

END USER LICENSE AGREEMENT (EULA)

Effective Date: Sep 2025

We would like to clarify key points regarding font licensing. When you purchase a typeface, you are actually purchasing a license to use software. This license is governed by the End User License Agreement (EULA), a legally binding contract between Zafara Studios (operating under the name Zafaratype) ("Licensor") and you ("Licensee"). The term "Fonts" refers to the font software, including any digital files, documentation, updates, or modified versions provided by Zafara Studios.

By purchasing, downloading, installing, or using the Fonts, you agree to be bound by this EULA. Upon payment, Zafara Studios grants you a limited, non-exclusive, and non-transferable license to use the Fonts in accordance with the terms of this Agreement. All rights not expressly granted herein are reserved by Zafara Studios.

1. INTELLECTUAL PROPERTY

1.1. Parties

This End User License Agreement ("Agreement") is a legally binding contract between Zafara Studios (operating under the name Zafaratype) ("Licensor") and you ("Licensee").

1.2. Agreement to Terms

By purchasing, downloading, installing, or otherwise using the Fonts (computer software containing representations of typeface designs), you agree to the terms of this Agreement. Zafara Studios reserves the right to update or modify these Terms and Conditions at any time without prior notice. It is your responsibility to review the Agreement periodically for any changes. Continued use of the Fonts following such changes constitutes acceptance of the revised terms.

2. LICENSE AND ACCESS AUTHORIZATIONS

The Licensor grants you a perpetual, limited, non-exclusive, and non-transferable license to use the Fonts in accordance with this Agreement. This license covers multiple applications and media, including but not limited to: Desktop, Webfont, E-Pub, Content Creator, Trademark Logo, Extended, App/Game, Server, Broadcast, and Corporate Usage.

2.1. Desktop License

- ✓ **User license:** 1 user, up to 2 device installations.
- ✓ **Project usage:** Personal and commercial projects.
- ✓ **Software usage:** Microsoft Word, macOS Pages, Adobe InDesign, Adobe Photoshop, and similar design software.
- ✓ **End product usage:** Print documents, static images (JPEG, TIFF, PNG), flyers, brochures, merchandise, packaging, and similar materials.
- ✓ **Logo usage:** Non-trademark logos only.
- ✓ **Social media usage:** Still images only (no videos).
- ✓ **Perpetual usage:** Lifetime license.
- ✓ **Formats:** Includes OTF and TTF.

- ✗ **PROHIBITED:** All kinds of books, eBooks, magazines, newspapers, or other published materials.
- ✗ **PROHIBITED:** All kinds of website usage.
- ✗ **PROHIBITED:** Medium or large businesses, or any type of corporation (including but not limited to Ltd, LLC, PLC, Inc, GmbH, SNC, S-Corp, C-Corp, etc.).

2.2. Webfont License

- ✓ **Domain license:** 1 license per domain.
- ✓ **Sub-domains:** Unlimited under the same domain.
- ✓ **Content usage:** Unlimited blogs, pages, and content.
- ✓ **Page views:** Less than 100,000 views/month.
- ✓ **Embedding:** Allowed via @font-face.
- ✓ **Perpetual usage:** Lifetime license.
- ✓ **Formats:** Includes OTF, TTF, WOFF, and WOFF2.
- ✗ **PROHIBITED:** Use of this content outside the licensed domain.

2.3. E-Pub License

- ✓ **Title license:** 1 license for up to 3 books, eBooks, magazines, newspapers, or other publishing titles.
- ✓ **Commercial usage:** Unlimited print and sales.
- ✓ **Platform:** Unlimited publishing platforms including Amazon Kindle, Apple Books, Google Play Books, Lulu, etc.
- ✓ **Perpetual usage:** Lifetime license.
- ✓ **Formats:** Includes OTF and TTF.

2.4. Content Creator License

- ✓ **Brand license:** 1 license for 1 business brand or personal brand.
- ✓ **Includes:** All features of Webfont License.

- ✓ **User license:** Install on up to 10 computers.
- ✓ **Platform usage:** Unlimited accounts (under the same brand) and content across all social media platforms, including TikTok, Instagram, Facebook, YouTube, Pinterest, X (Twitter), and others.
- ✓ **Content usage:** Unlimited views, impressions, clicks, or visits.
- ✓ **Purpose usage:** Allowed for personal and commercial purposes, including advertising, paid promotions, reviews, endorsements, etc.
- ✓ **Perpetual usage:** Lifetime license.
- ✓ **Formats:** Includes OTF, TTF, WOFF, and WOFF2.

- ✗ **PROHIBITED:** Medium or large corporations.

2.5. Trademarked Logo License

- ✓ **Brand usage:** 1 trademarked brand or product logo (excluding apps/games).
- ✓ **Includes:** All features of Content Creator License, E-Pub License, and Webfont License.
- ✓ **User license:** Install on up to 10 computers.
- ✓ **Commercial usage:** Unlimited product variants, sales, social media, advertising, and web page views.
- ✓ **Perpetual usage:** Lifetime license.
- ✓ **Formats:** Includes OTF, TTF, WOFF, and WOFF2.

2.6. Extended License

- ✓ **Brand license:** 1 license for 1 business brand or personal brand.
- ✓ **Brand usage:** 1 trademarked brand.
- ✓ **Includes:** All features of Trademarked Logo License, Content Creator License, E-Pub License, and Webfont License.
- ✓ **User license:** Install on up to 100 computers.

- ✓ **Unlimited website usage:** Unlimited domains, subdomains, and all website metrics including page views, impressions, clicks, or visits.
- ✓ **Unlimited social media usage:** Unlimited accounts, posts, views, clicks, or visits.
- ✓ **Commercial usage:** Unlimited product variants, sales, social media, advertising, and web page views.
- ✓ **Perpetual usage:** Lifetime license.
- ✓ **Formats:** Includes OTF, TTF, WOFF, and WOFF2.

✗ **PROHIBITED:** Large corporations.

2.7. App/Game License

- ✓ **License:** 1 license for 1 web app, mobile app, or game.
- ✓ **Includes:** All features of the Extended License.
- ✓ **Downloads:** Unlimited web app, mobile app, or game downloads.
- ✓ **Commercial usage:** Unlimited users, impressions, and downloads.
- ✓ **Platform:** Unlimited publishing platforms including Play Store, App Store, Steam, Epic Games, PlayStation Store, etc.
- ✓ **Digital assets:** Unlimited usage in digital property assets (e.g., DLCs, skins, themes, add-ons, heroes).
- ✓ **Marketing:** Allowed for any type of marketing or advertising activities, including social media platforms.
- ✓ **Perpetual usage:** Lifetime license.
- ✓ **Formats:** Includes OTF, TTF, WOFF, and WOFF2.

✗ **PROHIBITED:** User-generated content apps like Canva, CapCut, or Figma.

2.8. Server License

- ✓ **License:** 1 license for 1 website or app.
- ✓ **Includes:** All features of Extended License and App/Game License.
- ✓ **Content usage:** Unlimited commercial use for user-generated content (like Canva, Figma, and CapCut).
- ✓ **End users:** Unlimited monthly active end users, visitors, or page views.
- ✓ **Marketing:** Allowed for any type of marketing or advertising activities, including social media platforms.
- ✓ **Perpetual usage:** Lifetime license.
- ✓ **Formats:** Includes OTF, TTF, WOFF, and WOFF2.

2.9. Broadcast License

- ✓ **License:** 1 movie, film, TV commercial project, or motion graphic.
- ✓ **Includes:** Extended License features.
- ✓ **User license:** Unlimited users.
- ✓ **Production usage:** Applicable for 1 series, sequel, movie, or film.
- ✓ **Marketing:** Allowed for any type of marketing or advertising activities, including social media platforms or broad media such as TV, billboards, cinemas, etc.
- ✓ **Perpetual usage:** Lifetime license.
- ✓ **Formats:** Includes OTF, TTF, WOFF, and WOFF2.

2.10. Corporate License

- ✓ **License:** 1 corporate or brand.
- ✓ **Includes:** All license features.
- ✓ **Logo usage:** Allowed for 1 trademarked logo.
- ✓ **User license:** Unlimited users and installations.
- ✓ **Project usage:** Unlimited national or worldwide projects.

- ✓ **Sub-brands:** Unlimited sub-brands or products (sales, quantity, variants, etc.).
- ✓ **Platform usage:** Unlimited usage across all platforms, including print, websites, apps, servers, games, products, merchandise, TVC, OOH, POSM, billboards, social media, etc.
- ✓ **Broadcasting:** Unlimited large-scale broadcasting projects or advertising, including TV, movies, series, sequels, or films.
- ✓ **Perpetual usage:** Lifetime license.
- ✓ **Formats:** Includes OTF, TTF, WOFF, and WOFF2.

3. TERMS & CONDITIONS

3.1. Tax Responsibilities

All fees and costs are exclusive of gross receipts, excise, import, export, value-added, or similar taxes. The Licensee is solely responsible for paying any applicable taxes related to this Agreement.

3.2. Non-Assignment

The Licensee may not sell, lease, sublicense, assign, or transfer any rights, duties, or obligations under this Agreement, in whole or in part, to any person or third party, including by merger or acquisition, without the prior written consent of the Licensor.

3.3. Purchase on Behalf of a Client

You may purchase font licenses on behalf of your client as a payment facilitator. However, the client shall be considered the Licensee and must comply with all applicable licensing terms and conditions. The client is solely responsible for proper usage of the Fonts.

3.4. Refunds and Chargebacks

All sales are final. Refunds will only be granted in cases of proven file defects, following technical support and verification by Zafara Studios. You agree not to initiate chargebacks through your payment provider for any reason. All payments for our products are strictly non-refundable.

3.5. License Transfer

Licenses are non-transferable and remain assigned only to the named Licensee at the time of purchase.

3.6. Proof of License

The Licensor reserves the right to request proof of a valid license at any time. The Licensee must retain copies of all purchase receipts (including automatically generated purchase confirmation emails) as evidence of ownership.

4. GENERAL RESTRICTIONS

The Licensee must take reasonable measures to prevent unauthorized access, distribution, or use of the Fonts by unlicensed third parties.

The Licensee is strictly PROHIBITED from:

- ✗ **Decompiling, modifying, reverse engineering, reformatting, altering, editing, or creating derivative works of the Fonts, or permitting third parties to do so.**
- ✗ **Distributing, sharing, renting, lending, gifting, selling, or sublicensing the Fonts in any form.**
- ✗ **Transferring this Agreement or any rights granted herein to any third party without prior written permission.**
- ✗ **Using the Fonts in explicit political or religious contexts.**

✗ Using the Fonts in contexts promoting violence, hatred, or discrimination.

5. WARRANTY

The Fonts are provided “as is”, without any warranties, express or implied, including but not limited to warranties of merchantability, fitness for a particular purpose, or non-infringement. The Licensee assumes all risks associated with the quality and performance of the Fonts. The Licensor does not warrant that the Fonts will meet the Licensee’s requirements or operate without errors. Any implied warranties are limited to thirty (30) days from the date of purchase, after which all warranties are disclaimed.

6. DISCLAIMER

The Licensor’s failure to enforce any provision of this Agreement shall not constitute a waiver of that provision. The Licensor shall not be liable for any damages arising from misuse of the Fonts by the Licensee or any third party. The Licensor reserves the right to amend this Agreement at any time, without prior notice, to reflect future commercial or technical developments.

7. LEGAL

7.1. Governing Law

This Agreement shall be governed by and construed in accordance with the laws of the Republic of Indonesia, without regard to its conflict of law principles. If any provision of this Agreement is found invalid or unenforceable by a court of competent jurisdiction, the remaining provisions shall remain in full force and effect. This Agreement constitutes the entire agreement between the parties with respect to

the Fonts and supersedes all prior agreements, understandings, or representations.

7.2. Headings

The section titles and numbering in this Agreement are provided for convenience only and shall not affect the interpretation or meaning of any terms or provisions herein.