

# SOFTWARE LICENSE AGREEMENT

EPICVR — VR training applications  
Version dated 17 September 2026

This Software License Agreement (the “Agreement”) sets out the terms governing the use of software provided by EPICVR S.A., with its registered office at ul. Pułkownika Stanisława Dąbka 8/507, 30-732 Kraków, Poland, NIP 6793197169, KRS 0001039668 (the “Licensor”). By purchasing, activating or using the Software, the using entity (the “Licensee”) accepts the terms of this Agreement.

## 1. Definitions

“Software” — the VR training application(s) developed by the Licensor, including in particular the Warehouse Logistics Simulator, intended to run on Meta Quest headsets.

“License Key” — the unique code provided to the Licensee to activate the Software.

“Meta Account” — a user account in the Meta Horizon / Meta Quest ecosystem.

“Release Channel” — the Licensor’s private release channel in the Meta Horizon Store through which the Software is distributed.

## 2. Grant of License

The Licensor grants the Licensee a non-exclusive, non-transferable and non-sublicensable license to use the Software solely for the Licensee’s internal purposes (in particular training), for the term and to the extent set out in this Agreement and in the applicable order/offer.

## 3. License Model (1 License = 1 Meta Account)

One (1) license entitles activation and use of the Software on one (1) Meta Account. The License Key activates the Software on that account. The Licensee’s internal users (e.g., employees in rotation) may use the Software on that account/device. At the Licensee’s request, the Licensor may reassign the license to another Meta Account, deregistering the previous assignment.

## 4. Delivery and Requirements

4.1. The Software is delivered exclusively through the Licensor’s Release Channel in the Meta Horizon Store. The Licensee provides the email address linked to the Meta Account to be granted access; upon receiving the invitation, the Licensee accepts it and installs the Software.

4.2. The Meta Account used for access must be a standard adult account (18+). Under Meta’s platform rules, “child” / “teen” or managed accounts (under 18) cannot join developer release channels and cannot access the Software. This is a Meta platform restriction beyond the Licensor’s control.

4.3. The Software runs on compatible Meta Quest headsets (including Quest 3 / 3S) in standalone mode.

## 5. Activation

Use of the Software requires activation with the License Key. The Key is confidential and assigned to the Licensee; it must not be shared with third parties.

## 6. Restrictions

The Licensee shall not (and shall not permit any third party to): (a) copy, reproduce or distribute the Software; (b) reverse engineer, decompile, disassemble, or extract assets or source code; (c) create derivative works; (d) rent, lease, sell, sublicense or transfer the Software or the License Key; (e) use the Software otherwise than as set out in this Agreement.

## 7. Scope of License

7.1. The license covers use of the Software as delivered by the Licensor, together with updates made available during the license term and basic support.

7.2. Unless the parties agree otherwise in writing, the license does not include, in particular: (a) bespoke development work, including ports to other platforms (e.g., a PC/desktop version) and custom features; (b) integration with the Licensee’s systems; (c) device management (MDM), kiosk-mode / device-lockdown configuration, or restriction of access to other applications on the Licensee’s devices. The activities in point (c) remain the Licensee’s responsibility and/or are subject to third-party platform rules (e.g., Meta) and fall outside the scope of this license.

## 8. Intellectual Property

All intellectual property rights in the Software and accompanying materials belong exclusively to the Licensor. This Agreement transfers no rights to the Licensee other than the license expressly granted herein.

## 9. Updates and Support

The Licensor provides Software updates through the Meta Horizon Store and provides support regarding the proper operation of the Software by electronic means. The scope and response times of support may be specified in the order/offer.

## 10. Term and Termination

10.1. The license is valid for the term specified in the order/offer (a time-limited / subscription license or a perpetual license).

10.2. The Licensor may terminate the license with immediate effect in the event of a material breach by the Licensee, in particular a breach of Section 6. Upon termination, the Licensee shall cease using the Software.

## 11. Warranty and Liability

11.1. The Software is provided “as is”, to the extent permitted by law, with statutory warranty excluded. The Licensor will use reasonable efforts to ensure the Software operates in accordance with its documentation.

11.2. The Licensor’s liability under this Agreement is limited to the license fee paid by the Licensee in the 12 months preceding the event. To the extent permitted by law, the Licensor is not liable for indirect damages or lost profits.

## 12. Data

Where the Software collects training-performance or usage data, such processing is carried out in accordance with applicable law and the Licensor’s privacy policy available at [epicvr.pl](https://epicvr.pl).

## 13. Governing Law

This Agreement is governed by Polish law. Disputes shall be resolved by the court competent for the Licensor’s registered seat (Kraków).

## 14. Final Provisions

14.1. This Agreement (together with the order/offer) constitutes the entire agreement between the parties regarding the license. Amendments require written or documentary form.

14.2. If any provision is found invalid, the remaining provisions remain in force.

14.3. In the event of any discrepancy between the Polish and English versions of this Agreement, the Polish version prevails.

14.4. By purchasing, activating or using the Software, the Licensee confirms acceptance of this Agreement.

*Signature block optional — for deployments executed under a signed agreement. In the website model, acceptance occurs by purchasing, activating or using the Software (Section 14.4).*

Place and date: \_\_\_\_\_

\_\_\_\_\_  
Licensor — EPICVR S.A.

\_\_\_\_\_  
Licensee