

DAWNBLOOM Player Rules & Enforcement Policy

Official Version

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Official Chinese Version · Version V8

Update date: October 10, 2026

Effective date: October 10, 2026

Important Notice

This document establishes the player conduct standards, violation assessment principles, and enforcement framework for DAWNBLOOM. Permanent account suspension is not a routine penalty under these rules; the highest in-game penalty is permanent isolation (prison). Where applicable law, a regulatory order, or a platform rule requires services to a specific user to cease, the operator will act accordingly; that circumstance is not a routine in-game penalty under these rules.

I. A Concise Summary for Players

We aim for DAWNBLOOM to remain free, fun, tradeable, and socially engaging, but freedom does not mean the right to disrupt others' gaming experiences. The following five principles represent the core boundaries of this Player Rules document.

- **Fair Play:** Players must not use hacks, cheating scripts, malicious automation, client tampering, exploit vulnerabilities, or any other method to gain an unfair advantage.
- **Principle of Honest Transactions:** Normal in-game behaviors such as trading, gifting, and item listings in the store are protected; fraudulent activities, account theft, abnormal transfers, copying items, and money-laundering-style transfers will be investigated and reversed.
- **Respect for Others:** Players must not engage in persistent harassment, threats, privacy breaches, impersonation of official channels, dissemination of malicious links, or organize real-world harm targeting specific players.
- **Protection of In-Game Order:** Players must not maliciously attack servers, disrupt services, destabilize the in-game economy, mass-claim rewards, or use multiple accounts to evade penalties.
- **Penalties are implemented for the purpose of restoring order:** measures may include warnings, mute, forced offline, temporary/permanent isolation (prison), freezing or confiscation of virtual items, deduction of values, transaction restrictions, name changes, dissolution of clans, and deletion of content from the official website community, among others.

The highest penalty is not "account suspension"

DAWNBLOOM does not use permanent account suspension as a routine penalty. Accounts that cause exceptionally serious, prolonged, or repeated disruption to game order may be permanently isolated in the prison environment. Players may still sign in, view required information, and submit an appeal to the extent supported by the system, but their characters cannot return to the normal game world.

II. Scope of Application and Fundamental Principles

These Rules apply to DAWNBLOOM's official website, game client, account system, DAWNBLOOM Community, official support entry points, and other official services and community spaces inside or outside the game that are directly managed by the operator. Community rules of third-party social platforms also continue to apply.

Rules on characters, trading, combat, and in-game penalties apply to the game and related community conduct. Ordinary use of the six independent apps follows the terms and relevant product rules, not game punishments. Account attacks, impersonation of official apps, malicious client distribution, and community fraud remain subject to the relevant security and community rules here.

Enforcement of these rules shall adhere to the following principles:

- Decisions shall be evidence-based and no violation shall be automatically determined based on a single report.
- Penalties shall be determined comprehensively based on the frequency of behavior, duration, subjective intent, scale of profit, scope of impact, whether organized, whether repeated offenses, whether voluntarily reported and cooperated in remediation.
- Penalties may be applied individually or cumulatively; identical conduct does not guarantee identical penalties in each instance.
- For occasional anomalies caused by system vulnerabilities or user errors, if players do not continue to exploit such issues and promptly report them, the operator may choose not to impose penalties or apply leniency.
- In cases of mistaken penalties, the operator shall revoke or adjust the penalty after verification, and, where technically feasible, restore any content that was erroneously deducted, frozen, or reclaimed.

Three. Key Terms

Terminology	Explanation
Temporary Isolation (Prison)	A violating character may be moved to an isolated area for a specified period. During that period, leaving prison, combat, teaming, clan activities, trading, gifting, stalls, mail transfers and other normal gameplay may be restricted. The specific restrictions and duration follow the penalty notice.
Permanent Isolation (Prison)	The highest in-game penalty under these rules. The character remains in an isolated environment for an extended period or permanently and cannot return to the normal game world or participate in major economic, social, or combat features. Essential access to sign in, view notices, contact support, and submit appeals is retained, subject to actual system implementation.
Freeze of In-Game Virtual Items	Temporarily restrict the use, equipping, consumption, trading, gifting, consignment, or transfer of specific in-game virtual items or virtual assets to investigate or maintain economic order.

Terminology	Explanation
Retrieve in-game virtual items	Remove virtual items or assets obtained directly or indirectly through fraud, exploits, copying, cheating software, abnormal transactions, or other violations from account, character, warehouse, mail, transaction chains, or other traceable sources.
Negative Value Deduction	Reverse, deduct, or correct experience, gold coins, magic coins, reputation, points, attributes, cultivation progress, activity usage counts, ranking benefits, or other in-game gains obtained directly or indirectly through violations, aiming to restore the state as if the violation had not occurred.
Transaction Restrictions	Limit one or more of the following functions: direct trading, gifting, listing in a marketplace or shop, attaching assets via mail, consignment, or transferring family asset shares, or other circulation-related features.
Archive Deletion	Refers to the removal or concealment of violation-related personal profiles, topic profiles, public display materials, or community records on the official website, forum, or official community—this does not equate to the deletion of the game account or character data.

Four. Player Conduct Guidelines

4.1 Account, Identity, and Security

DAWNBLOOM provides account registration and game services only to users aged 18 or older. A person under 18 may not register or use an account, borrow another person's age eligibility, provide a false age range, or bypass the age gate.

- Players must not steal, fraudulently obtain, or unlawfully control another player's account, verification code, login credentials, security verification information, or otherwise gain unauthorized access to another player's account.
- Players must not impersonate official personnel, customer service, GMs, developers, partners, or other players to obtain account information, virtual items, real-world assets, or other benefits.
- Players are responsible for securely managing their accounts. Any risks arising from sharing, lending, selling, or subletting an account shall be borne solely by the relevant user. If an account is used to evade penalties, transfer abnormal assets, or engage in other violations, the account may be subject to concurrent handling.
- Players must not use multiple accounts to circumvent restrictions such as temporary bans, isolation, transaction limits, event restrictions, or other penalties.

4.2 Fair Play and Third-Party Software

- Prohibited to use, create, or disseminate any external cheating tools, hacking software, automated scripts, malicious macros, accelerators, memory modification, packet tampering, protocol simulation, unauthorized automated operation tools, or modified client versions that may provide unfair advantages.
- Normal system accessibility features or assistive tools without competitive advantages do not constitute violations by default; whether such tools constitute a violation shall be determined primarily by whether they bypass normal operations, automatically complete game actions, undermine fairness, or circumvent technical restrictions.
- It is prohibited to provide, sell, or promote cheating software, malware, malicious plugins, account-stealing tools, or related download links to other players.

4.3 Bugs, Vulnerabilities, Duplicate Items, and Abnormal Gains

- When encountering issues such as game bugs, numerical anomalies, duplicate rewards, item copying, abnormal drop rates, unexpected currency increases, bypassing consumption, or erroneous transactions, players should immediately cease further propagation of the issue and report it through official channels.
- It is prohibited to knowingly exploit vulnerabilities, repeatedly replicate items, organize others to exploit them, disseminate specific exploitation methods, conceal abnormal gains, or distribute abnormal assets across multiple accounts.
- For virtual items, currency, attributes, or rewards clearly resulting from system errors, the operator has the right to freeze, reclaim, reverse, or cancel related transactions and correct the values accordingly.
- Players who have no subjective intent to violate rules, whose incidents are isolated and accidental, and who promptly report the issue and cooperate with official investigations may be exempted from penalties on a case-by-case basis.

4.4 Transactions, Gifting, and In-Game Economy

- DAWNBLOOM permits direct trading, gifting, and in-game item or coin transfers via the store, mail, or other official channels as part of the game's internal rules.
- It is prohibited to obtain or transfer virtual assets through fraudulent means, account theft, cheating software, exploits, copying, payment fraud, or malicious refund requests.
- It is prohibited to use tactics such as splitting orders, account relaying, linked account cycling, or fake transactions to conceal the source of violations, evade tracking, or manipulate the in-game economy.
- Unofficial real-money transactions, account trading, or private guarantee dealings are not protected by the official platform; if such activities also involve fraud, illegal operations, money laundering, cheating tools, or disruption of the economic order, the operator reserves the right to impose penalties.
- For assets obtained through theft, fraud, bugs, or other unauthorized means, even if transferred to a third-party account, the operator reserves the right to freeze or reclaim such assets based on evidentiary chains; in handling such cases, the operator will consider factors including whether the third party was aware of the transaction, whether the transaction exhibits obvious abnormalities, and the overall economic impact.

4.5 Fraud, Impersonation, and False Information

- No person shall deceive, mislead, or defraud another by making false representations, fabricating facts, concealing material facts, intentionally confusing nicknames, impersonating a friend, impersonating an official, forging screenshots or order records, or otherwise obtain virtual items, account information, or real-world property.

Do not impersonate Token, Dawnbloom Guide, or any app download or update to obtain another person's account, verification code, mail credentials, or payment.

- It is prohibited to disseminate false official announcements, events, compensation offers, prize wins, promotional discounts, account security alerts, or customer service contact details.
- It is prohibited to use terms such as "account recovery on behalf," "recharge on behalf," "internal channels," or "GM relationship" to induce players to provide passwords, verification codes, or payments to non-official channels.

4.6 Chat, Harassment, and Real-World Safety

- Permits reasonable debate, competitive emotions, and expression of differing viewpoints, but prohibits continuous harassment, stalk-like harassment, malicious flooding, prolonged personal insults, discriminatory attacks, sexual harassment, personal threats, or incitement of real-world harm.
- It is prohibited to publicly disclose another individual's real name, address, phone number, ID documents, workplace, family information, private images, or any other personal identity information without their consent.
- It is prohibited to threaten other players, staff, or third parties through real-world violence, kidnapping, harm, or extortion.
- The operator will not impose penalties solely based on the position, criticism, or political expression, provided such content is lawful and non-offensive; however, if the content constitutes information prohibited by applicable laws, hate speech, threats of violence, harassment, invasion of privacy, or illegal organizational activities, it will be handled in accordance with the law and these rules.

4.7 Spam, Advertising, and Malicious Links

- It is prohibited to send excessive, similar, or meaningless content repeatedly, or to continuously spam normal communication channels such as the world chat, private messages, clans, or forums.
- No promotion of cheating tools, account theft, gambling, fraud, malicious software, illegal transactions, unauthorized websites, or other services that clearly endanger player safety is permitted.
- Sharing of game-related guides, videos, or community content among regular players does not automatically constitute advertising; whether such sharing violates the rules shall be determined primarily based on frequency, intent, content safety, and its impact on normal communication.

4.8 Prohibited or Seriously Harmful Content

- No content shall be posted, organized, or disseminated that constitutes material expressly prohibited by applicable law, including but not limited to child sexual exploitation materials, real-world violent criminal organizations, fraud, illegal gambling, unlawful drug trafficking, and the distribution of malicious software.

- No player shall use the game or official community platforms for real-world fraud, extortion, illegal fundraising, money laundering, or any other illegal activities, including infringement of intellectual property rights.
- The operator may retain necessary evidence, restrict relevant functions, and cooperate with authorized authorities in accordance with the law when there is reasonable grounds to do so.

4.9 Naming and Identity Display

- Player names, clan names, stall/store names, phantom beast names, and other customizable names must not impersonate official entities, intentionally confuse customer service or system identities, or contain severe offensive, harassing, illegal, fraudulent, or malicious linking content.
- For names that violate the rules, the operator may directly replace them with temporary names or require players to rename; in cases involving clan names, the operator may modify the clan name.
- If a clan engages in serious violations in a long-term, collective, or organized manner, the operator may dissolve the clan and handle individual members based on the extent of their participation.

4.10 Interaction with GMs, Customer Service, and Official Personnel

- No player shall impersonate a GM, customer service representative, or official staff, nor shall they fabricate or falsely present official handling results.
- No player shall intentionally provide false evidence, forge transaction records, conceal key facts, or maliciously mislead investigations.
- No player shall use excessive, repetitive, or non-substantive tickets or messages to maliciously consume customer service resources; normal follow-ups on unresolved issues do not constitute a violation.
- No player shall insult, threaten, or harass customer service or staff personnel. Disputes over penalties must be resolved through the official appeal channel.

4.11 Official Website, Forum, and Official Community

- The official website, forum, and official community are subject to the same anti-fraud, anti-harassment, anti-illegal activity, anti-spam, and naming rules as outlined in this Player Rules & Enforcement Policy.
- The operator may delete or hide posts, comments, attachments, links, and related content; for severe or repeated violations, the operator may delete the corresponding community profile.
- Deleting a forum post or profile does not equate to deleting a game account, nor does it automatically affect in-game character status, unless the violation occurs simultaneously within the game or directly relates to game security and economic order.

4.12 Service Disruption, Attacks, and Unauthorized Technical Actions

These Rules also apply to DAWNBLOOM AI and DAWNBLOOM Fairy. Prompt injection, impersonation, forged authorization, automated abuse or other methods must not be used to extract non-public materials, read others' account and game data, bypass Intelligent UI permissions or attack model services. AI answers cannot serve as a basis for changing game rules, restoring assets or exempting a user from liability for violations. Investigations, penalties, notices and appeals remain subject to the existing procedures in this document.

- It is prohibited to attack, interfere with, scan, intrude upon, or disrupt game servers, official websites, APIs, databases, GM backends, or any other infrastructure.

- Prohibits circumventing access controls, permission restrictions, rate limits, security verification, or attempting to read internal data not made publicly available to players.
- Prohibits the bulk scraping of player data, internal interface data, non-public probability formulas or backend information, or the use of technical means to affect server stability without authorization.
- If security researchers discover vulnerabilities, they shall cease any further expansion of impact and report the issue through official customer service or security channels. Vulnerabilities reported in good faith and not misused will be prioritized for handling according to the established vulnerability remediation process.

4.13 Recharge, Refund, and Payment Integrity

- Prohibits the use of stolen payment methods, forged payment instruments, malicious non-payment, duplicate refunds, or any other means to unethically reverse funds after consumption of virtual content.
- Refunds resulting from normal payment platform disputes, accidental deductions, legal rights of minors, or legitimate refund requests do not automatically constitute violations; the operator will handle such cases based on payment records and applicable laws.
- If a refund results in the loss of payment basis for already issued virtual assets, the operator may freeze or reclaim the corresponding virtual items and reverse relevant values or transactions.

4.14 Organized Black Market Activities and Evasion of Penalties

- Any organization or participation in a group or studio engaging in activities such as account hacking, cheating software, copying items, abnormal mining, fraud, unauthorized trading, bulk account creation, or malicious refund requests may be subject to severe penalties.
- The use of associated accounts, clans, warehouses, email, gifting, or transaction chains to transfer illicit gains does not exempt the operator from tracing and handling the violation.
- Any account, character, name, device, or asset held on behalf of another individual shall be subject to penalties if such actions are taken to evade enforcement, and such penalties may be extended to related accounts, characters, or assets, provided that the association is established on the basis of credible evidence.

Section Five: Penalties

The operator may, at its discretion, independently or in combination, apply the following measures based on the nature and severity of the behavior. The sequence listed does not imply a mandatory step-by-step escalation, nor does it indicate that all measures must be applied in every case of violation.

Penalties	Meaning
Warning	Notify players of violation facts through in-game, official website, email, or customer service channels, request immediate cessation of such actions, and inform of potential consequences.
Forced Offline	Immediately terminate the current game session to halt ongoing violations, protect account security, or facilitate investigation.

Penalties	Meaning
Silence Ban	Restrict communication functions in the world, nearby areas, teams, clans, private messages, forum comments, or other channels, with specific scope and duration as notified.
Temporary Isolation (Prison)	Temporarily transfer the character to an isolation zone and may simultaneously restrict functions such as combat, group activities, trading, item gifting, mail transfers, and clan events.
Permanent Isolation (Prison)	This is the highest level of in-game penalties. The character will be placed in long-term or permanent isolation, losing access to normal game worlds and primary gameplay features, while retaining essential access to login, notifications, customer service, and appeal channels.
Freeze of In-Game Virtual Items	Restrict the use and circulation of specific virtual items, currencies, or assets to prevent the further spread of abnormal assets.
Retrieve in-game virtual items	Remove illicitly obtained items, stolen items, duplicated items, abnormal assets, or any direct revenue derived from them.
Negative Value Deduction	Reverse or deduct any experience, gold, magic coins, reputation, points, attribute gains, or ranking benefits obtained through violation.
Transaction Restrictions	Restrict one or more of the following transaction functions: direct trading, gifting, listing for sale/buying in the shop, attaching assets via mail, or consignment.
Modify player name	Forcefully modify player names that are deemed inappropriate, fraudulent, or misleading.
Modify clan name	Forcefully modify clan names that are found to be in violation or causing confusion.
Dissolve clan	Dissolve clans that have engaged in prolonged, organized, or primarily malicious violations.
Delete forum post	Delete or hide offending topics, comments, attachments, or links in the official website/forum/official community.
Archive Deletion	The removal or concealment of individual, topic, or public display records in the official website/forum/official community does not constitute the deletion of the game account.
Assume legal responsibility	When actions are suspected of violating laws, infringing rights, or causing real-world harm, the operator may, in accordance with the law, retain evidence, suspend relevant services, report to competent authorities, or cooperate with investigations; the involved party shall bear corresponding civil, administrative, or criminal liability as required by law.

Regarding the "no account suspension mechanism"

The DAWNBLOOM Terms do not include "permanent account suspension" as a penalty measure. If a user reaches the highest penalty level, the principle shall be "permanent isolation (prison) + necessary restrictions on assets/trading/social functions." However, if legal requirements, regulatory directives, payment platform or distribution platform rules, or orders from courts or administrative authorities mandate service cessation, the operator shall comply in accordance with the law.

Section Six: Types of Violations and Common Penalty Conditions

The table below illustrates common handling directions and is not a mechanically fixed sentencing guide. The operator will comprehensively assess the case based on evidence, impact, profit, subjective intent, recidivism, and cooperation level, and may impose cumulative penalties if necessary.

Types of violations	Common handling procedures	Remarks on aggravation or special circumstances
Light-level spamming, occasional inappropriate remarks, minor harassment	Warning; temporary silence; forced offline if necessary	If the behavior continues after repeated reminders, involves long-term harassment of specific players, or circumvents silence restrictions, penalties may be escalated.
Impersonating official personnel, customer service, or GM, without causing financial loss	Warning; silence; forced offline; temporary isolation	If used to obtain accounts, verification codes, virtual items, or real-world assets, such conduct shall be treated as fraud and punished accordingly.
Fraud, impersonation of friends, false transactions, malicious manipulation	Retrieve virtual items; deduct values; restrict transactions; temporarily isolate; in severe cases, permanently isolate	May restore or rollback traceable transactions; where real-world assets are involved or illegal activities occur, legal responsibility will be pursued.
Cheating tools, cheating scripts, tampering with the client, malicious automation	Forced offline; temporary isolation; restricted trading; freezing or confiscation of virtual items; deduction of values	Organizing, producing, selling, or disseminating cheating tools that cause widespread impact may result in permanent isolation and legal liability will be pursued.
Exploiting bugs, copying items, or abnormally harvesting items	Freeze virtual items; reclaim virtual items; deduct values; restrict trading; temporarily isolate	For bulk exploitation, concealing abnormal gains, using multiple accounts to distribute risk, spreading methods of exploitation, or reoffending may result in permanent isolation.
Acquiring assets from clearly abnormal or illegal sources and assisting in their transfer	Freeze or confiscate related virtual items; restrict trading; issue warning or temporary isolation	Whether the user was aware, whether transaction prices were abnormal, whether repeated intermediation occurred, and whether cooperation with investigations will influence the penalty.

Types of violations	Common handling procedures	Remarks on aggravation or special circumstances
Malicious refund requests, unauthorized chargebacks, payment fraud	Freeze/withhold corresponding assets; deduct values; restrict transactions; temporarily isolate	When scale is large, organized, or involves illegal activities, permanent isolation may be implemented and legal liability pursued.
Posting malicious links, stolen-account malware, cheating plugins, advertisements, or scam advertisements	Silence; delete posts; delete profiles; force offline; temporary/permanent isolation	When account theft, property loss, or widespread dissemination occurs, penalties will be intensified and legal recourse reserved.
Disclosure of others' real-world privacy, personal threats, or severe harassment	Silence; force offline; temporary/permanent isolation; deletion of related content	Legal responsibility shall apply in cases involving real-world safety risks, extortion, violent threats, or illegal disclosure.
Violating player name	Warning; name modification	In cases involving impersonation of official channels, fraud, or persistent harassment, additional measures such as ban from speaking or isolation may be imposed.
Violation of Family Name	Modification of clan name; warning issued to relevant administrators	When repeatedly refusing to rectify violations or when a family acts with serious violations in mind, the family may be disbanded.
Clan involvement in organized cheating tools, fraud, abnormal transactions, or black-market activities	Disband the family; restrict transactions, freeze/reclaim assets, and temporarily/permanently isolate members	Penalties will be determined based on each member's actual level of participation, and no automatic penalties will be imposed merely due to membership in a family.
Violations in official website or forum content	Delete forum posts; issue a warning; in necessary cases, impose silence or delete the user profile archive	If game account security, fraud, illegal activities, or economic misconduct are involved, the in-game account may be handled concurrently.
Maliciously attacking servers, unauthorized access, circumventing permissions, or disrupting services	Force offline; permanent isolation; freeze related assets; bear legal responsibility	Technical isolation and evidence preservation may be immediately implemented without prior warning being required.
Maliciously mislead investigations, fabricate evidence, or repeatedly file false reports	Warning; silence; temporary isolation; deletion of forum posts/profiles	Normal appeal failure does not constitute a violation; only when knowingly false and maliciously abused will action be taken.
Using associated accounts to evade penalties or transfer illicit gains	Extend original penalties to related characters/assets; restrict trading; freeze/withhold virtual items; temporarily or permanently isolate	Must be supported by reasonable connections formed from evidence such as login records, transactions, device information, and behavioral patterns.

Section Seven: Investigation, Evidence, and Temporary Measures

- The operator may investigate based on server logs, login records, transaction/gift/transfer/email records, chat logs, gameplay records, system alerts, player reports, customer service records, payment records, screenshots/videos, and other reliable evidence.
- A single report does not constitute proof of a violation. The operator shall verify timeframes, context, transaction chains, account relationships, and system logs to determine validity.
- To prevent further dispersion of assets or loss of evidence, protective measures such as forced offline status, temporary isolation, freezing of virtual items, and transaction restrictions may be implemented during the investigation period. Such measures shall be lifted, maintained, or adjusted in accordance with the investigation conclusions after the investigation is completed.
- In the event of incidents such as account hacking, copying of items, exploitation of vulnerabilities, abnormal transactions, refund disputes, or account appeals, the operator may retain relevant evidence including chat records, transaction logs, and login data for special investigation and appeal purposes.
- Players are expected to cooperate with reasonable investigation requests, but official personnel will not request complete passwords, payment credentials, or unnecessary sensitive personal information.

Section Eight: Determination of Penalty Severity

Different penalties may apply to the same type of violation, primarily based on the following factors:

- Whether the behavior is first-time, accidental, or occasional, or repeated, long-term, and organized;
- Whether there is clear profit, disruption of the economic system, impact on rankings, or harm to other players' interests;
- Whether the violation was reported proactively, ceased promptly, abnormal gains were returned, and cooperation in remediation was provided.
- Whether intentionally concealing, destroying, or transferring gains, or using associated accounts to evade investigation;
- Impact on player numbers, duration, real-world losses, server stability, and social harm;
- Whether the party has previously received warnings, mute, isolation, or transaction restrictions before reoffending.

Nine, Repeat Offenses, Cumulative Penalties, and Associated Handling

The operator may separately identify violations that occur simultaneously and apply cumulative penalties. Repeat offenses, attempts to evade penalties, organizing others to violate rules, profiting from such violations, or transferring assets through associated accounts will typically be subject to more severe treatment.

Account linkage handling must be based on reasonable evidentiary grounds. Automatic presumption of joint violations solely due to shared network environment, familial relationship, or friendship is not permissible; a comprehensive assessment should be conducted based on login behavior, transaction chains, device/account associations, temporal relationships, and actual level of participation.

Ten, Notification, Appeals, and Correction of Misjudgments

- After penalties are enforced, the operator will, in principle, notify players of the penalty type and basic reasons through at least one of the following methods: in-game notifications, account messages, official website/customer service records, or email.
- Players may submit appeals through the official customer service center or via email at support@dawnbloom.net, and should provide as much detail as possible, including character name, account identifier, penalty date, relevant transaction or chat records, and any other verifiable materials.
- Normal appeals, complaints, or criticism of the operations will not result in additional penalties due to "failure to appeal"; penalties may only be imposed under this policy if intentional evidence fabrication, malicious harassment of customer service, or fraudulent use of the appeal system is involved.
- If it is confirmed that a penalty is erroneous or clearly excessive, the operator shall revoke or modify the penalty; for assets/numerical values incorrectly recovered, frozen, or deducted, efforts shall be made to restore them whenever technically feasible and without causing new economic anomalies.
- In complex cases involving security investigations, third-party payment disputes, or legal inquiries, processing timelines may be extended.

Eleven, Special Circumstances

11.1 Account Compromise and Stolen Assets

The operator may investigate theft incidents based on login, transaction, email, gift, and other behavioral chains. To recover stolen assets, it may be necessary to freeze or reclaim virtual items that have been transferred to other accounts. The handling of innocent players will be assessed comprehensively based on transaction prices, the degree of abnormality in the source, whether the player was aware, and the recoverability of the assets.

11.2 Large-Scale Economic Anomalies and Emergency Response

When issues such as copying items, currency exploits, abnormal rewards, or other economic anomalies may impact the overall game economy, the operations team may temporarily suspend specific transactions, listings, gifting, or asset transfer functions and conduct batch freezes and rollbacks of related assets. Such actions constitute emergency technical measures for maintaining economic stability and may be implemented prior to individual player penalties.

11.3 Platform, Regulatory, and Legal Requirements

If Steam, Apple, payment platforms, app stores, or legally authorized regulatory authorities or judicial bodies issue binding requests, the operator may be required to take necessary measures beyond the standard penalties listed herein, including suspending relevant services, preserving evidence, or cooperating with investigations.

Twelve, Our Reserved Freedoms

DAWNBLOOM aims to minimize unnecessary restrictions. Normal player transactions, gifting, discussions, criticism, competition, role-playing, social interactions, and diverse gameplay choices shall not be penalized merely because they differ from official preferences. The focus of the rules is to prevent cheating, fraud,

harassment, black-market activities, real-world harm, and damage to the game system—not to turn players into individuals who follow instructions rigidly.

We will not guarantee that all disputes can be entirely avoided. For gray-area issues, the operations team will prioritize resolving them through communication, reminders, and reversible measures; for clear, severe, organized, or repeated malicious actions, stronger interventions such as isolation, asset rollback, and transaction restrictions will be implemented.

Thirteen, Rule Updates and Contact Information

Subject to changes in functionality, platforms, legal environments, and operational practices, these rules may be amended. Any material modification affecting player rights shall be notified through the official website, in-game announcements, or other reasonable means. New rules shall generally take effect from the date of publication; in cases of serious violations, safety risks, or legal requirements currently ongoing, the operator may take immediate necessary actions.

General Player Support: support@dawnbloom.net; Security Vulnerabilities and Security Incidents: security@dawnbloom.net; Legal, Copyright, and Privacy: legal@dawnbloom.net

Official website: <https://dawnbloom.net>

Operator / website service provider: 上海追光智创文化传媒有限公司 (English public-facing name: SHANGHAI LUMIREALM CREATIVE MEDIA CO., LTD.)

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