



A Healer's Almanac

a traditional Chinese medicine village life sim

OFFICIAL DOCUMENTATION

Warranty and Legal Notice

A Healer's Almanac, a traditional Chinese medicine village life sim

WARRANTY

This document provides general warranty, safety, distribution, and rights information for A Healer's Almanac (the "Game"), developed and published by Pineroost. It is an informational notice, not legal advice or a separate end-user license agreement. Nothing here is intended to limit rights that cannot be limited under applicable law.

Game	A Healer's Almanac
Developer and Publisher	Pineroost
Platforms	Windows (64-bit)
Support contact	pineroost@gmail.com

1. Software Availability and Consumer Rights

Except where applicable law provides otherwise, the Game is supplied on an "as is" and "as available" basis. Pineroost does not promise that every build will be uninterrupted or free of defects, and features, content, compatibility, and behavior may change as development continues.

Some jurisdictions provide mandatory warranties, remedies, or other consumer protections. Those rights continue to apply. If any statement in this notice conflicts with a right that cannot lawfully be waived or limited, that right controls.

2. Medical and Safety Notice

A Healer's Almanac is fiction created for entertainment. It does not provide medical advice, diagnosis, treatment, medication guidance, or instructions for real medical procedures. Do not prepare or ingest remedies, use substances, or attempt needling, moxibustion, or other treatments based on the Game. Some depicted substances can be toxic or dangerous. Consult a licensed healthcare professional for real medical concerns.

Gameplay systems simplify and fictionalize historical and traditional ideas. Names, symptoms, ingredients, formulas, and outcomes are not a reliable guide to real-world safety or effectiveness.

3. Steam Distribution and Refunds

The Game is distributed through Valve Corporation's Steam platform. Steam manages account access and, where applicable, purchases, billing, and refund requests under the Steam Subscriber Agreement and Steam Refund Policy. A free demo does not require a game purchase. Direct billing and refund questions to Steam through the Steam platform.

4. Intellectual Property and Third-Party Licenses

(c) 2026 Pineroost. All rights reserved in Pineroost's original content. The Game also includes licensed third-party assets. Each third-party asset remains subject to its own license terms; share-alike obligations apply only to the specific derived files they cover, not automatically to the Game's code or unrelated original content. Full per-asset attribution accompanies the Game.

License	Use in the Game
CC0 1.0 (Public Domain)	Cave tilesets, selected external art packs, and sound effects

License	Use in the Game
CC-BY-SA 3.0 / 4.0	Source terrain, mountain, cliff, and water tiles; project adaptations are shared under CC-BY-SA 4.0
Pixabay Content License and Public Domain	Background music
SIL Open Font License (OFL)	Bundled display font (LXGW WenKai)
Original / AI-assisted (Pineroost)	Custom pixel art, interface, characters, and other human-edited assets

5. AI Content Disclosure

Some player-facing art began as AI-generated concepts or drafts and was converted, composited, reviewed, and hand-edited by the developer before release. AI writing tools also helped draft or rewrite portions of game text and English localization from the author's content and direction; the developer reviews, edits, and approves the released text. Pineroost did not use generative AI to create the game's audio. The Game contains no live or runtime AI generation.

6. Support and Contact

For technical support or general questions about the Game, contact Pineroost at the address below. For Steam account, billing, or refund questions, use Steam support.

Support email pineroost@gmail.com

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