Software License Agreement

Updated November 10th, 2022

THIS SOFTWARE LICENSE AGREEMENT is valid for the lifetime of the software.

The Vendor (Copperhead Studio LLC.) wishes to license computer software (Computer Repair Simulator) to the End User (You and any user who opens the software) and the End User desires to Use the Software License and Software (Computer Repair Simulator) under the terms and conditions stated below.

Computer Repair Simulator is a registered trademark of Copperhead Studio LLC

Computer Repair Simulator may contain links that may provide access to other websites operated by third parties. Despite the presence of a link or any reference Computer Repair Simulator on a linked website, Computer Repair Simulator makes no warranty or representation regarding, does not endorse, is not affiliated with and is not in any way responsible for the linked website or any content that appears on it. If you decide to visit any linked website, you do so at your own risk and it is your responsibility to review the terms of use, privacy policy and any other relevant legal notices of the relevant linked website.

Trademark and Registered Trademark References

This software references certain technology standards and specifications that are trademarked or registered trademarks in word form. The vendor has reviewed the owners trademark guidelines and has done due diligence to represent them properly. This software contains similar technology references in text form that are trademarked by other companies. The Vendor has no affiliation or partnerships with these companies unless otherwise noted. The Vendor has no intention cause financial loss, represent poorly, or otherwise tarnish the reputation of the companies. The intention of use is to describe compatibility of the software and describe technology within the software. To have any trademarked reference removed or edited, email legal@computer-repair-simulator.com and we will take immediate action to resolve the matter.

Referenced Trademarks and Registered Trademarks

Computer Repair Simulator® is a registered trademarks of Copperhead Studio LLC. in the United States and/or other countries.

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Microsoft, Windows, and the Windows logo and word are trademarks, or registered trademarks of Microsoft Corporation in the United States and/or other countries. This way to Microsoft.com www.Microsoft.com.

DisplayPortTM is a trademark and/or registered trademark of VESA® in the U.S. and/or other countries.

This way to Vesa.com <u>www.vesa.org</u>.

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Similar Trademarks and Registered Trademarks

The vendor uses similar fictitious words that are similar to the trademarks and/or registered trademarks outlined below, but different enough to not confuse them. The use is only to best describe the technology and to find out more from these companies the links can be used to navigate to their website.

Celeron, Intel, Intel Atom, Intel Core, Pentium, and Xeon are trademarks and/or registered trademarks of Intel Corporation or its subsidiaries in the U.S. and/or other countries.

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IN CONSIDERATION OF the provisions contained in this Agreement and for other good and valuable consideration, the receipt and sufficiency of which is acknowledged, the parties agree as follows:

License

1. Under this Agreement the Vendor grants to the Licensee a non-exclusive and non-transferable license (the "License") to use Computer Repair Simulator (the

- "Software") on a single Computer that can have one or more users.
- 2. "Software" includes the executable computer programs, the source code and any related printed, electronic and online documentation and any other files that may accompany the product, all protected by applicable Copyright laws and may not be transferred, traded, sold, resold, in any way.
- 3. Title, copyright, intellectual property rights and distribution rights of the Software remain exclusively with the Vendor and the Vendor's associated artists & websites mentioned. Intellectual property rights include the look and feel of the Software. This Agreement constitutes a license for use only and is not in any way a transfer of ownership rights to the Software.
- 4. The Software may be loaded onto no more than one computer. A single copy may be made for backup purposes only. Free versions may be distributed freely while available.
- 5. The rights and obligations of this Agreement are personal rights granted to the Licensee only. The Licensee may not transfer or assign any of the rights or obligations granted under this Agreement to any other person or legal entity. The Licensee may not make available the Software for use by one or more third parties.
- 6. The Software may not be modified, reverse-engineered, or de-compiled in any manner through current or future available technologies except through modifications made available by the Vendor.
- 7. We will grant a 7 day grace period after the date/time of order for a full refund if you are not satisfied, additional time may be granted upon request or under certain circumstances. After the 7 day grace period, you may only get a refund if you have been working on the support issues with the Vendor. Applicable tax may be taken out of the refund, so you will not get 100% back unless you specifically request 100% back.
- 8. Failure to comply with any of the terms and conditions under the License section will be considered a material breach of this Agreement, and you will be held accountable and responsible to the fullest extent of the law for failing to follow these guidelines.

License Fee

9. The purchase price and value of the software is limited to \$20.00 USD which is paid by the Licensee will constitute the entire license fee and is the full consideration for this Agreement. This price does not include any DLC or addon packages that may be available now or added in the future.

Limitation of Liability

10. The Software is provided by the Vendor and accepted by the Licensee "as is".

Liability of the Vendor will be limited to a maximum of the original purchase price of the Software, minus the transaction fees of third party systems. The Vendor will not be liable for any general, special, incidental or consequential damages including, but not limited to, any form of malware, loss of production, loss of profits, loss of revenue, loss of data, or any other business or economic disadvantage suffered by the Licensee arising out of the use or failure to use the Software. The vendor uses due diligence to scan all published software with Malwareybytes (https://www.malwarebytes.com/) and also with www.VirusTotal.com.

- 11. The Vendor makes no warranty expressed or implied regarding the fitness of the Software for a particular purpose or that the Software will be suitable or appropriate for the specific requirements of the Licensee.
- 12. The Vendor does not warrant that use of the Software will be uninterrupted or error-free. The Licensee accepts that software in general is prone to bugs and flaws within an acceptable level as determined in the industry.

Warrants and Representations

13. The Vendor warrants and represents that it is the copyright holder of the Software (Copperhead Studio LLC). The Vendor warrants and represents that granting the license to use this Software is not in violation of any other agreement, copyright or applicable statute.

Acceptance

14. All terms, conditions and obligations of this Agreement will be deemed to be accepted by the Licensee ("Acceptance") upon execution of the Computer Repair Simulator Software entities and included (multiple) .exe files.

Term

15. The term of this Agreement will begin on opening any .exe file within the Computer Repair Simulator Software.

Contractors and Resellers

16. All licenses granted to contractors and resellers are documented within a database controlled by Copperhead Studio, LLC. Certain portals will be generated for normal business use to generate license keys and pass codes for the Computer Repair Simulator software. You must not falsify any sales, or use the system maliciously that would otherwise result in sales loss to Copperhead Studio, LLC. Abuse of this system will result in prosecution. If you make any mistakes with these systems, please report them immediately. You may not alter the software in any way unless previously authorized with an agreement with Copperhead Studio LLC.

Termination

17. This Agreement will be terminated and the License forfeited where the Licensee has failed to comply with any of the terms of this Agreement or is in breach of this Agreement. On termination of this Agreement for any reason, the Licensee will promptly destroy the software license key.

Force Majeure

18. The Vendor will be free of liability to the Licensee where the Vendor is prevented from executing its obligations under this Agreement in whole or in part due to Force Majeure, such as earthquake, typhoon, flood, fire, and war or any other unforeseen and uncontrollable event where the Vendor has taken any and all appropriate action to mitigate such an event.

Additional Terms

- 19. The software and or Video Game titled Computer Repair Simulator and all child resources which include but are not limited to music, sound files, programming, graphics, videos, artwork, and website code and content, which is protected by copyright, may not be modified, changed, tampered with, transferred (unless as a single backup copy), sold, uploaded, shared (unless it was purchased as a gift), and / or, distributed in any way.
- 20. The software and or Video Game titled Computer Repair Simulator is considered a video game and cannot be held accountable for any personal injury, harm or death. The game depicts fictitious scenarios, concepts, gameplay, tips & tricks, facts, history, equations, and tool usage which you as the user agree are fake and cannot use any concept, theory, statement, or experience with this software to use as grounds for court disputes because you re-enacted a situation that was depicted from the game and you or someone you know was hurt, injured, paralyzed, electrocuted, smashed, crushed, cut, gored, or legally declared dead. You may not also use any content from this game to sue the Vendor and/or any team members part of this project. You agree this is only a game and intend to use it that way.

Governing Law

21. The Parties to this Agreement submit to the jurisdiction of the courts of the Commonwealth of Pennsylvania for the enforcement of this Agreement or any arbitration award or decision arising from this Agreement. This Agreement will be enforced or construed according to the laws of the Commonwealth of Pennsylvania.

Miscellaneous

22. This Agreement does not create or imply any relationship in agency or partnership between the Vendor and the Licensee.

- 23. Headings are inserted for the convenience of the parties only and are not to be considered when interpreting this Agreement. Words in the singular mean and include the plural and vice versa. Words in the masculine gender include the feminine gender and vice versa. Words in the neuter gender include the masculine gender and the feminine gender and vice versa.
- 24. If any term, covenant, condition or provision of this Agreement is held by a court of competent jurisdiction to be invalid, void or unenforceable, it is the parties' intent that such provision be reduced in scope by the court only to the extent deemed necessary by that court to render the provision reasonable and enforceable and the remainder of the provisions of this Agreement will in no way be affected, impaired or invalidated as a result.
- 25. This Agreement contains the entire agreement between the parties Vendor and End User. All understandings have been included in this Agreement. Representations which may have been made by any party to this Agreement may in some way be inconsistent with this final written Agreement. All such statements are declared to be of no value in this Agreement. Only the written terms of this Agreement will bind the parties.
- 26. This Agreement and the terms and conditions contained in this Agreement apply to and are binding upon the Vendor's successors and assigns.

Notices

- 27. All notices to the parties under this Agreement are to be provided at the following addresses, or at such addresses as may be later provided in writing:
 - a) Contact: legal@computer-repair-simulator.com Copperhead Studio LLC, Pennsylvania, United States