

END USER LICENSE AGREEMENT

1. About this End User License Agreement

This End User License Agreement (or “EULA”) governs the relationship between you (“user” or “you”) and VIREYE ENTERTAINMENT LTD (“Vireye” or “we”) in relation to any of our games, in-game elements, websites, applications, and other software products (each, a “Service”).

2. Accepting This EULA

2.1 You confirm your agreement to this EULA as part of creating a Vireye Account (“Account”) or during an installation process. If you (or your parent or legal guardian in case you are under 18 or have limited legal capacity) do not agree to this EULA, then you may not use or access the Services.

2.2. If you permit your minor child or legal ward to use the Services, you agree to this EULA on behalf of them and yourself. You understand and agree that you are responsible for all uses of the Services by your child and that you have the same duty of care as in your own matters. You agree that you will not knowingly allow any individual under the age of eighteen (18) to use or access the Services without a parent or legal guardian supervising him or her.

3. Your Account

3.1. In order to use all features of Services, you will need to create an Account.

3.2. To create an Account, you must have an e-mail address and will be required to provide certain information. The details of the information that you need to provide are set out in our [Privacy and Cookie Policy](#). It is important that you provide this information truthfully and accurately and keep it up to date, so that we have correct details about you and your Account.

3.3. When creating an Account, you will also be required to provide a username (“Nickname”) to represent you in our Services. Your Nickname cannot be transferred to another person, and you may not use a Nickname that is used by someone else.

3.4. Your Account is personal to you and must not be shared, transferred, or traded with any other person. Therefore, you must keep all information relating to your Account confidential. At no time should you disclose your password, secret question, or answer to anyone. This includes your friends, children, spouses, co-workers, clan members, and others.

3.5. If you breach section 3.4 and share or transfer your Account, you may be responsible for the conduct and actions of third parties using your Account, including for all violations of this EULA. We reserve the right to suspend access to your Account or to close your Account and terminate this EULA in accordance with sections 14.5-14.9 if we discover Account sharing or transfer.

3.6. You must ensure that you secure your Account, computer, mobile phone or other device on which you use our Services from third party access. Please notify us immediately at legal@vireye.com you become aware of:

a) any unauthorised use of your Account or any other breach of security; or

b) any hacking tools being used or that might be used in relation to a Service.

3.7. We have implemented physical, electronic, and managerial procedures to help safeguard and prevent unauthorised access, use, alteration, modification and/or disclosure of your Account information. We shall have no liability to you for any loss or damage arising from any unauthorised use

of your Account or any unauthorised access, use, alteration, modification and/or disclosure of your personal information to the extent it arises from your culpable omissions or negligent conduct. We reserve the right to suspend access to your Account if we discover Account hacking. If you believe that we have suspended access to your Account in error, please contact at legal@vireye.com.

4. License to use the Services

4.1. The Services contain a lot of content that includes, without limitation, software, technology, text, posts, profiles, widgets, messages, links, e-mails, music, sound, graphics, pictures or video materials, as well as the design and appearance of our Services ("Content").

4.2. Some parts of the Content may only be accessible online and/or require using keys or codes, serial codes and/or online authentication of any kind and in-game achievements in order to be unlocked.

4.3. In return for your acceptance of this EULA, we give you the personal right (known as a 'licence') during the time this EULA is in force between you and us to download, install and use the Services.

This licence is:

- a) 'non-exclusive' (meaning that we can grant the same and similar licences to other people as well);
- b) 'revocable' (meaning that we can terminate this licence in certain circumstances, which are explained further below);
- c) 'personal' (meaning that you may not use the Services for any commercial purpose);
- d) 'non-transferable' (meaning that the licence is only for your benefit, and you may not transfer or sub-licence any of the rights that we grant you to any other person);
- e) 'limited' (meaning that you can only use the Services for the purposes and in the manner we set out in this EULA);
- f) 'non-perpetual' (meaning that it terminates under certain conditions set out in this EULA); and
- g) conditional on your compliance with this EULA.

4.4. Unless and to the extent that we have expressly authorised you in writing, you must not:

- a) copy or download any Content from the Services or any part thereof (except as part of the proper use or operation of the Services)
- b) distribute, publicly perform or display, lease, sell, transmit, transfer, publish, edit, copy, create and use derivative works from, rent, sub-license, make available to the public, decompile, disassemble, reverse engineer or otherwise make unauthorized use of the Content;
- c) make any commercial use (i.e. for profit) of any Content; or
- d) remove, obscure, or alter copyright, patent, trademark, or other proprietary rights notices affixed to the Content.

4.5. Vireye will do its best to make the Content available to you as a part of your enjoyment of the Services, subject to some additional conditions detailed below to ensure efficient running of the Services:

- a) we can only make the Content available to you if it is legal for you to have access to the Content in your home country;
- b) you may only obtain the Content from us (or from any person that we authorise for this purpose), and you must not obtain Content from any other unauthorised person or attempt to do so;
- c) we reserve the right to refuse your request(s) to acquire the Content, and we also reserve the right to limit or block any request to acquire or obtain Content at our reasonable discretion, in particular insofar as there are technical issues and/or legal restrictions e.g., under copyright law, criminal law, youth protection law etc.;
- d) we do not guarantee that any of the Content will be available at all times, in all countries and/or all geographic locations, or at any given time or that we will continue to offer any particular Content for any particular period of time (unless we expressly say otherwise as part of the Service), subject to section 8 "Patches, Updates and Changes";
- e) the Content you have access to is not returnable, exchangeable, or refundable for other Content or for cash, or other goods or services, unless otherwise provided in this EULA, required under the applicable law, or permitted in the Service; and
- f) we may have to change or update the Content from time to time in accordance with section 8 "Patches, Updates and Changes".

4.6. Services, including the code, graphics, game play, user interface, audio and other Content, contain proprietary information and material that is protected by intellectual property laws including but not limited to applicable copyright legislation. You agree that we own or licence all of this proprietary information and material and that you may not use or exploit any of it without our permission.

5. Paid Content. Subscription Rules.

5.1. Some Services may permit you to order virtual items, in-game services and currency, premium memberships, or other content or in-game services (each a, "Paid Content"). If you decide to order any such Paid Content, you must ensure that:

- a) you are either an individual over the age of eighteen (18) or, if you are under the age of eighteen (18) or if you have limited legal capacity, that your parent or legal guardian has agreed to and accepted the respective order on your behalf;
- b) you are the authorised Account holder for the Account from which you are making the order;
- c) you are authorised to use the particular credit card or other accepted method of payment; and
- d) all information that you submit is true and accurate (this includes, without limitation, your credit card number and expiration date, so it is important to keep these details updated).

5.2. The following rules apply to Paid Content:

- a) To order Paid Content or Services, you need to have an Account, initiate and conclude the order process.
- b) If you would like to order Paid Content, you must log in into your Account and enter the requested information about you and your payment method. When you click the "PAY NOW" button (or similar conspicuously designated button), you make a binding offer to Vireye to conclude a contract for the supply of Paid Content ("Contract"). Until the moment you click such button, you can correct the data

that you have entered. Our confirmation of the Contract by e-mail represents our acceptance of your offer (time of the conclusion of the Contract).

c) In case we accept your order, we will, directly after that, credit the ordered Paid Content to your Account and we will charge you via your selected payment method.

d) Paid Content may only be redeemed for other content and services where permitted in the Services;

e) Ordered Paid Content are non-refundable and non-exchangeable (whether or not you use them), except as set forth in this EULA or required under the applicable law;

f) Paid Content cannot be exchanged for cash or any goods or services (except other content and services as permitted in the Services);

g) you may only acquire Paid Content from us; and

h) we may reject an offer to order Paid Content for any reason.

You have the right to withdraw from any Contract within 14 calendar days without giving any reason. The withdrawal period will expire after 14 days from the day of the conclusion of the Contract. To exercise the right of withdrawal, you must inform us, at legal@vireye.com, of your decision to withdraw from the Contract by an unequivocal statement.

To meet the withdrawal deadline, it is sufficient for you to send your communication concerning your exercise of the right of withdrawal before the withdrawal period has expired.

If you withdraw from the Contract, we shall reimburse to you all payments received from you under this Contract, including the costs of delivery (with the exception of the supplementary costs resulting from your choice of a type of delivery other than the least expensive type of standard delivery offered by us), without undue delay and in any event not later than 14 calendar days from the day on which we are informed about your decision to withdraw from this Contract. We will carry out such reimbursement using the same means of payment as you used for the initial transaction, unless you have expressly agreed otherwise; in any event, you will not incur any fees as a result of such reimbursement.

If you have requested that the services begin during the withdrawal period, you shall pay us a reasonable amount corresponding to the proportion of the services already provided up to the time you have communicated us of the exercise of the right of withdrawal from that Contract, in comparison with the full coverage of these services under the Contract.

5.3. Based on the aforesaid you understand that by purchasing Paid Content, you consent that we make available these Paid Content to you directly after we have accepted your order. You will lose your right of withdrawal once the Paid Content or Services have been made fully available to you by us.

5.4. Please note that due to technical limitations we cannot warrant that payments made by you via a specific payment method will be reimbursed to you via that same payment method. You agree that reimbursements for such payments can be facilitated by us via another, common means of payment, e.g. via transfer of money to your bank account, in case reimbursements via these payment methods are technically impossible. In any case, you will not incur any fees as a result of such reimbursement.

5.5. "Subscription" means granting of rights to Paid Content in Vireye game(s) under the applicable EULA subject to automatic renewal of such rights by automatically debiting funds from the user's payment method.

5.6. The Paid Content that the user subscribes to, the price of the Subscription, and the time intervals at which the user's payment method will be charged shall be clearly specified in the interface of the shop or other place where the Subscription is offered. The funds shall be automatically debited from the payment method specified by the user during the Subscription process.

5.7. The price of the Subscription may increase or decrease due to a change of the user's payment currency, exchange rates monetization policy, the game economy, or in other cases where the price change is justified by compliance with law, generally accepted industry practices, improvement of the game.

5.8. Vireye shall send a preliminary notice of the price change to the user's email address linked to his or her Vireye Account or by other means. Such notice shall be sent reasonably in advance to enable the user to make an informed decision on whether to keep the Subscription at the new price.

5.9. Such preliminary notice shall contain the new Subscription price and enable the user to easily cancel the Subscription. If the user does not cancel the Subscription within the time specified in the notice, the Subscription shall continue at the new price.

5.10. The user may cancel the Subscription at any time. The user will still be able to use the Paid Content acquired via Subscription and remaining before the end of the current Subscription period. Vireye will not return the funds for such Paid Content unless required by the EULA and/or law.

5.11. Subscription shall be automatically stopped if the user's payment method may not be charged for any reason before the start of the next Subscription period, e.g. due to insufficient funds or unavailability of the payment method. The user may re-subscribe after fixing the payment method.

5.12. If the user exercises his or her withdrawal right according to the EULA and/or law, the Subscription will be cancelled. The user can purchase another Subscription at any time after he or she exercises the right of withdrawal.

6. Vireye Guidelines

6.1. The following actions are prohibited while using any of our Services:

- a) any illegal activity or encouragement of illegal activity;
- b) transmitting any content that is offensive, infringing, unlawful, harmful, threatening, abusive, harassing, defamatory, vulgar, obscene, sexually explicit, or discriminatory;
- c) discussion or encouragement of suicide;
- d) spamming;
- e) advertising in any form;
- f) discussion of social, religious, or political issues that may create offense;
- g) obtaining and posting identifying information about yourself or others;
- h) defrauding other users, including by scamming or social engineering;
- i) transmitting any content that contains a virus, corrupted data, malware, trojan horse, bot keystroke logger, worm, time bomb, cancelbot, spiders, spyware, extraction tools, mining programs, or other

computer programming routines that are intended to and/or actually damage, detrimentally interfere with, secretly intercept or mine, scrape or expropriate any system, data or personal information;

j) performing, soliciting, or assisting with a distributed denial of service (DDoS) attack against the Services or any user;

k) creating, using, making available, or distributing any unauthorized software or tools, including hacks, cheats, exploits, scripts, bots, trainers, automation programs, or other software that interacts with a Service in any way and for any purpose, including intercepts, emulates, or redirects any communication between such software and Vireye;

l) accessing or attempting to access areas of a Service or Service servers that have not been made available to the public;

m) impersonating any entity person, including employees of Vireye;

n) disrupting the normal gameplay; or

o) circumventing enforcement and security measures implemented by Vireye.

6.2. Please follow these rules carefully since failure will be considered a material breach of this EULA, which could lead to restrictions on your access to our Services or your Account under sections 15.5-15.9 "Suspension or termination by Vireye."

7. Amendments

7.1. From time to time, we may need to amend this EULA for serious reasons, for example to reflect new features and functionality in the Services or to comply with changes in the applicable legislation.

7.2. We will inform you of the particular changes and of your right not to accept them in advance via e-mail no later than thirty (30) calendar days before such changes come into force. We will also communicate to you the text of the updated EULA. If you disagree with the changes, you can terminate the EULA by deleting your. Your continued use of our Services after the changes come into force will constitute your acceptance of those changes. Changes to this EULA shall not affect your accrued rights and shall not have retroactive effect.

8. Patches, Updates and Changes

8.1. From time to time, we may need to deploy or provide patches, updates, additional Content or other modifications (each, a "Change") to the Services. We do so to maintain conformity of the Services or for other important operational reasons, e.g. to adapt the Services to a new technical environment or to an increased number of users, enhance online gameplay, add, update, or remove features, resolve software bugs.

8.2. You hereby accept, recognize and understand that we may further develop, improve, patch, update, change, limit the Services, its graphics, features, gameplay and any Paid Content, including beyond what is necessary to maintain the Paid Content in conformity for other important operational reasons as described in section 8.1.

8.3. Vireye will do its best to make Content and Services available to you. However, you acknowledge and accept that Content and Services may have a limited lifecycle or that we may no longer be able to provide Content or Service(s) for business reasons or due to legal, technical, or other objective reasons. If we decide to stop providing Content or Service(s), we will inform you 180 calendar days in advance and we will comply with our legal obligations to you. If we have to stop providing Content or Service(s) for

legal, technical, or other objective reasons, we will inform you in advance (unless immediate removal of Content or Service(s) is required) and we assume no liability except for the cases where such Content removal or Services closure is due to our fault or if otherwise required by the applicable law.

9. Technical Requirements

9.1. You need certain minimum hardware and software capability (including a suitable connection to the Internet) to use the Services. The technical requirements for each Services are set out in the Service's description. Please make sure you meet such technical requirements before installing/using the Services. The graphics quality in the Services may differ depending on your settings, hardware capabilities, and Internet connection.

10. User Generated Content

10.1. Some Services permit you to create, modify, or contribute content which you have created ("User Generated Content" or "UGC") and publish, upload, or make available such UGC to other users via our Services.

10.2. UGC includes, without limitation, Nicknames, posts, messenger type features, profile content, gameplay, artworks, screenshots, music, sounds, recordings, fan art, let's play and gameplay videos, modifications, fan webpages and other types of works.

10.3. You own any rights that you may have in your own original content that forms part of the UGC. Your rights in the UGC do not extend to any of our Services or any part of the UGC which is comprised by or incorporates any of our Services.

10.4 When you publish, upload or make available UGC to other users via our Services, you grant us a royalty-free, worldwide, non-exclusive, permanent, irrevocable, and freely sub-licensable licence to use, reproduce, modify, create and use derivative works from, exploit, distribute, transmit, perform, translate, host, make available and communicate your UGC on our Services and any platform, including third-party platforms, relevant to our Services for the purpose of the operation, distribution, incorporation into, and promotion of our Services for the entire duration of the intellectual property rights. You acknowledge that the purpose of this license includes making your UGC available to other users and that we may need to modify your UGC for this purpose.

10.5. In relation to any User Generated Content which you create or wish to make available to other users, you agree to and comply with the following terms and conditions:

a) you must not upload any UGC that belongs to anyone else unless you have the respective right owner's authorisation to do so;

b) you must not upload any UGC that infringes the intellectual property rights or privacy or any other rights of anyone else or which is illegal or breaches this EULA;

c) to the maximum extent permitted by the applicable law, you waive claiming, exercising and enforcing and agree not to assert any moral rights or similar rights in and to your UGC that you may enjoy in any jurisdiction of the world;

d) you are solely responsible for your UGC; we do not pre-screen all UGC and do not endorse, approve, or pre-screen any UGC that you and other users may contribute to Services;

e) you must not in any way claim or suggest that any UGC is endorsed, supported by, or affiliated with us;

f) the UGC must comply with all relevant legislation and must not contain any material which may be considered offensive, defamatory, illegal or which could cause any reputational loss to us;

g) if you create any UGC, you are responsible and liable for it; we may not bear any liability or responsibly for UGC, nor do we provide any support for UGC;

h) if we believe that your use or uploading of UGC breaches any of these conditions, then Vireye may remove, block, edit, move or disable such UGC; and

i) if you contravene any of these conditions, we reserve the right to suspend or permanently remove availability of your UGC and to take any other steps which we consider appropriate.

10.6. You can use our Services to create and share UGC based on our Services like this:

We aim to provide you (the “Player” or “you”) with straightforward and easy-to-understand rules when creating content based on our games, logos, assets, artworks, music, and any other intellectual property that belongs to us (“Vireye IP”).

Player content includes artworks, screenshots, music, sounds, recordings, fan art, let’s play and gameplay videos, modifications, fan webpages and any other type of works you create based on Vireye IP (“Player Content”).

10.6.1. Permitted Use of Vireye IP

Players accessing our games under the terms of the EULA are permitted to use Vireye IP to create and share Player Content, provided that they do not violate any terms of the EULA. Such Players are permitted to:

- Upload or livestream video guides, essays, reviews, walkthroughs, let’s play and gameplay videos on platforms such as YouTube and Twitch.
- Create, upload, and share fan art online.
- Capture screenshots for personal use and/or upload and share screenshots online.
- Create fan websites or fan pages for our game(s).
- Use music that belongs to us to create Player Content relevant to Vireye IP.

10.6.2. Limitations and Restrictions

- Neither Vireye IP nor Player Content may be used for commercial purposes, unless explicitly permitted below.
- Provided that the Player Content complies with the terms of the EULA, you are allowed to monetise your Player Content via platform monetisation and accept donations (e.g., via YouTube and/or Twitch). However, you are not allowed to restrict Player Content behind any paywall, meaning that Player Content should always be made available to both paid and unpaid subscribers.
- You are not allowed to remix or use any music that belongs to us in a manner that is unrelated to Vireye IP.
- Unless otherwise explicitly agreed by us, you may not create fan websites or fan pages that are identical to our official websites.
- Unless otherwise explicitly agreed by us, you must clearly state that we are not affiliated with you, and we do not endorse or support your Player Content in any way. Where reasonable, you should include and display the following notice alongside your Player Content:
This work includes trademarks and/or copyrighted works that are the exclusive property of Vireye. All rights reserved by Vireye. This work is unofficial and is not endorsed by Vireye.
- The Player Content or any other Vireye IP should not be used or integrated within third-party games, products, or merchandise.

- The Player Content must not contain any material that may be considered offensive, defamatory, illegal, intolerant, xenophobic, dangerous, graphic, violent, sexual, misinformative or any material that could infringe the right to privacy.
- Do not use Vireye IP to create anything which may infringe any intellectual property rights of third parties.
- If you make use of our trademarks as part of the Player Content, you must:
 - a) Use such marks only in connection with Vireye and Vireye IP;
 - b) Not cause any damage to the reputation and goodwill associated with Vireye's trademarks;
 - c) Not register any domain that is identical or similar to our trademarks, company names and/or game names unless otherwise explicitly agreed to by us; and
 - d) Not modify any of our trademarks.
- We reserve all other rights unrelated to Player Content and not expressly referred to in this EULA.
- We reserve the right to take legal action against players that misuse our games or other Vireye IP.
- We can revoke, at any time, at our sole discretion, and for any reason, a player's right to create and share Player Content.

10.6.3. Ownership and License

- You own any original content you create, save for any part of the Player Content that is comprised by or incorporates any of our games or any other Vireye IP.
- In case we wish to showcase, promote, and support your work, you grant us, from the moment of creation, a royalty-free, worldwide, non-exclusive, permanent, irrevocable, and freely sub-licensable licence to use, reproduce, modify, create and use derivative works from, exploit, distribute, transmit, perform, translate, host, make available, and communicate your Player Content on any platform, including third party platforms, relevant to and in connection with VireyeIP.

10.7. In addition, you understand and accept that we will not make available to you any content which was provided or created by you during the use of our Services if:

- a) it has no utility outside the context of the Services;
- b) it only relates to your activity when using the Services;
- c) it has been aggregated with other data by us and cannot be disaggregated or only with disproportionate efforts; or
- d) it has been generated jointly by user and others, and other users are able to continue to make use of the content.

11. Feedback and User Submissions

11.1. We are always pleased to hear from our users and welcome specific comments about our Services. Unfortunately, however, our long-standing company policy does not allow us to accept or consider creative ideas, suggestions or materials other than those we have specifically requested. The aim of this policy is to avoid the possibility of future misunderstandings when projects that we develop might seem to others to be similar to their own creative work. Accordingly, we must, regretfully, ask that you do not send us any original creative suggestions, ideas, notes, drawings, concepts or other information such as game ideas or original artwork ("Submissions").

11.2. Any and all Submissions that you send to us, whether at our specific request or notwithstanding our request that you do not do so, shall be deemed, and shall remain, our property to the maximum extent permitted by the applicable law from the time of uploading or transmission.

12. Links to Third-Party Websites

The Services may include hyperlinks to web sites operated by third parties including advertisers and other content providers. Those sites may collect data or solicit personal information from you. We do not control such web sites, and are not responsible for their content, privacy policies, or for the collection, use or disclosure of any information those sites may collect.

13. Warranties and Liabilities

13.1. If Services are nonconforming, you may, if the conditions are met, (i) demand supplementary performance, (ii) as the case may be, withdraw from or terminate the Contract or reduce the price, and , subject to the applicable law, (iii) claim damages or reimbursement of futile expenses with the exception of Services that are offered by us free of charge.

13.2. We shall be liable for damages and personal harm resulting from the absence of a warranted characteristic or due to gross negligence or intent on our part, our representatives, employees or agents.

13.3. In addition, we shall be liable in the event of slightly negligent breaches of material contractual obligations, but limited in amount to the damage typically foreseeable. Material contractual obligations are, in the abstract, obligations the fulfilment of which makes the proper performance of a contract possible in the first place and on the fulfilment of which the contracting parties may regularly rely.

13.4. And further liability of us is hereby excluded to the maximum extent permitted by applicable law.

14. Termination

14.1. Our and your legal rights to delete your Account and terminate this EULA for cause remain unaffected.

14.2. If a termination for cause is prompted by a breach of a contractual obligation under this EULA from our side, you are entitled to a refund for any payments made by you for premium in-game currency that at the time of termination has not been used by you in exchange for other Paid Content. Other than that, you will not be entitled to any refunds except as set forth in this EULA or required under the applicable law.

14.3. You may terminate this EULA without cause at any time by deleting your Account.

14.4. Any Paid Content that you ordered from us is directly linked to the existence of your Account. If you decide to delete your Account and terminate this EULA without cause, you will lose any Paid Content accessible from that Account at the time of the termination. You will not be entitled to any refunds. This section does not limit your statutory right of withdrawal under section 6 above.

14.5. If you are in breach of this EULA, then we may, depending on the seriousness of the breach, take some or all of the following actions:

a) Suspend or permanently close your access to individual features of one or several Services. You will not be able to use such features and Paid Content or Services in connection with them, but you will still have access to other parts of the Services.

b) Suspend or permanently close your access to individual Services. You will not be able to access such Services and use any Paid Content in them.

c) Suspend or permanently close your access to your Account. You will not be able to access your Account and use any Paid Content in it during the suspension period, and we may also prohibit you from accessing or using any/all Services in the future.

d) terminate this EULA and delete your Account.

14.6. If the breach of this EULA is your first breach, if it is not serious, if it is capable of cure, and if the circumstances allow us to do so, then we give you fourteen (14) calendar days prior written notice of the impending Account closure to give you the opportunity to cure the breach during such time period.

14.7. We will permanently close your access to your Account or delete your Account in serious circumstances where we consider that a temporary suspension is not sufficient. For example, this might include a serious or repeated breach of this EULA.

14.8. If we suspend your access or delete your Account due to your breach of this EULA, you will not be entitled to any refunds, unless otherwise required by applicable law. This section does not limit your statutory right of withdrawal under section 6 above.

14.9. If you believe that we have suspended access or deleted your Account in error, please contact our customer support at legal@vireye.com.

15. Governing Law and Jurisdiction

15.1. The law of the Republic of Cyprus shall apply, excluding the UN Convention on Contracts for the International Sale of Goods (CISG) and the conflict of laws rules. If you are a consumer habitually resident in the EU, you also enjoy protection of the mandatory provisions of the law of your country of residence. The exclusive jurisdiction of the court of Cyprus is agreed. This means that you may bring an action to enforce your consumer protection rights in connection with this EULA only in Cyprus.

15.2. In case of any disputes relating to the interpretation, performance or validity of this EULA, an amicable solution will be sought before any legal action.

16. No restriction on Consumers Rights

16.1. The provisions of this EULA are not intended to exclude or limit the rights available to consumers under the relevant provisions of applicable law.

16.2. If any part of this EULA is held to be unenforceable, then it will not affect the enforceability of any other part of this EULA. Also, we and you agree to interpret the rest of this EULA in such a way as to reflect your and our intentions in this EULA as far as possible.

17. Contact us

If you have any questions, complaints, or comments regarding this EULA or Services, please contact us at legal@vireye.com.