Games With Stegilsaurus

Terms of Service

Effective November 24, 2026 · Revision 2

These Terms are an agreement between you and **Matthew James Stegall**, doing business as **Games With Stegilsaurus**. They cover our websites and player portal, bookings, tabletop roleplaying sessions we host, browser games and online tools we offer, campaign materials, and official community spaces and communications we manage. We call these our "Services." Our **Privacy Policy** explains how we handle personal information.

Section 12 includes binding individual arbitration and a class action waiver, with a 30-day right to opt out. It also explains when you can go to court.

1. Acceptance and eligibility

When you select "I agree" or take another action clearly identified as recording your agreement, you accept these Terms. If you disagree, you may decline and stop the signup or booking. You must be 18 or older and have the legal capacity to enter a contract where you live to create an account, book, or play through our standard Services. Any youth program we offer will have its own eligibility rules, consent process, and privacy notice.

We may offer additional features or events with terms shown before you enroll or buy. If you accept them, those terms control for that feature or event where they conflict with these Terms. Mandatory rights under applicable law take precedence.

2. Accounts and access

Give us accurate account and booking information and keep it current. Use your own account, keep your login or sign-in link secure, and let us know promptly if you suspect unauthorized access. An account, seat, or private game invitation is personal. Get our approval before transferring a seat or sharing an invitation. We may decline or restrict access to prevent fraud, rule violations, or safety problems, subject to applicable law.

Online play may require a compatible device, internet access, and an account with the services identified for your game, such as Discord, Foundry Virtual Tabletop through The Forge, or D&D Beyond. You are responsible for your equipment and any third-party charges you choose to incur. Third-party platforms have their own terms and privacy practices. If you purchase through StartPlaying or another external platform, follow that platform's booking, payment, and refund process. These Terms govern the Services we provide.

3. Seats, campaigns, and waitlists

We host and schedule the games offered directly through our Services. A seat is confirmed when the portal or an official booking message confirms it. Availability can change before confirmation. A seat for one date covers that session. If you choose a recurring campaign seat, we reserve a place at eligible scheduled sessions until you leave, the campaign ends, or we end the reservation under these Terms. A game listing shows the proposed schedule, rate, format, and play requirements.

A waitlist place gives you a chance to claim an opening. Any claim deadline will be shown in the offer. You have a seat once you claim it and receive confirmation. Joining the waitlist carries no charge. We may set seat limits and release unclaimed offers.

4. Prices, payments, and recurring charges

Before you commit, we show the amount in U.S. dollars, including applicable taxes and fees, when payment is due, and any booking-specific conditions. Rates may vary by campaign, player, or offer. We may change prices for future bookings. If we increase your recurring campaign rate, we ask you to approve the higher rate before we charge it for new sessions. We will honor the price of a confirmed session unless you agree to a change or we cancel an obvious pricing error and refund any payment for it.

When direct card billing is available, a payment processor handles card details. Use a payment method you are authorized to use. For standard per-session billing, we submit an authorized charge **no earlier than one hour after the scheduled start time** for a reserved seat that you did not skip before its scheduled start, including when you do not attend. Actual attendance is recorded separately. Free, canceled and DM-waived sessions are not charged. Your bank or processor may post it later. If your payment needs another attempt or bank verification, we show a secure payment action in your account. We may reconcile an uncertain attempt using the same payment reference, or pause future bookings until a valid payment is received.

A recurring seat with automatic payment requires separate, express authorization. Before you authorize it, we show the rate or how it will be calculated, the billing timing, what makes a session chargeable, and how to skip a date or leave the campaign. We provide a confirmation you can keep. A one-time booking or saving a card alone does not authorize recurring charges. You can revoke automatic payment authorization with “Stop automatic payments” in Payments or by contacting us at the email below. This stops new automatic attempts; a request already in flight may require reconciliation and reversal. Skip or leave before the scheduled start to release a reserved seat. If a session fee is already due when you revoke authorization, we may ask you to pay it separately. Gift cards, paid credits, passes, or subscriptions, if offered, will show their own price, duration, redemption or renewal rules, and cancellation terms before purchase. Promotional discounts can have expiry, use, and eligibility limits disclosed with the offer.

5. Skips, cancellations, and refunds

The cutoff is measured from the scheduled start time in your booking confirmation. Use the indicated booking controls to cancel a one-time seat, skip a campaign date, or leave a campaign. If you cannot use those controls, email us. The time we receive your request determines whether it meets the deadline.

What happens	How we handle the charge
You cancel or skip **before the scheduled start**.	We release your seat for that date. There is no charge, and we refund any amount collected for it.
Your seat remains reserved when the session starts, including when you miss the session or cannot join because of your own equipment or connection.	The confirmed session price is due for the reserved seat. We submit an authorized charge no earlier than one hour after the scheduled start. Joining late, leaving early, or an attendance record marked absent does not automatically waive the charge. Contact the DM to request a waiver or refund.
The DM excuses a reserved seat or offers a refund.	We may waive an unpaid session charge or refund a confirmed payment based on the circumstances. We show a refund as completed only after processor confirmation. We do not add a separate late-cancellation or no-show fee to the standard reserved-seat price.

What happens	How we handle the charge
We cancel, or a host-side problem or required platform outage prevents us from substantially delivering the session.	There is no charge for the affected session. We refund any amount already collected for it.
We move a confirmed session to a new date or time.	We notify you and carry your seat over. You may skip without charge before the new start. If you cannot attend the changed date, contact the DM to release it without charge. We reverse any charge made for the original date.

Leaving a campaign ends automatic reservations and charges for subsequent dates. A charge may still apply to a reserved session that has already started when you leave, if the session goes ahead and these Terms allow it. We will not charge twice for the same seat or charge for dates we never schedule. We reverse duplicate and other incorrect charges.

We may adjust the story, roster, or game mechanics and occasionally use a substitute game master. If we materially change the advertised format or a specifically promised host, you may decline the changed session before it begins without a fee. A game can be postponed or ended if we lose a venue, sufficient attendance, or the ability to run it. Refunds for affected bookings follow this section. Refunds go back to the original method where possible unless you agree to another method or the law requires one. Bank processing times vary. Contact us about billing errors or refund requests. You keep any rights you have to dispute a charge with your payment provider.

6. Table conduct and safety

Treat other players, the game master, and support volunteers with respect in sessions, campaign channels, direct messages connected to a game, and on our site. Games may contain fictional violence, horror, or other mature themes. Follow the boundaries set for your table and respect a participant's request to pause or move past a subject. You may report a concern privately through the contact below.

On or in connection with the Services, you agree to refrain from:

- Harassing, threatening, stalking, discriminating against, or retaliating against another participant for raising a concern.
- Sharing private details, private messages, character materials another player shared in confidence, or private invitation links without permission, except for lawful reporting or a necessary safety report.
- Impersonating someone, manipulating reviews, making knowingly false reports, spamming, or knowingly disrupting a game.
- Uploading infringing or unlawful material, malware, or content that exploits or targets others. Table consent to fictional themes does not authorize mistreatment of real people.
- Evading bans, abusing payment or reservation tools, attempting unauthorized access, interfering with the site, scraping it without authorization, or bypassing limits or access controls. This does not restrict activity protected by law.

We may pause a session, remove material, warn a player, restrict messaging, cancel a seat, suspend access, or ban an account in response to safety concerns, credible reports, material violations, fraud, or legal obligations. We may act immediately when needed to protect people or the Services. We may review records and share necessary information as described in the Privacy Policy. You can contact us to ask for a review of a moderation

decision. These Terms protect your ability to leave an honest review, file a lawful complaint, and report a safety or security concern in good faith.

7. Recordings, streams, and transcripts

Sessions are private by default. Get our prior permission and the informed consent of every affected participant before you record, livestream, transcribe, take identifiable screenshots of participants, or use a bot or AI tool to capture a private session. Get separate permission before publishing the resulting material, including clips, voices, or likenesses. We will disclose any recording, streaming, or transcription we arrange in advance and obtain separate consent before it starts. An agreement to these Terms alone does not authorize capture or publication. This section does not restrict lawful reports or evidence preservation permitted by law.

8. Campaign materials and player submissions

We and our licensors retain the rights we hold in the website, brand, and materials we provide, including original adventures, maps, handouts, and game assets. You receive a limited, personal, nontransferable license to access and use them for authorized play, subject to the scope stated for any individual download. Ask permission before copying them outside that use, reposting them, selling them, suggesting our endorsement, or using them or private game activity to build datasets or train AI systems. Rights granted by law or by a third-party license remain available. Third-party games, settings, marks, and assets belong to their respective owners.

You retain the rights you hold in the original characters, backstories, art, posts, and other material you submit. Share only material you have the right to provide. By sharing it, you give us a nonexclusive, worldwide, royalty-free license to store, copy, format, and display it as needed to operate and moderate the Services, and to share it with the intended audience. This includes using material you shared with a campaign to run it and keeping reasonable private logs and recaps for campaign continuity, subject to applicable privacy rights. It also covers displaying reviews or posts you choose to publish in the public area you select. Providers can process material for us for those purposes. We ask separately before using a private contribution, recording, or identifiable testimonial in advertising. You allow us to use voluntary suggestions about the Services without payment. Reviews remain yours, and we may moderate them for matters such as spam, unlawful material, or private information in accordance with law.

In-game rewards, inventory, and character progress are part of the game and have no cash redemption value. You may be able to retain or export your own material where the tool supports it. Keep copies of any original material you want to preserve.

9. Copyright reports

Report suspected infringement to **Stegilsaurus@gmail.com**. Identify the work, the material at issue, and where we can find it. If we designate a U.S. copyright agent, the agent's name, mailing address, telephone number, and email will be made available on our site. Send formal notices and counter-notices under 17 U.S.C. § 512 to that agent. The statute sets out the signatures, contact details, and good-faith and sworn statements required. We may send notices and counter-notices to the affected parties as the process requires. We may remove or disable access to material and terminate repeat infringers' accounts in appropriate circumstances.

10. Service changes and account closure

We may update, pause, or discontinue features for operational, safety, or legal reasons. If we cannot deliver a confirmed session, Section 5 governs the charge and refund. Neither party is responsible for delay or failure caused by circumstances beyond their reasonable control. Applicable refund duties and mandatory rights still apply.

You may stop using the Services, leave a campaign, or delete your player profile through available controls or by contacting us. Deleting the profile ends recurring seat reservations and releases unpaid booked dates that have not started. Reservations for sessions that have already started and payment history may still appear in our records. To close the related sign-in account or revoke payment authorization, use the available account or payment controls or contact us. Lawful charges already incurred and provisions that by their nature continue after closure remain in effect.

We may end access for reasons stated in these Terms. If we end your access because of a material breach, we may retain an authorized fee already paid for a delivered reserved session under Section 5, to the extent permitted by law. We refund prepaid sessions we cancel for other reasons and future prepaid sessions you lose access to before their scheduled start.

11. Warranties, liability, and third-party claims

Service availability. To the extent permitted by law, we provide the Services as available and disclaim implied warranties of merchantability, fitness for a particular purpose, and noninfringement. We do not guarantee continuous or error-free access, a particular campaign outcome, compatibility with every device, or the conduct of other participants or third-party providers. Our express commitments, including the refund rules above, still apply.

Limits on damages. To the extent permitted by law, we and our hosts, staff, and contractors will not be liable for indirect, incidental, special, consequential, exemplary, or punitive damages, or for lost profits, goodwill, or data. Our combined liability and theirs for claims arising from the same event is limited to the greater of **US$100** or the amount you paid us for the affected Services in the 12 months before the event. These limits do not apply to fraud, gross negligence, willful misconduct, death or personal injury caused by our negligence, refunds owed under these Terms, or liability and remedies that the law does not allow us to limit.

Third-party claims. To the extent allowed by law, you agree to defend and indemnify us and our hosts, staff, and contractors against third-party claims and reasonable costs to the extent caused by your material breach of these Terms, unlawful conduct, or infringement by material you supplied. This obligation does not cover loss caused by our own negligence or misconduct. We will give you prompt notice of the claim and reasonable opportunity to assist with the defense. We may participate in the defense at our expense. Neither party may agree to a settlement that assigns fault or imposes obligations on the other without that party's written consent.

12. Disputes and individual arbitration

Informal resolution. If a dispute arises, contact **Stegilsaurus@gmail.com** with your name, a short description, the relevant booking or account details, and the resolution you seek. We will send our notice to your last known contact address if we raise a dispute. Both sides agree to try to resolve the dispute for 30 days after the other side receives notice. Either side may file sooner to preserve a deadline, pursue small claims, or seek emergency relief. You may contact a regulator or exercise any other nonwaivable legal right at any time.

Agreement to arbitrate. If informal resolution fails, you and we agree to resolve covered disputes about these Terms or the Services in binding individual arbitration administered by the American Arbitration Association (AAA) under its Consumer Arbitration Rules. Both sides waive a court or jury trial for covered disputes subject to the exceptions below. The Federal Arbitration Act applies where applicable. Either party may bring a qualifying claim in a small claims court with jurisdiction. Either side may seek temporary court relief for misuse of intellectual property, confidential material, or serious threats to safety or security. Claims and remedies that applicable law allows a party to pursue in court remain available there, including any applicable right to elect court under 9 U.S.C. § 402 and any right to seek public injunctive relief.

Procedure and costs. Hearings may be held remotely or at an accessible location consistent with the AAA rules. We will pay the business fees assigned to us under those rules. Your filing fee will not exceed the lower of the AAA consumer fee and the fee to file the same claim in a court where you could bring it. We will pay any difference. Each party ordinarily pays its own attorney fees, subject to fee awards allowed by law. The arbitrator may award relief available under applicable law. A court decides whether the parties formed this arbitration agreement, whether it or the class action waiver is enforceable, and any other question that law assigns to a court. If AAA cannot administer a case and we cannot agree on another provider, either party may bring it to a court with jurisdiction.

Class action waiver. To the extent permitted by law, covered disputes will be heard on an individual basis. You and we waive participation in a class, collective, or representative proceeding for those disputes. If a court holds this waiver unenforceable as to a claim or remedy, that claim or remedy may proceed in court. Any separable, arbitrable claim remains subject to individual arbitration to the extent the law permits.

30-day right to opt out. You can opt out of arbitration and the class action waiver by emailing **Stegilsaurus@gmail.com** within 30 days after you first accept these Terms. Use the subject **Arbitration Opt-Out** and include your name, the email or account identifier you use for the Services, and a statement that you are opting out. Your ability to use the Services is unaffected. The other Terms still apply.

13. Governing law and other terms

Washington law and applicable U.S. federal law govern, subject to the mandatory protections and venue rights of your jurisdiction. For claims that can be heard in court, the parties consent to the courts of competent jurisdiction in King County, Washington, or the U.S. District Court for the Western District of Washington, unless applicable law allows or requires a different forum. The small claims and other exceptions in Section 12 apply.

We may revise these Terms as the Services change. We will post the effective date and provide advance notice and request renewed agreement for material changes that affect your obligations. Changes apply prospectively. The terms you agreed to for an existing booking or a dispute that arose before an update continue to govern it unless both parties agree otherwise or law requires a change.

These Terms and any additional terms you accept for a specific offering are the agreement for the Services they cover. If a provision is unenforceable, the remainder continues to apply subject to Section 12 and applicable law. Failing to enforce a provision once does not waive it. You may transfer your rights or duties only with our permission or as allowed by law. We may assign the agreement to a successor that assumes our obligations, subject to applicable law and our Privacy Policy.

14. Contact

Email **Stegilsaurus@gmail.com** for support, legal notices, billing issues, safety reports, and arbitration opt-outs. We may send booking confirmations, schedule changes, receipts, and other service or legal notices to the contact information associated with your booking as permitted by law.