

## RETURN POLICY

Effective Date: January 12, 2025

Thank you for subscribing to Bandit Bot. Please note that all subscriptions to Bandit Bot are for digital services and are governed by the following return policy:

### Digital Product and Subscription Policy

Bandit Bot provides a subscription-based service that grants users access to our proprietary tools, deal notifications, and features immediately upon payment. As a digital product, all purchases are final and non-refundable. By completing your subscription purchase, you agree that you are fully aware of the terms of this return policy.

### Non-Refundable Payments

Due to the nature of digital products, we are unable to offer refunds for any subscription payments. Once a payment is made, it is considered final, and no exceptions will be granted. This includes but is not limited to situations where the user has not fully utilized the service during the subscription period.

### Cancellations

Subscribers may cancel their subscription at any time through their account dashboard. Cancellation will take effect at the end of the current billing cycle, and you will not be charged for the subsequent period. However, you will continue to have access to the service until the end of the current billing cycle.

### Chargebacks

Any attempt to dispute or chargeback a subscription payment in violation of this policy will result in

immediate termination of your access to the service. Bandit Bot reserves the right to pursue legal action or collection efforts in response to fraudulent chargeback claims.

### Changes to This Policy

Bandit Bot reserves the right to update or modify this return policy at any time. If changes are made, we will notify users by updating the policy on our website. Continued use of the service after changes are made constitutes acceptance of the revised policy.

### Contact Us

If you have any questions or concerns regarding this return policy, please contact us at:

Email: [enquiries@bandit.software](mailto:enquiries@bandit.software)