

DIAMONDWORLD

Digital Content Purchase Terms

Effective Date: 20 August 2026

Last Updated: 20 August 2026

Version: 1.0

1. General Provisions

1.1. Scope

These Digital Content Purchase Terms (the “Purchase Terms”) govern the purchase of Digital Content for use within DiamondWorld.

DiamondWorld Store: <https://diamondworld.gg/topUp>

General rules governing use of the Service and Accounts are set out in the Terms of Service.

Processing of personal data is governed by the Privacy Policy.

User conduct and gameplay are governed by the Server Rules.

1.2. Digital Content

For purposes of these Purchase Terms, “Digital Content” means DiamondWorld virtual currency (“DC”) purchased by the User for real-world money through the official store.

DC is intended solely for use within the Service and may be used to obtain in-game content, including items, cosmetic elements, ranks and privileges, keys, boosts, and other available in-game goods or features.

The specific range of in-game content available for DC may change and is displayed directly within the Service.

DC is not legal tender, a bank deposit, or a financial instrument, has no independent monetary value outside the Service, and may not be redeemed for cash except where expressly required by applicable law.

1.3. Related Documents

These Purchase Terms apply together with:

- the Terms of Service;
- the Privacy Policy;
- the Server Rules;
- the description of the relevant Digital Content;
- the terms of the official seller and checkout displayed before payment.

1.4. Allocation of Matters Between Documents

Mandatory applicable law takes precedence in the event of any conflict.

With respect to:

- payment processing, taxes, payment methods, chargebacks, and other functions of the official seller, the applicable checkout terms of that seller apply;
- characteristics of a specific purchase, duration, quantity, and special restrictions, the description of the relevant product applies;
- purchase and use of Digital Content, these Purchase Terms apply;
- general access to the Service, the Terms of Service and Server Rules apply.

The product description does not replace these Purchase Terms except with respect to the specific characteristics of the relevant purchase.

1.5. Acceptance of the Purchase Terms

Before completing an order, the User must have an opportunity to review these Purchase Terms.

By placing an order, the User confirms that they:

- have reviewed these Purchase Terms;
- understand the main characteristics of the purchase;
- have checked the in-game username, UUID, Account, server, or game mode;
- have reviewed the final price and currency;
- are legally entitled to make the purchase;
- are lawfully using the selected payment method;
- have obtained parental or legal guardian authorization where required.

Acceptance of these Purchase Terms does not constitute a waiver of any mandatory rights available to the User under applicable law.

2. Operator, Store, and Official Seller

2.1. DiamondWorld Operator

The Operator of the Service is:

Full name of individual entrepreneur: PE KALASHNIKOV VITALIY SERGEEVICH

Status: Individual entrepreneur registered in the Republic of Armenia

Registration number: 286.1569711

Tax Identification Number (TIN): 20198045

Registered address: Yekmalyan Street 1, Apt. 2, Kentron, Yerevan 0002, Republic of Armenia

Email: vitality.kalashnikov@diamondworld.gg

DiamondWorld is responsible for operation of the Service, selection and description of available Digital Content, and technical delivery of Digital Content to the extent of its actual role.

2.2. Store

Store address: <https://diamondworld.gg/topUp>

The page for a particular product must display the main characteristics, price, duration where applicable, and any material restrictions relating to that purchase.

2.3. Payment Platform

Platform: Tebex

Product / model: Tebex Checkout / Webstore Platform

Legal entity: Tebex Limited

Country of registration: England and Wales, United Kingdom

Company registration number: 08129184

Tebex Checkout Terms: <https://checkout.tebex.io/terms>

Privacy Policy: <https://www.tebex.io/legal/privacy>

Payment Support: <https://www.tebex.io/contact/checkout>

Status of Tebex: Tebex acts as the seller and Merchant of Record for transactions processed through Tebex Checkout unless otherwise disclosed to the User during checkout for the relevant purchase.

2.4. Official Seller

The official seller for a particular purchase is determined by the information displayed:

- on the checkout page;
- before payment is confirmed;
- in the order confirmation;
- in the receipt or invoice.

Where Tebex acts as Merchant of Record for a transaction, the allocation of responsibilities between Tebex and DiamondWorld must reflect the actual checkout model.

Under such a model, the official seller may be responsible, among other things, for:

- accepting payment;
- issuing receipts;
- applicable indirect taxes;
- anti-fraud checks;
- payment refunds;
- chargebacks;
- payment disputes.

DiamondWorld remains responsible for the description and technical delivery of Digital Content to the extent of its role.

2.5. Where to Contact

For matters relating to in-game delivery, activation, functionality, seasons, or wipes, the User should contact DiamondWorld support.

For matters relating to the payment transaction itself, the User may need to contact the official seller directly.

3. Legal Nature of Digital Content

3.1. Limited Right of Use

A purchase does not transfer ownership of:

- the Service;
- software;
- the game server;
- the Account;
- virtual currency as money;
- source code;
- DiamondWorld intellectual property.

The User receives a limited, personal, non-exclusive and, unless otherwise stated, non-transferable right to use purchased Digital Content:

- within DiamondWorld;
- on the specified Account, server, or game mode;
- for the stated duration;
- in accordance with these Purchase Terms and related documents.

3.2. Restrictions

Unless expressly permitted through an official DiamondWorld feature, the User may not:

- sell Digital Content for real-world money;
- transfer Digital Content to a third party;
- demand payment of its alleged monetary value;
- use Digital Content outside the Service;
- circumvent technical restrictions.

3.3. No Cash Equivalent

Unless mandatory applicable law provides otherwise:

- virtual currency is not money;
 - virtual currency is not a bank deposit;
 - Digital Content has no guaranteed real-world monetary value;
 - Digital Content cannot be redeemed for cash;
 - an unused virtual balance does not, by itself, create a right to receive payment in real-world money.
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4. Purchase Information

4.1. Information Before Payment

Before confirming an order, the User must be provided, where applicable, with information about:

- the name of the product;
- its material characteristics;
- price;
- currency;
- taxes or how they are calculated;
- duration;
- relevant server or game mode;
- seasonal nature;
- activation conditions;
- compatibility;
- rules of use;
- consequences of a wipe;
- refund conditions;
- the official seller.

4.2. Product Description

The description displayed on the store page forms part of the terms of the specific purchase.

Images may be illustrative, but material characteristics must correspond to the information provided before payment.

4.3. Non-Conformity

Where Digital Content materially fails to conform to its description, the User retains any remedies available under applicable law, including, where applicable:

- correction;
 - proper delivery;
 - bringing the Digital Content into conformity;
 - price reduction;
 - termination of the contract;
 - refund.
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5. Placing an Order

5.1. Verification of Information

Before making payment, the User should verify:

- username;
- UUID;
- Account;
- server;
- game mode;
- selected Digital Content;
- quantity;
- currency;

- total price;
- email address, where used.

5.2. Incorrect Information

If the User discovers an error, the User should contact support as soon as reasonably possible.

DiamondWorld does not guarantee that Digital Content that has already been activated or used can technically be transferred to another Account.

When reviewing such a request, DiamondWorld may consider:

- whether the order can be identified;
- delivery status;
- whether the Digital Content has been used;
- fraud risk;
- technical ability to transfer the content;
- the User's mandatory rights.

An error made by the User does not automatically prevent the User from submitting a request for review.

5.3. Formation of the Purchase Contract

The point at which the purchase contract is formed is determined by the applicable terms of the official seller.

Creation of an unpaid order does not, by itself, create an obligation to provide Digital Content.

6. Price, Currency, Taxes, and Fees

6.1. Price

The current price is displayed before payment is confirmed.

The price may depend on:

- country;
- currency;
- taxes;
- payment method;
- discounts;
- promotional codes;
- promotions.

6.2. Total Price

Before payment, the User is shown the total price or a clear method for calculating it.

6.3. Taxes

Indirect taxes may be calculated and remitted by the official seller or Merchant of Record.

The actual allocation of tax obligations must correspond to the real payment model.

6.4. Fees

The User's bank, card issuer, or payment system may impose its own fees, including fees for:

- currency conversion;
- cross-border transactions;
- use of a particular payment method.

DiamondWorld does not control fees independently imposed by such third parties.

6.5. Pricing Errors

Where there is an obvious technical error in the displayed price, the order may be cancelled before Digital Content is provided.

If payment has already been made, the terms of the official seller and mandatory applicable law apply.

A subsequent change in price does not affect a completed purchase.

7. Delivery of Digital Content

7.1. Delivery Time

Where there are no technical issues affecting the payment system, DC is normally credited to the User's Account within 5–15 minutes after successful confirmation of payment.

If delivery is delayed due to payment processing, transaction verification, operation of the payment system, or other technical circumstances, delivery may take longer until the relevant processing has been successfully completed.

7.2. When Digital Content Is Considered Delivered

Digital Content is considered delivered when it:

- is credited to the relevant Account;
- appears in the in-game inventory;
- is activated;
- becomes available through another method described to the User.

7.3. Failure to Deliver

If Digital Content is not delivered within the expected period, the User may contact support and provide the order number.

Depending on the circumstances, DiamondWorld or the official seller may:

- check the status of the transaction;
 - correct an error;
 - provide the content again;
 - offer an equivalent with the User's consent;
 - provide a refund where delivery is impossible;
 - provide another remedy required by applicable law.
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8. Duration and Account Association

8.1. Association

Digital Content may be associated with:

- an Account;
- username;
- UUID;
- server;
- game mode;
- season.

Transfer to another User is permitted only through an official DiamondWorld feature, if such a feature exists.

8.2. Duration

Digital Content may be:

- permanent for the lifetime of the relevant Service, server, or game mode;
- temporary;
- seasonal;
- limited to a specified number of uses;
- available until a specified date.

Any material duration must be disclosed before payment.

8.3. Non-Use

Where Digital Content has been properly delivered but the User voluntarily chooses not to use it, this does not, by itself, create an automatic right to a refund.

The User's mandatory rights remain unaffected.

9. Seasons, Wipes, and Game Balance

9.1. Seasonal Content

Where Digital Content is limited to a particular season, server, or game mode, this must be clearly disclosed before purchase.

After the disclosed period ends, such content may:

- expire;
- be removed;
- not transfer to a subsequent season;
- be replaced in accordance with rules disclosed in advance.

9.2. Wipes

A wipe may reset:

- gameplay progress;
- certain in-game items;
- statistics;
- other seasonal data.

DC purchased for real-world money is retained during an ordinary wipe and is not automatically cancelled.

DC may be reduced or cancelled as part of a sanction for violation of the Terms of Service or Server Rules where such a measure is provided for by the relevant rules and permitted by applicable law.

Special retention or transfer rules may apply to certain categories of in-game content. Such rules must be disclosed to the User before the relevant content is acquired.

9.3. Changes to Characteristics

DiamondWorld may reasonably change characteristics of Digital Content for purposes including:

- game balance;
- correction of errors;
- security;
- legal compliance;
- compliance with Minecraft rules;
- development of gameplay.

Such changes must not arbitrarily deprive the User of the essential value of Digital Content already acquired.

Mandatory rights relating to material adverse changes remain unaffected.

9.4. DC Virtual Currency

DC purchased for real-world money:

- is retained during an ordinary wipe;
- may be used only within the Service;
- may not be transferred to another User unless expressly permitted by a Service feature;

- may not be redeemed for real-world money except where required by applicable law;
- may be reduced or cancelled as a proportionate measure for violation of the Terms of Service or Server Rules where such a measure is expressly provided for by the relevant rules and permitted by applicable law.

Any other material restrictions on the use of DC must be disclosed before the purchase is completed.

10. Closure of a Server or Game Mode

10.1. Discontinuation

DiamondWorld may discontinue the Service, a server, game mode, or feature for technical, legal, economic, or security reasons.

10.2. Notice

Where the Service, a particular server, or game mode is planned to be discontinued, DiamondWorld aims to notify Users at least 48 hours in advance.

Users are generally notified of a planned wipe approximately 14 days in advance.

Notice may be provided through the website, game interface, Discord, email, or another available communication channel.

These time periods may not apply in emergency circumstances, including security threats, legal requirements, technical failures, or unexpected loss of critical infrastructure.

10.3. Paid Content

For Digital Content that remains active when the relevant Service, server, or game mode is closed, DiamondWorld may, depending on the circumstances, provide:

- transfer;
- a reasonably comparable replacement;
- an extension;
- compensation;
- a refund where required by law;
- termination after the applicable period of use.

Relevant factors may include:

- the original product description;
- stated duration;
- purchase date;
- period of actual use;
- technical feasibility of transfer;
- mandatory rights of the User.

10.4. Permanent Content

Where content is described as “permanent” or “lifetime”, this means that it remains available for the lifetime of the relevant Service, server, or game mode unless otherwise expressly disclosed before purchase.

This does not limit any mandatory rights available to the User.

11. Digital Content with Random Outcomes

11.1. Disclosure of the Mechanic

Before using a case or another mechanism involving a random outcome, the User must be able to understand:

- that the outcome depends on chance;
- which categories of rewards may be obtained;
- whether a minimum reward is guaranteed;
- whether age or regional restrictions apply.

11.2. Probabilities

The outcome of opening a case or using another random-reward mechanism is determined randomly.

For certain mechanisms, information regarding the probability of receiving particular rewards may not be displayed to the User unless disclosure is required by applicable law or by mandatory rules of the relevant platform.

Where probabilities are disclosed, the actual operation of the relevant mechanic must correspond to the disclosed information.

11.3. Specific Rewards

Opening a case or using another random-outcome mechanism does not guarantee receipt of a particular reward unless such a guarantee is expressly stated within the Service.

This does not limit the User’s rights in cases involving:

- failure to provide a paid or activated attempt;
- a technical error;
- an inaccurate description of the mechanic;
- malfunction of the relevant feature.

11.4. Restrictions

Access to cases and other random-outcome mechanisms may be restricted or unavailable in certain countries, for certain age groups, or for other categories of Users where required by applicable law or mandatory rules of Minecraft, Tebex, or another relevant platform.

12. Refunds

12.1. General Rule

Where mandatory applicable law or the terms of the specific purchase do not provide a right to a refund, a purchase may be considered non-refundable after Digital Content has been properly delivered, activated, or used.

The User's mandatory rights remain unaffected.

12.2. Grounds for Requesting a Remedy

The User retains the right to seek an appropriate remedy where:

- Digital Content was not delivered;
- the Digital Content is defective;
- it materially fails to conform to its description;
- a duplicate or incorrect charge occurred;
- the purchase is alleged to have been made without authorization from the payment method owner;
- the product description provides for a refund;
- the official seller permits a refund;
- applicable law provides a right to a refund.

Nothing in these Purchase Terms limits the User's mandatory rights.

12.3. No Automatic Right to a Refund

An automatic right to a refund generally does not arise solely because:

- the User changed their mind after using the Digital Content;
- the User stopped playing;
- the User received a different random outcome than expected, provided the relevant mechanic operated correctly;
- the User was reasonably banned for a violation;
- an item was reasonably adjusted for game-balance purposes;
- a previously disclosed season ended;
- a previously disclosed wipe occurred;
- the User's hardware or connection does not satisfy disclosed requirements.

Each request is considered in light of the particular circumstances and applicable law.

12.4. Bans

Rules governing bans and restrictions are set out in the Terms of Service and Server Rules.

A justified ban does not, by itself, create an automatic right to a refund.

A ban does not prevent the User from:

- disputing an unauthorized transaction;
- seeking a remedy for defective or undelivered Digital Content;
- exercising mandatory consumer rights;
- contacting support regarding the ban.

12.5. Refund Requests

DiamondWorld Support: <https://diamondworld.gg/support>

Official Seller Payment Support: <https://www.tebex.io/support-customer>

The following information may be required to review a request:

- order number;
- purchase date;
- username;
- email address;
- description of the issue;
- supporting materials.

12.6. Refund Method

Where a refund is approved or required by applicable law, it is processed through the Tebex payment system and is generally returned to the original payment method.

The time required for a refund to be credited depends on Tebex, the payment method, and the User's bank.

For Users in the European Union, where a statutory right of withdrawal remains applicable in the particular circumstances, refunds are made within the time periods required by applicable law, including, where applicable, no later than 14 days after receipt of the relevant notice.

Additional refund conditions and restrictions are determined by the applicable Tebex Checkout terms and mandatory applicable law.

Current Tebex Checkout terms governing refunds and withdrawal rights are available at: <https://checkout.tebex.io/terms>

13. Unauthorized Purchases and Minors

13.1. Unauthorized Purchases

The owner of the payment method should report a suspected unauthorized transaction as soon as reasonably possible.

Information may be required for purposes of:

- identifying the order;
- verifying the claimant;
- preventing fraud;
- protecting the Account;
- reviewing the refund request.

13.2. Minors

Users under the age of 13 may not make purchases through the Service.

A minor User aged 13 or older may make purchases only:

- where permitted by the laws of their country of residence;
- with parental or legal guardian consent where required by applicable law;
- using a payment method lawfully and with authorization from its owner where such authorization is required.

Additional restrictions may apply to particular countries, age groups, categories of Digital Content, or payment methods under applicable law or the rules of the official seller or payment provider.

Payment processing is carried out by the official seller or payment provider in accordance with its own terms. Those terms may impose additional requirements concerning the User's age, identity verification, use of the payment method, or parental or legal guardian consent.

The age restrictions and requirements in this section apply together with the Terms of Service and Privacy Policy.

13.3. Purchase Interface

Before confirming payment, the User must be clearly shown:

- the amount of DC being purchased;
 - the total price and currency;
 - applicable fees and taxes, where not already included in the price;
 - material restrictions relating to the purchase;
 - an action clearly indicating that the User is assuming an obligation to pay.
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14. Payment Disputes and Chargebacks

14.1. Contact Before a Chargeback

Before initiating a chargeback, the User is encouraged to contact support where doing so is reasonable in the circumstances.

This does not limit the User's right to contact their bank, payment provider, or a competent authority.

14.2. Temporary Measures

Where a payment dispute arises, DiamondWorld or the official seller may:

- temporarily suspend delivery of disputed content;
- temporarily restrict use of disputed content;
- provide necessary order information to the payment platform;
- take reasonable anti-fraud measures;
- restore content after resolution of the dispute, where appropriate.

14.3. Abuse

An Account must not be permanently banned automatically solely because the User made a good-faith dispute concerning an incorrect or unauthorized purchase.

Additional measures may be taken where there are reasonable indications of:

- fraud;
- intentional receipt of content without payment;
- abuse of refunds;
- repeated unjustified disputes;
- threats to payment security.

The User may contact support and provide an explanation.

15. Users in the European Union and EEA

15.1. Mandatory Rights

These Purchase Terms do not limit mandatory consumer rights available under applicable European Union law or the laws of the User's country of residence.

15.2. Pre-Contract Information

Before entering into a purchase contract, the User is provided with any mandatory information applicable to the seller and the purchase.

15.3. Right of Withdrawal

Where provided by applicable law, the User may have a right to withdraw from a distance contract within the applicable statutory period.

For digital content supplied immediately and not on a tangible medium, loss of the right of withdrawal may occur only where the applicable legal requirements have been satisfied.

15.4. Immediate Supply

Where a purchase is made through Tebex Checkout, the User's consent to immediate supply of digital content and acknowledgment of the consequences for the right of withdrawal are recorded in accordance with the Tebex Checkout mechanism and terms.

For Users in the European Union, the right of withdrawal applies and ends in accordance with applicable law and the Tebex Checkout terms.

Current Tebex Checkout terms: <https://checkout.tebex.io/terms>

15.5. Non-Conformity

The User retains all statutory remedies available where Digital Content is not supplied or fails to conform to the contract.

15.6. Changes

Material adverse changes to Digital Content after purchase are permitted only to the extent allowed under the contract and applicable law.

16. Users in the United States

User rights may vary depending on the laws of the applicable state.

Provisions concerning non-refundability, warranties, and limitations of liability apply only to the maximum extent permitted by applicable law.

Incorrect, unauthorized, or disputed purchases are reviewed taking into account:

- applicable law;
- the terms of the official seller and Tebex Checkout;
- evidence provided;
- whether and to what extent the relevant Digital Content has been used;
- fraud risk.

Any mandatory rights available to the User under applicable United States federal or state law remain unaffected.

17. Governing Law, Amendments, and Contact Information

17.1. Governing Law

Unless mandatory applicable law provides otherwise, these Purchase Terms are governed by the laws of the Republic of Armenia.

The choice of Armenian law does not deprive the User of any mandatory protection available under the laws of the User's country of residence.

17.2. Pre-Dispute Contact

Contact: vitaly.kalashnikov@diamondworld.gg

Usual response time: 10 business days

Nothing in this section limits the User's right to bring a claim before a competent court or public authority where such a right is provided by applicable law.

17.3. Courts and Jurisdiction

Disputes are resolved by the competent courts of the Republic of Armenia unless mandatory applicable law gives the User the right to bring a claim before another competent court.

17.4. Changes to These Purchase Terms

A new version of these Purchase Terms generally applies to purchases made after the date on which the new version takes effect.

Changes to these Purchase Terms do not retroactively deprive the User of mandatory rights arising from a purchase already concluded.

17.5. Contact Information

The Operator's details are provided in Section 2.1.

Store: <https://diamondworld.gg/topUp>

DiamondWorld Support: <https://diamondworld.gg/support>

Payment Support: <https://www.tebex.io/support-customer>

Official Seller: determined by the information provided to the User when completing the relevant purchase through Tebex Checkout and by the order confirmation, receipt, or invoice.

17.6. Severability

If any provision of these Purchase Terms is found to be invalid or unenforceable, the remaining provisions continue in full force and effect.

