12. No Real-World Impact Disclaimer

12.1 Fictional Environment

- Cosmo Crafter is a fictional game designed for entertainment purposes only. All in-game scenarios, interactions, treaties, conflicts, and decisions occur within a virtual environment and do not extend to real-world situations.

12.2 No Real-World Consequences

- Actions taken or events occurring in the game have no legal, financial, or societal consequences outside the game. This includes:
  - In-game alliances, treaties, or conflicts.
  - Virtual economic systems or trades.
  - Player disputes or gameplay outcomes.

12.3 No Legal Binding

- Agreements, treaties, or contracts between players within the game are not legally binding and hold no enforceable status in real-world courts or jurisdictions.

12.4 User Responsibility for Conduct

- While the game enforces Community Guidelines, the Company is not responsible for real-world disputes or conflicts arising from in-game interactions.

12.5 Role of In-Game Economy

- The in-game economy, including the exchange of virtual currency or items, is a simulated system. It does not reflect real-world economic principles, values, or outcomes.

12.6 Educational and Creative Content

- Any educational or creative content presented within the game is fictional and should not be interpreted as factual or real-world advice.

12.7 Acknowledgment of Fictional Nature

- By playing Cosmo Crafter, you acknowledge that all elements of the game are fictional and agree to treat them as such.

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