.

Users create accounts to save, like, and interact with content. User accounts are governed by these terms and Networlds's Community Standards.

Guests are creators who accept an invitation from a host and claim a room inside a host's world. Guests agree to Networlds Community Standards and to the host's world guidelines upon joining.

Hosts are creators who build and manage worlds on Networlds. Hosts agree to additional responsibilities described in Section 8.

4. Your Account

You are responsible for maintaining the security of your account. Do not share your login credentials. Networlds is not liable for losses resulting from unauthorized account access caused by your failure to maintain credential security.

You may not create more than one account per person without Networlds's explicit written permission.

You may not impersonate another person, brand, or organization in your username, world name, or room identity.

5. Content You Create

5a. Ownership

You retain full ownership of original content you create and publish on Networlds. Networlds does not claim ownership of your worlds, rooms, objects, writing, images, audio, or other creative work.

5b. License to Networlds

By publishing content on Networklds, you grant Networklds a limited, non-exclusive, royalty-free license to display, reproduce, and distribute your content solely for the purpose of operating the platform — showing your room to visitors, showing your world in search results, and similar platform functions. This license ends when you remove your content or delete your account (subject to the 30-day backup window described in our Privacy Policy).

5c. Your Responsibility

You are responsible for content you publish. You represent that:

- You own or have the legal right to use all content in your room or world
- Your content does not infringe any third party's intellectual property rights
- Your content complies with Networklds Community Standards and these terms

5d. Content Restrictions

The following content is never permitted on Networklds and will result in immediate permanent removal:

- Content that sexualizes minors in any form
- Content that promotes, glorifies, or provides instructions for real-world violence against specific individuals or groups
- Targeted harassment of private individuals
- Hate content based on race, ethnicity, religion, gender identity, sexual orientation, or disability
- Content facilitating illegal activity including fraud, theft, or exploitation
- Phishing links, malware, or any object linking to content designed to compromise user security

6. Interactive Objects and Links

Networklds's object system allows creators to attach links, sounds, videos, images, animations, and pop-ups to objects in their rooms. You are responsible for every destination your objects link to. Networklds does not review or endorse linked external destinations.

You must not use objects to link to content that violates these terms, Networklds's Community Standards, or any applicable law.

7. The Guest and Host Relationship

7a. Host Authority

Hosts have the right to invite and approve guests, set world-specific guidelines, request revisions to room submissions, and remove guests with a minimum of one week's notice.

Hosts may decline guest applications without providing a reason, provided the declination is not based on protected characteristics as described in Networklds Community Standards.

7b. Guest Rights

Guests retain full ownership of their original room content. Guests may not be removed from a world without one week's notice, except for the content violations described in Section 5d, in which case immediate removal from the room may occur.

A removal under this Section 7b or under Section 7a is a decision made by the host about the host's own world. It is not a decision made under Networklds's platform-wide moderation authority described in

Section 12, and it does not carry a right of appeal through Network's moderation process. Only moderation decisions made under Section 12 — including permanent platform bans — may be appealed as described there.

7c. Content in Guest Rooms

The host of a world is not responsible for the content of individual guest rooms, except to the extent the host had actual knowledge of a violation and failed to report it. Network's maintains moderation authority over all content on the platform regardless of role.

7d. Inactive Guest Rooms

Guest rooms inactive for 60 consecutive days without communication to the host may be flagged for the host's review. Inactivity alone is not a basis for removing a guest's room. If a host wishes to remove an inactive guest, the host must do so through the notice procedure described in Section 7a; this flag does not shorten or substitute for that notice period.

7e. Guest Departure

When a guest's stay in a room actually ends — because the guest leaves, because a host removal under Section 7a has finished, or because a host-subscription downgrade under Section 10 has completed its notice period — the room becomes visibly empty. The host does not inherit the room or its contents. The guest's content comes off public display at that point, and, if the situation remains unresolved, is permanently deleted 30 days later, the same window that applies to content removal under our Privacy Policy. After that point, the host may leave the slot open for a new guest or remove it from the world.

Where a host-subscription downgrade is what closes a slot, the one week's notice described in Section 7a and Section 10b runs first. This Section 7e describes what happens once that notice period has run its course, not a substitute for it.

7f. Host Invitations and the Go-Public Preparation Period

A host may invite a specific person to a room using a world-only invitation link, sent by email, direct copy, or, where the invitee already holds a Network's account, an in-app notification. A personal invitation of this kind is different from the optional public “request a room” link some worlds display; that public link still requires the host's approval before anyone is granted a room.

Before accepting an invitation, and before any charge to the invitee, Network's will show the invitee the world's name, its host, its current theme and purpose, whether the world is private, still in preparation, or public, a general occupancy band rather than a list of current members, and a statement that accepting means claiming a room in that world, subject to the preparation period described below, with no charge unless and until the invitation is accepted.

Every new room remains private for up to one week by default following acceptance. Either the host or the guest may extend that period once, for a combined total of two weeks. The room becomes public only if both the host and the guest actively agree to make it so; Network's does not automatically publish a room. If neither party acts by the applicable deadline, the private arrangement lapses. If it lapses before the room was ever made public, any furnishing or content the guest had begun placing in the room is cleared immediately, and the 30-day retention window described in Section 7e does not apply to it. Separately, if either party goes a full week without responding to the other's messages, the other party may exit the arrangement without waiting for the rest of the timeline to run.

While a room is in its preparation period, it remains private and is not discoverable by other users. Once a room is made public, it may appear in Explore and other discovery surfaces. If a public world later undergoes a material change in purpose, Network's requires the host to notify affected guests, and the host

must complete a re-review before continuing to operate the world as public. A host may instead choose to take the world back to private status in response to that change; a world that remains private does not require a re-review, since re-review is required only to continue operating publicly. A guest affected by a material change in purpose has 7 days from the host's notice to decide whether to remain in the world under its new purpose or to leave. A guest who chooses to leave within that window is treated as departing under Section 7e, including the same 30-day content window described there.

8. Host Responsibilities

Hosts take on additional responsibility by creating worlds that other creators invest in. As a host you agree to:

- Treat guests with basic respect and dignity
- Give guests a minimum of one week's notice before removal (except for the immediate-removal violations described in Section 5d)
- Respond to guest change requests within 4 days or allow the guest to proceed independently
- Manage your world's content actively and respond to moderation notices within 4 days
- Not abandon your world without notifying guests

Hosts who violate these responsibilities are subject to the three-strike process described in Networlds Community Standards.

9. Transactions and Commissions

Networlds facilitates transactions between creators and their audiences, including collectible sales, in-room digital sales, room-level sponsor sales, auctions, and Creator Badge sales.

For in-world transactions (collectibles, in-room digital sales, and room-level sponsor sales): the guest or seller keeps 90% of the list price, Networlds retains a 7% platform fee, and 3% is paid to the host of the world in which the sale occurs.

For Creator Badge sales (account-level, no world required): the seller keeps 90% and Networlds retains 10%. There is no host share on Badge sales.

These commissions and shares are deducted automatically at the time of transaction.

Creators are responsible for their own tax obligations on income earned through Networlds. Networlds will provide transaction records upon request.

Networlds does not guarantee any income or transaction volume. Revenue projections in any marketing materials are illustrative, not contractual.

10. Subscriptions and Billing

Subscriptions are billed monthly. You may cancel at any time. Cancellation takes effect at the end of your current billing period — you retain access through the period you paid for.

Networlds does not offer refunds for partial subscription periods unless required by applicable law.

Subscription pricing may change. We will give you at least 30 days' notice before a price increase takes effect on your account.

Add-ons activate and cancel independently of your base subscription.

10a. The Three Subscription Systems

Networlds offers three separate subscription systems, and each governs a different kind of capacity:

- Host Subscription governs how many guest room slots a host may maintain within a given world.
- Plus governs the total number of worlds and rooms an account may hold across the platform.
- Guest Interaction Pack governs the richness of interaction available to objects within a single room.

10b. Downgrades and Grace Periods

If a Host Subscription is downgraded or lapses in a way that reduces the number of guest room slots a host may maintain, the host chooses which guests to keep within the new limit. A guest who no longer fits is given one week's notice, during which the guest's room remains saved. Once that week has passed, the slot becomes open for the host to fill or leave vacant. A failed subscription payment is not treated as a downgrade by itself: Networlds allows three failed payment attempts across 7 days, during which full access continues, before the account converts to a downgrade and the one-week notice above begins.

If Plus is downgraded or lapses in a way that reduces the number of worlds or rooms an account may hold, the account holder chooses which to keep. Rooms exceeding the new limit are saved, and kept out of public view, for 3 days so the account holder has an opportunity to resubscribe. The host of any affected world is notified and may fill or hold the affected slot during that window. If the account holder does not resubscribe, the saved room is permanently deleted 30 days after it was taken out of public view.

If a Guest Interaction Pack is downgraded or lapses, the account is given 3 days with no change to existing interaction levels. If the subscriber does not resubscribe within that window, the subscriber chooses which objects retain rich interaction up to the new, lower cap. Objects exceeding the new cap are not deleted; they demote to link-only functionality.

10c. Founding Host Exemption

A “founding host” is a host Networlds has affirmatively confirmed into a founding seat for a world — submitting an application or expressing interest alone does not qualify. The founding period begins on that confirmation and continues through the world's public launch, plus three months following launch. Time that passes before launch does not count against, or shorten, that three-month period. During the founding period, a founding host pays \$0 under all three subscription systems described in this Section 10, and is exempt from the downgrade and grace-period mechanics described in Section 10b. This exemption applies only to the founding host; guests within a founding host's world remain subject to the ordinary terms of their own subscriptions.

11. Sponsor Relationships

Hosts and guests may enter sponsor relationships through Networlds's sponsor ecosystem. All sponsored content must be clearly labeled with a visible “Sponsored” disclosure. Failure to disclose is addressed through the labeling and disclosure enforcement path described in Networlds Community Standards, not the immediate-removal violations described in Section 5d.

Room-level sponsor activations (the guest is the seller) follow the same split as Section 9: the guest keeps 90%, Networlds retains a 7% platform fee, and 3% is paid to the host of the world in which the activation occurs.

World-level sponsor activations (the host is the seller): the host keeps 90% and Networlds retains 10%, with no guest share.

Creator Badges are not an in-world sponsor tool. Badges are governed exclusively by the Badge sales terms in Section 9 (90% seller / 10% Networlds, no host share).

Hosts may not extract sponsor payment from guests outside of Networlds's official tools.

12. Networlds Moderation Authority

Networlds reserves the right to remove any content, suspend any account, or terminate any world or room that violates these terms or Networlds Community Standards. This authority applies to all roles — hosts, guests, and users.

The three-strike process described in Community Standards applies to most violations. Certain severe violations, described in Section 5d and in Networlds Community Standards, result in immediate permanent removal and are not subject to the appeal process described below.

For violations subject to the three-strike process:

- First offense: Written warning
- Second offense: Temporary suspension
- Third offense: Permanent removal

You have 7 days to appeal a moderation decision made under the three-strike process described above. Appeals are reviewed by a different team member than the one who issued the original decision. This appeal process does not apply to the immediate permanent removals described above.

Separate from Networlds's platform-wide moderation authority described in this Section 12, a host may remove a guest from the host's own world as described in Section 7a and Section 7e. A host-level removal of this kind is not a platform-wide ban and does not, by itself, affect the guest's Networlds account or any of the guest's other worlds or rooms.

13. Intellectual Property — Networlds's

Networlds's name, logo, platform design, and codebase are the intellectual property of Networlds, Inc. You may not reproduce, copy, or create derivative works from Networlds's brand or interface without written permission.

14. Availability and Changes

Networlds does not guarantee uninterrupted platform availability. We may update, modify, or discontinue features with reasonable notice.

We may update these terms. We will notify you of material changes via account notification before they take effect. Continued use of Networlds after changes take effect constitutes acceptance.

15. Disclaimers

Networlds is provided “as is.” To the maximum extent permitted by law, Networlds makes no warranties — express or implied — about the platform's reliability, fitness for any particular purpose, or the accuracy of any content posted by creators.

Networlds is not responsible for content posted by hosts, guests, or users. Networlds is not responsible for your interactions with other creators or for transactions that go wrong between creators and external parties.

16. Limitation of Liability

To the maximum extent permitted by applicable law, Networklds's total liability to you for any claim arising from your use of the platform is limited to the greater of: (a) the amount you paid Networklds in the 12 months before the claim arose, or (b) \$100.

Networklds is not liable for indirect, incidental, special, consequential, or punitive damages, even if advised of the possibility of such damages.

17. Governing Law and Disputes

These terms are governed by the laws of the State of South Carolina, United States, without regard to conflict of law principles.

Any dispute arising from these terms or your use of Networklds that cannot be resolved informally will be submitted to binding arbitration in South Carolina under the rules of the American Arbitration Association, except that either party may seek injunctive relief in court to protect intellectual property rights.

Class action waiver: You agree to resolve disputes with Networklds individually, not as part of a class action or representative proceeding.

18. Termination

You may delete your account at any time. Upon deletion, your content is removed from public display within 24 hours and permanently deleted within 30 days.

Networklds may terminate your account for violation of these terms. In cases of non-severe violations, we will attempt to resolve the issue through the three-strike process before termination.

19. AI Assistant Disclosure

Networklds provides an AI-powered assistant (“Help”) to answer user questions. Whenever you interact with Help, Networklds will display a visible disclosure identifying that you are communicating with an artificial intelligence system rather than a human representative.

Help's responses are limited to answers that Networklds has reviewed and verified in advance, as described in our Privacy Policy. Help is not a substitute for human customer support; you may reach us directly using the contact information in Section 20 below.

This disclosure requirement, and Help itself, take effect only once the on-screen disclosure described above is actually functioning in the product. Networklds will not make Help available to users before that on-screen disclosure is live.

20. Contact

Networklds, Inc. South Carolina, United States. Legal inquiries: hello@networklds.io

General support: hello@networklds.io

Networklds — Where everyone belongs, curation thrives, and connections last.