Shardana — End User License Agreement

Version 1.2 Updated 11 November 2026

SHARDANA

END USER LICENSE AGREEMENT (EULA)

Version 1.2 — November 11, 2026

Platforms: Windows, Linux, SteamOS

Developer and Copyright Holder: Alessandro Melia

Product: Shardana

1. ACCEPTANCE OF THE AGREEMENT

By downloading, installing, accessing, or playing Shardana (hereinafter referred to as the “Game”), you acknowledge that you have read and agree to the terms of this End User License Agreement (“Agreement”).

If you do not agree to these terms, you must not install or use the Game.

This Agreement applies to all supported versions of Shardana, including Windows, Linux, and SteamOS, as well as demos, playtests, updates, and future releases.

2. LICENSE GRANT

The Developer grants the user a limited, personal, non-exclusive, non-transferable, and revocable license to install and use the Game for personal, non-commercial entertainment purposes.

The Game is licensed, not sold. Purchasing or downloading the Game does not transfer ownership of its intellectual property.

Users may not redistribute, resell, sublicense, or commercially exploit the Game without prior written authorization from the Developer.

3. FICTIONAL WORK AND ORIGINAL CREATION DISCLAIMER

SHARDANA IS A WORK OF FICTION.

The Game, including its storyline, characters, dialogues, creatures, locations, events, missions, and narrative elements, is presented as an original fictional entertainment experience.

Any resemblance to actual persons, living or deceased, real-world events, existing fictional characters, or other creative works is coincidental and unintended, except where historical or cultural references are expressly identified.

The Game may incorporate general historical, archaeological, mythological, or cultural themes for atmospheric and entertainment purposes. Such references do not imply that the fictional events depicted in the Game are historically accurate.

The Developer does not claim that the Game represents an authentic reconstruction of ancient civilizations, religious beliefs, historical events, or archaeological discoveries.

The Game is not intended to imitate, reproduce, plagiarize, or misappropriate any third-party intellectual property.

All original creative elements developed specifically for Shardana remain the intellectual property of their respective rights holders.

No affiliation with, endorsement by, or authorization from any third-party individual, organization, franchise, or intellectual property owner is implied.

4. INTELLECTUAL PROPERTY RIGHTS

All rights, titles, and interests in the Game and its original content, including software, code, artwork, characters, animations, designs, interfaces, texts, and audiovisual elements, are retained by the Developer or their respective licensors.

Third-party software, engines, libraries, music, assets, fonts, and other components, where applicable, remain subject to their respective licenses and intellectual property rights.

Nothing in this Agreement transfers ownership of such intellectual property to the user.

5. RESTRICTIONS

Unless expressly permitted by applicable law or an applicable third-party license, users may not:

- Redistribute or sell unauthorized copies of the Game.

Remove or alter copyright notices or ownership information.

Use the Game or its original assets in unauthorized commercial products.

Circumvent applicable technical protection measures.

Represent themselves as the creator or owner of the Game.

Nothing in this section restricts rights that cannot legally be excluded.

6. GAMEPLAY CONTENT AND FICTIONAL REPRESENTATIONS

Shardana may contain fictional violence, supernatural creatures, horror elements, survival mechanics, combat, and representations of ancient customs or beliefs.

These elements are created for entertainment purposes and do not constitute endorsements of violence, discrimination, supernatural claims, or harmful conduct.

The Developer makes no guarantee regarding the historical accuracy of the Game's fictional representation of ancient societies.

7. UPDATES AND AVAILABILITY

The Developer may release updates, patches, improvements, or modifications to the Game.

Features, content, performance, and system requirements may change during development, particularly in demo, playtest, or early-access versions.

Online or platform-dependent functionality may require services operated by third parties, including Steam.

8. DISCLAIMER OF WARRANTIES

To the maximum extent permitted by applicable law, the Game is provided “AS IS” and “AS AVAILABLE”, without additional warranties beyond those required by law.

The Developer does not guarantee uninterrupted operation, compatibility with every hardware configuration, or the absence of software errors.

Nothing in this Agreement excludes or limits mandatory consumer rights or statutory warranties.

9. LIMITATION OF LIABILITY

To the maximum extent permitted by applicable law, the Developer shall not be liable for indirect, incidental, special, or consequential damages arising from the use of the Game.

This limitation does not apply where liability cannot legally be excluded or restricted, including cases of intentional misconduct or gross negligence where applicable.

10. WINDOWS, LINUX, AND STEAM DISTRIBUTION

This Agreement applies equally to supported Windows, Linux, and SteamOS versions of the Game.

Users must comply with applicable platform terms, including the Steam Subscriber Agreement when obtaining or accessing the Game through Steam.

Any third-party platform services remain governed by their respective terms and privacy policies.

11. TERMINATION

The license may terminate if the user materially violates this Agreement, subject to applicable law.

Upon lawful termination, the user must stop using the Game and remove unauthorized installations or copies.

Provisions relating to intellectual property and applicable limitations of liability survive termination to the extent permitted by law.

12. GOVERNING LAW

This Agreement is governed by the laws of Italy, without prejudice to mandatory consumer protection rules applicable in the user's country of residence.

Nothing in this Agreement deprives consumers of rights granted by applicable European Union or national legislation.

13. CONTACT

For questions regarding this Agreement, licensing, or intellectual property, contact:

Developer: Alessandro Melia
Game: Shardana
Contact: info@alessandromelia.it

14. THIRD-PARTY SOFTWARE AND OPEN-SOURCE LICENSES

Shardana may incorporate third-party software components distributed under separate open-source or proprietary licenses.

Such components remain the property of their respective copyright holders and are governed by their applicable license terms.

Forge Logger — Bug Reporting and Player Feedback

The Game incorporates Forge Logger, an open-source bug reporting and player feedback plugin developed by Stone Forge Labs.

Forge Logger is distributed under the MIT License.

Copyright (c) 2026 Stone Forge Labs.

Forge Logger enables functionality for collecting and submitting bug reports, diagnostic information, and player feedback to assist the Developer in identifying technical issues and improving the Game.

The inclusion of Forge Logger does not imply sponsorship, endorsement, or affiliation between Stone Forge Labs and the Developer of Shardana.

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The restrictions contained in this Agreement do not override permissions granted under applicable third-party open-source licenses.

15. BUG REPORTING, DIAGNOSTICS, GAMEPLAY STATISTICS, AND PLAYER FEEDBACK

The Game may provide integrated bug reporting, diagnostic, and feedback functionality through Forge Logger.

Depending on the features enabled and the configuration of the Game, this functionality may process:

- Bug descriptions and feedback voluntarily submitted by players.
- Game version, build information, and application environment.
- Technical logs and error information.
- Screenshots associated with bug reports, where enabled.
- Session-related diagnostic information.
- Device information, where collection has been enabled.

Such information may be transmitted to the diagnostic service configured by the Developer, including the Forge Logger hosted backend where applicable.

The purpose of this functionality is to identify bugs, investigate technical issues, evaluate feedback, and improve the stability and quality of the Game.

GameAnalytics — Anonymous Gameplay Statistics

Playtest and full versions of the Game, but not the demo, can send anonymous gameplay statistics to GameAnalytics, a service operated by GameAnalytics ApS, Pilestræde 58, 2, 1112 Copenhagen K, Denmark.

These statistics may include:

- A random identifier created when the Game is first launched.
- Operating system version and platform.
- Game version.
- Number and length of play sessions.
- Gameplay events, performance (frames per second), and technical errors.

They do not include the user's name or email address. They are used to understand how the Game is played and to improve its balance, stability, and quality.

These statistics are only sent if the user agrees when the Game first asks. Users under 16 should not agree. Users can withdraw their consent at any time in the Game's settings, and the random identifier is then deleted.

Additional details concerning personal data processing, service providers, legal bases, retention periods, and applicable user rights shall be provided in the Game's relevant privacy notice, available at https://shardana.alessandromelia.it/en/privacy/.

Nothing in this section limits rights provided by applicable data protection legislation, including the General Data Protection Regulation (GDPR), where applicable.

APPENDIX A — FORGE LOGGER MIT LICENSE

MIT License

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