

End User License Agreement (EULA) (Ghost Revenue)

VERSION

v2.0

EFFECTIVE DATE

10 December 2025

LAST UPDATED

16 June 2026

ENTITY

SPATARI DANIEL
CONSULTANCY - FZCO

This End User License Agreement ("EULA") governs your use of Ghost Revenue software, digital deliverables, templates, automations, configurations, and related materials made available to you through ghostrev.io or as part of Ghost Revenue services (collectively, the "Licensed Materials").

Ghost Revenue is a trading brand of SPATARI DANIEL CONSULTANCY - FZCO, a free zone company licensed by IFZA in Dubai Silicon Oasis (DSO), Dubai, United Arab Emirates (Licence no. 89192, Registration no. 82431). Registered office: IFZA Business Park, DDP, PO Box 342001, Dubai, UAE.

By accessing or using the Licensed Materials, you agree to this EULA.

This EULA is supplementary to the Ghost Revenue Terms of Service available at ghostrev.io. Where both documents apply, they should be read together. If there is a direct conflict, the Terms of Service control unless this EULA explicitly states otherwise for a specific matter.

1) Eligibility

You must be 18 years or older to use the Licensed Materials.

2) Definitions

"Licensed Materials" means any systems, code, bots, scripts, automations, dashboards, configurations, templates, documentation, Notion frameworks, workflow logic, deployments, and related assets provided or made accessible by Ghost Revenue, whether delivered in files, repositories, platforms, or hosted environments.

"Client" or "you" means the business, or individual acting for business purposes, using the Licensed Materials.

"Third-Party Services" means platforms and tools not owned by Ghost Revenue (for example: Discord, Notion, Whop, Zapier/Make, Vercel, Supabase, Cloudflare).

3) Ownership

All rights, title, and interest in the Licensed Materials are owned by Ghost Revenue and its licensors. This EULA does not sell or transfer ownership to you.

You own your data, your content, and your accounts. Ghost Revenue does not claim ownership over your business information, community content, or user data.

4) License grant

Subject to full payment and compliance with this EULA, Ghost Revenue grants you a limited, non-exclusive, non-transferable, non-sublicensable license to use the Licensed Materials solely for your internal business operations.

This license is granted in two parts:

Project Deliverables (delivered to your accounts): a perpetual license to use what has been delivered into your owned environments (for example, deployed systems in your Vercel, Discord, Notion and others where applicable), as long as you remain in compliance with this EULA. If your license is terminated due to a breach and you subsequently cure the breach to our satisfaction, reinstatement of the license is at our sole discretion.

Hosted / Managed Components (provided by Ghost Revenue): a license to use hosted elements (for example, bot hosting, maintenance systems, managed instances) only while your subscription or retainer remains active and paid.

5) Modifications

You may modify, customize, and adapt Project Deliverables for your own internal business use. This includes things like editing bot responses, renaming channels, adjusting configurations, or adding fields to databases.

You may not distribute, share, resell, or sublicense any modified version of the Licensed Materials. Modifications do not transfer any ownership of the underlying Licensed Materials to you.

5A) Source Code Transfer

Where a separate Source Code Transfer Fee is paid and a written transfer addendum is signed, Ghost Revenue may deliver the source code, deployment documentation, and a limited transition support window for specified Project Deliverables or hosted components.

A Source Code Transfer extends the Project Deliverables license to include source-level access and modification for the Client's internal business operations. A Source Code Transfer does not:

- Transfer ownership of the Licensed Materials or any underlying methodologies, templates, code patterns, or reusable components, all of which remain the property of Ghost Revenue per Section 3.

- Waive or modify any restriction in Section 6. The restrictions on distribution, resale, sublicensing, reverse-engineering for competitive purposes, public exposure, and use to build competing products or services continue to apply in full force to the source code and any derivatives.

Entitle the Client to ongoing updates, maintenance, or support beyond the transition window specified in the transfer addendum.

A standard Source Code Transfer includes:

Full source code for the scoped Project Deliverables or hosted components

Written deployment and operational documentation

One handover session (60 minutes)

Thirty (30) days of post-transfer bug-fix support limited to the transferred deliverables, excluding new features or scope changes

A Source Code Transfer does not occur automatically upon termination or cancellation. It is available only by separate agreement and payment.

6) Restrictions

You may not, and may not allow any third party to:

Copy, reproduce, distribute, publish, resell, rent, lease, sublicense, or share the Licensed Materials (whether modified or unmodified)

Reverse-engineer, decompile, disassemble, or attempt to extract source logic, templates, frameworks, or internal methods

Use the Licensed Materials to build a competing product or service, or to resell, white-label, or otherwise offer the Licensed Materials themselves as a service to third parties (this does not restrict your use of the delivered systems to operate your own business or serve your own customers)

Remove proprietary notices or claim the Licensed Materials as your own

Expose the Licensed Materials publicly (including uploading to public repos, marketplaces, or communities)

Any sharing, reselling, or reverse-engineering is a material breach and may result in immediate termination (Section 11).

7) Internal team use

You may allow your employees and contractors to use the Licensed Materials only to operate your internal business. You are fully responsible for anyone you grant access to and for their compliance with this EULA.

8) Third-party software and open-source components

The Licensed Materials may incorporate third-party components (including open-source libraries) governed by their own licenses and terms. You agree to comply with those third-party licenses and terms.

Ghost Revenue is not responsible for third-party changes, removals, outages, bans, or policy enforcement.

9) Updates and changes

Ghost Revenue may update or modify any hosted or managed components at any time.

If Ghost Revenue decides to discontinue a hosted or managed component, we will provide at least 30 days' written notice before discontinuation, except where the discontinuation is caused by a breach of this EULA, non-payment, or an emergency (such as a security incident or third-party platform action outside our control).

For delivered project assets installed in your environments, updates are provided only if included in your agreed scope, retainer, or maintenance plan.

10) Confidentiality

The confidentiality obligations set out in the Ghost Revenue Terms of Service (Section 14) apply equally to the Licensed Materials and any information exchanged in connection with this EULA.

11) Termination

This EULA automatically terminates if you:

- Breach any restrictions in Section 6

- Fail to pay amounts due

- Initiate unauthorized sharing, resale, or reverse-engineering

Upon termination:

- All rights granted to you end immediately

- You must stop using the Licensed Materials

- For hosted/managed components, access may be revoked immediately

- For delivered assets already deployed in your environments, Ghost Revenue will require you to cease use if the breach involves sharing, resale, or reverse-engineering, and you agree to comply

Termination is in addition to any other rights or remedies available.

12) Data retrieval on termination

This Section governs data stored inside hosted or managed components that Ghost Revenue operates. The retention of personal data that Ghost Revenue holds is governed by the Privacy Policy. If Ghost Revenue terminates a hosted or managed component, you will have 7 days from the date of termination notice to retrieve any of your data stored within that component. After 7 days, we may delete all associated data without further notice. Ghost Revenue is not obligated to maintain backups of your data beyond this period.

This does not apply where termination is caused by a breach involving unauthorized sharing, resale, or reverse-engineering, in which case access may be revoked immediately with no retrieval period.

13) Disclaimer

THE LICENSED MATERIALS ARE PROVIDED "AS IS" AND "AS AVAILABLE", WITHOUT WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NON-INFRINGEMENT.

Nothing provided by Ghost Revenue is legal, financial, or professional advice. You are responsible for how you use the Licensed Materials and for your business outcomes.

14) Limitation of liability

TO THE MAXIMUM EXTENT PERMITTED BY LAW:

GHOST REVENUE'S TOTAL LIABILITY FOR ANY CLAIM RELATED TO THE LICENSED MATERIALS WILL NOT EXCEED THE TOTAL AMOUNT YOU PAID FOR THE LICENSED MATERIALS OR RELATED SERVICES IN THE 6 MONTHS PRIOR TO THE EVENT GIVING RISE TO THE CLAIM.

GHOST REVENUE IS NOT LIABLE FOR INDIRECT, INCIDENTAL, SPECIAL, CONSEQUENTIAL, OR PUNITIVE DAMAGES, INCLUDING LOST PROFITS, LOST REVENUE, LOST DATA, OR BUSINESS INTERRUPTION.

15) Indemnification

You agree to indemnify and hold Ghost Revenue harmless from claims, damages, losses, and expenses (including reasonable legal costs) arising from:

Your use of the Licensed Materials

Your breach of this EULA

Your violation of laws or third-party terms

Content, offers, claims, or actions in your business

16) Force majeure

Neither party is liable for delays or failures caused by events outside their reasonable control. This includes natural disasters, power outages, internet failures, government actions, platform outages, pandemics, or similar events. If a force majeure event lasts more than 30 days, either party may terminate the affected engagement in writing.

17) Dispute resolution

Before filing any formal legal action, both parties agree to attempt to resolve the dispute informally. The complaining party must send a written description of the dispute to the other party via email. Both parties will have 30 days to resolve the matter before any court action may be taken.

18) Governing law and venue

This EULA is governed by the laws of the Dubai International Financial Centre (DIFC), Dubai, United Arab Emirates. Any dispute arising out of or in connection with this EULA shall be subject to the exclusive jurisdiction of the DIFC Courts. Claims that fall within its monetary threshold may be heard by the DIFC Courts' Small Claims Tribunal.

19) Survival

Sections 3 (Ownership), 5 (Modifications), 5A (Source Code Transfer), 6 (Restrictions), 10 (Confidentiality), 12 (Data retrieval on termination), 13 (Disclaimer), 14 (Limitation of liability), 15 (Indemnification), 17 (Dispute resolution), and 18 (Governing law and venue) survive termination or expiration of this EULA.

20) Changes to this EULA

We may update this EULA from time to time. The updated version will be posted on the Site with a new "Last updated" date. Your continued use of the Licensed Materials after changes means you accept the updated EULA.

21) Contact

Support: support@ghostrev.io

DOCUMENT FINGERPRINT (SHA256)

189c6b4666a39854d7e744f6dd98de1c47a9bc186d05f388b42ff2c0f4e7073b

