

End User Licence Agreement

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Draft, published for transparency. This is the licence as it stands today, put online so it can be read before a purchase instead of after one. The version that binds you is the one shown to you at the moment of purchase.

This End User Licence Agreement (the “Licence”) governs the use of **Lucerna**, a macOS application published by **Luminos Film S.r.l.** (“we”, “us”), Via Pietro Piffetti 48, 10143 Turin, Italy, VAT IT12361020014.

1. What you are granted

We grant you a **perpetual, non-exclusive licence to use Lucerna 26**. It does not expire. It is not a subscription: there is no renewal date, no recurring payment, and no switch on our side that turns the app off.

The licence is granted **per person**, and it covers the Macs signed in to the Apple Account used for the purchase — a desktop and a laptop, for example, rather than every machine in an office.

2. The two tiers

Lucerna is sold in two levels. Each is unlocked by a **single purchase, made inside the app through the Mac App Store**:

- ✦ **Screenplay — €79.** The writing side of the app.
- ✦ **Production — €349.** The writing side and the production office.

- ★ **Upgrade — €270.** From Screenplay to Production: the difference between the two, so nothing you already paid is lost.

There is no seat count to renew and no maintenance fee.

3. The trial

Before any purchase, Lucerna runs as a **seven-day trial of the complete application**, with no card and no sign-up.

When the trial ends, **editing stops until you buy. Nothing is deleted.** Projects created during the trial keep opening, and an **Export Everything** button packages the work done in those seven days — PDF and plain-text Fountain included — whether or not you ever pay us anything.

4. Updates, and what “forever” covers

What you buy is **Lucerna 26**. Every **26.x** update is included: fixes, new features, and keeping up with new versions of macOS.

If a later major version is published, it is a **separate purchase and your decision**. Lucerna 26 remains installable and working after that release: licensed, opening your projects, and still available to buy. You are never required to update, and nothing expires because you declined.

5. Your work stays yours

Your projects are **files on your own Mac**. We claim no ownership of, and no licence over, anything you write, schedule, budget or shoot with Lucerna.

The app exports what it holds in formats other software reads: **Fountain, PDF, .mmsx, .mmb, CSV**. Those exports do not need us — or a connection to us — to open.

6. What the licence does not allow

You may not: (a) redistribute, resell, rent, sublicense or otherwise transfer the licence or the application to a third party; (b) copy the application in order to distribute it to others; (c) reverse-engineer, decompile or disassemble the application, **except where applicable law expressly permits it** and to the extent it permits it — in the European Union, in particular, for the interoperability purposes and under the conditions set out in Directive 2009/24/EC.

7. Purchase and payment

Purchases are made through the **Mac App Store** and are **processed by Apple**, under Apple's own terms and privacy policy. Apple takes the payment and issues the receipt; refund requests follow Apple's process. The amount that binds you is the one Apple shows you at checkout.

8. Statutory rights

Nothing in this Licence limits rights that cannot be limited under applicable law, including your statutory rights as a consumer.

9. Governing law, jurisdiction, contact

This Licence is governed by **Italian law**. The competent court is that of **Turin, Italy**, without prejudice to mandatory consumer-protection rules that designate the consumer's court of residence.

Questions about this Licence: legal@luminosfilm.com. Questions about the app, a purchase or an invoice: support@luminosfilm.com.

This licence is published here before the purchase, because nobody should have to buy a closed box.