

END USER LICENSE AGREEMENT FOR BURNAWARE FREE EDITION™.

**NOTICE TO USER: CAREFULLY READ THE FOLLOWING LEGAL AGREEMENT. BY INSTALLING THIS SOFTWARE YOU ACCEPT ALL THE TERMS AND CONDITIONS OF THIS AGREEMENT.**

**LICENSE.**

GloryLogic Software Company (AUTHOR) hereby gives you a non-exclusive license to use the software BurnAware Free Edition™ (SOFTWARE). For evaluation, the license is granted.

**You may:**

- use the SOFTWARE on any single computer;

**You may not:**

- permit other individuals to use the SOFTWARE except under the terms listed above;
- modify, translate, reverse engineer, decompile, disassemble (except to the extent applicable laws specifically prohibit such restriction);
- create derivative works based on the SOFTWARE;
- rent, lease, transfer or otherwise transfer rights to the SOFTWARE;
- remove any proprietary notices or labels on the SOFTWARE;

**TERMINATION.**

The license will terminate automatically if you fail to comply with the limitations described above. On termination, you must destroy all copies of the SOFTWARE and Documentation.

**DISCLAIMER OF WARRANTY.**

The SOFTWARE is provided on an AS IS basis, without warranty of any kind, including without limitation the warranties of merchantability, fitness for a particular purpose and non-infringement. The entire risk as to the quality and performance of the SOFTWARE is borne by you. Should the SOFTWARE prove defective, you and not AUTHOR assume the entire cost of any service and repair.

AUTHOR IS NOT RESPONSIBLE FOR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES OF ANY CHARACTER INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES.

Title, ownership rights and intellectual property rights in and to the SOFTWARE shall remain in AUTHOR. The SOFTWARE is protected by international copyright treaties.

BurnAware Free Edition™

© 2008 GloryLogic Software Company. All rights reserved.

<http://www.glorylogic.com>