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Version 2.1, February 1999  
  
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When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.  
  
We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.  
  
For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.  
  
In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.  
  
Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.  
  
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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.  
  
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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)  
  
Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.  
  
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**a)** Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)  
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**c)** Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.  
**d)** If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.  
**e)** Verify that the user has already received a copy of these materials or that you have already sent this user a copy.  
  
For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.  
  
It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.  
  
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**a)** Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.  
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**End User License Agreement**

The Japanese version of the Agreement shall be the original, and the English translation below is provided as a reference. Should discrepancies arise in the interpretation of the Japanese original and English translation, the interpretation of the Japanese agreement shall take precedence.

This End User License Agreement (henceforth, “Agreement,” including game distribution terms) shall apply to all relationships between KADOKAWA Corporation (henceforth, “Company”) and the Purchaser (includes cases where a different person installs this Software on a computer device, and shall henceforth be referred to as the “User”) of the Company’s “RPG Maker MV” (henceforth, “Software”). The User, prior to using the Software, shall carefully read this Agreement. The User shall consent to this Agreement upon commencing use of the Software.  
Furthermore, regarding the use of this Software, in the event the Company establishes usage conditions and cautionary items, etc. (henceforth, “usage conditions, etc.”) on its official website (<http://www.rpgmakerweb.com/support>) (henceforth, “official website”), the User shall consent to, and observe, these usage conditions, etc. as part of the Agreement.  
Also, the Software uses the open-source program “Qt”, and the Agreement shall not apply. Refer to the text of the “GNU Lesser General Public License” at the end of the Agreement.

**Article 1: Installation**

1. The User may use the Software upon installing it on a single computer device compatible with the Software (henceforth, "user device").  
  
2. In the event the User possesses multiple computer devices, the User may use, upon installation, the Software on a second user device for the purpose of sole use by the User limited to cases where the User is a Licensed User of the Software as defined by Article 3 Paragraph 1. However, even in such cases, the User shall not allow a third party other than the User to use the Software installed on either of the user devices.

**Article 2: Network Authentication**

1. The User shall, upon installing the Software, perform a network authentication for the Software following the method separately prescribed by the Company.  
  
2. Should the network authentication in the previous Paragraph not be completed in an ordinary manner, regardless of reason, the User shall agree in advance that that the Software cannot be activated and used.

**Article 3: User Registration**

1. The User shall perform a User Registration of the Software in the manner separately prescribed by the Company upon commencing usage of the Software, and following completion of User Registration, shall become a Licensed User (henceforth, “Licensed User”) of the Software.  
  
2. The User shall agree in advance that the Company shall provide no support regarding the use, etc. of this Software to Users who have not completed the User Registration described in the previous Paragraph.

**Article 4: Handling of Personal Information**

The Company shall handle personal information provided by the User in an appropriate and legal manner in accordance with the terms defined in the Company's “Privacy Policy” (<http://ir.kadokawa.co.jp/global/policy.php/>).

**Article 5: Licensing**

The Company shall license use of the Software as follows limited to cases where the User is a Licensed User.  
1. Creation of original games (henceforth, “User Games”) using the Software (including the computer programs comprising the Software) and the assets (referring to text, music, images, etc., henceforth, “Company Assets”) recorded in the Software. Furthermore, the User cannot record or use, etc. Company Assets in the original games they create using creation tools, etc. they created or provided by third parties without obtaining the Company’s advance written consent.  
2. To transfer, rent, screen, public broadcast, or make transmittable (henceforth, generally referred to as “distribute, etc.”), whether for fee or gratis, the User Games created in accordance with the previous Paragraph. However, in such cases, the User shall abide by the  
“Game Distribution Terms” appended to this Agreement.

**Article 6: Prohibitions**

1. The User, in using the Software, shall abide by the User obligations defined in the Agreement and usage conditions, etc. (henceforth, generally referred to as “Agreement, etc.”) and shall use the Software in an appropriate and legal manner.  
  
2. The User, in using the Software, shall not commit the following acts.  
   1. Acts where multiple persons use the Software installed on the two user devices in accordance with Article 1, Paragraph 2, and acts where the Software is installed and used on three or more user devices. However, in cases where educational institutions, etc. require multiple licenses, advance notice shall be given and usage conditions shall be determined in accordance with a separate consultation and agreement with the Company.  
   2. Acts where the security features of the Software are disabled through using bugs or malfunctions, etc. in the Software, or through using the Software in a manner not permitted by the Company. Also, acts where derivative software is produced via adaptation or translation of the Software.  
   3. Acts where the Software is reproduced, published, screened, rented, sold, disseminated, displayed, publically broadcasted, or made transmittable, etc., in whole or in part, without the prior written consent of the Company, and acts where the Software’s computer program (henceforth, “Company program”) and Company Assets are distributed, etc. independently.  
   4. Acts in violation of the Agreement, etc.  
   5. Acts that cause harm to the Company, other Users or third parties, as well as acts with such potential.  
   6. Any other acts the Company deems improper.  
  
3. Should the User violate the obligations of this Article, the Company may take measures such as issuing a warning to the user. The User shall provide compensatory damages for any damages incurred by the Company arising from the User’s violation of their obligations in this Article.

**Article 7: Attribution of Rights**

1. Copyrights, neighboring rights, and all other intellectual property rights pertaining to the Software (including Company programs and Company Assets) shall belong to the Company.  
  
2. Copyrights, neighboring rights, and all other intellectual property rights pertaining to user games (excluding Company programs and Company Assets) and assets created by the User (text, music, images, etc.) shall belong to the relevant user game and the User who produced the relevant assets.

**Article 8: Disclaimers**

1. The Company shall bear no responsibility whatsoever for damages incurred by the User due to the use of the Software, except in cases of intentional acts or gross negligence by the Company.  
  
2. Even in cases where the Company is liable in accordance with the previous Paragraph, except for intentional acts or gross negligence by the Company, the Company’s representatives, or the Company’s employees, damages for which the User can request compensation shall be limited to direct and ordinary damages incurred by the User, and the Company shall be in no way liable for special damages, indirect damages, lost income, and attorney’s fees, or any other such damages incurred by the User. In all circumstances, the total amount of compensatory damages to be borne by the Company shall not exceed the purchase price the User actually expended for the Software.  
  
3. The Company shall exercise the utmost care in maintaining Software reliability, but no warranty whatsoever shall be provided for the following matters, and the User shall use the Software at their own responsibility and expense.  
   1. The compatibility of this software toward specific objectives  
   2. Reliability and stability of Software operation  
  
4. The Company shall be in no way liable for problems and disputes occurring with third parties due to the User using the Software, and creating and distributing, etc., User Games.

**Article 9: Modification to the Agreement, Etc.**

The Company may modify the Agreement, etc. without the User’s consent. In such cases, the Company shall officially announce the modifications on its official website no earlier than one month prior to the date the changes are to take effect. The modified Agreement, etc. shall come into force from the date specified on the Company’s official website.

**Article 10: Interpretation of the Agreement, Etc.**

The Japanese version of the Agreement, etc. shall be the original, and versions of the Agreement, etc. translated into languages other than Japanese shall be created as reference translations. In the event discrepancies occur in the interpretation of the Japanese original and the reference translations, the interpretation of the Japanese original shall take precedence.

**Article 11: Governing Law**

This Agreement, etc. shall be governed by the laws of Japan, and shall be incorporated in accordance with the laws of Japan.

**Article 12: Jurisdiction**

In the event the usage, etc. of the Software, and the interpretation and application of the Agreement, etc. requires litigation, the User shall agree in advance that the Tokyo District Court (Japan) shall have exclusive jurisdiction as the court of first instance.

**Supplemental Provisions: Game Distribution Terms**

These user distribution terms (henceforth, “Terms”) define the creation and distribution, etc. of User Games by Licensed Users. Users shall abide by these Terms as part of the End User License Agreement (henceforth, “Agreement”). Also, definitions of terminology in these Terms shall be as defined in the Agreement unless otherwise specified.

**Article 1: Terms of Distribution**

1.　The User shall be able to distribute, etc. User Games only in cases where the following conditions have been satisfied:  
   1. The User is a Licensed User of the Software.  
   2. The User Game does not infringe upon third-party rights (copyrights, trademark rights, moral rights, portrait rights, etc.) and interests, and there is no risk of such infringement.  
   3. The User Game shall not be infected with computer viruses, and the User Game shall not be used to perform acts (including spamming) where malicious programs such as computer viruses, etc. are provided.  
   4. User Games do not violate statutes, laws, regulations, orders, or public order, and there is no risk of such violations.  
   5. User Games shall not violate the Agreement, etc.  
   6. Any other acts the Company deems improper shall not be performed.  
  
2. The User shall create and distribute, etc. User Games at their own responsibility and expense, and shall hold the Company harmless.

**Article 2: Handling of Company Assets**

The User shall handle the Company Assets recorded in the Software as follows.  
1. Company Assets shall be used solely for User Games created with the Software.  
2. Modification of Company Assets (changes in color, size, orientation, trimming, etc.) shall be solely for the purpose of use in User Games created with the Software.  
3. Company Assets and Company Assets modified in accordance with the previous Paragraph shall be distributed, etc. with the User Game created with the Software. Furthermore, the distribution, etc. of Company Assets and modified Company Assets shall be permitted only when they are distributed, etc. with the User Game created with the Software. Company Assets and modified Company Assets may not be distributed, etc. independently, and they may not be combined with programs, etc. other than the User Game. However, the User may, without compensation, reproduce, transfer, publically broadcast, or make transmittable any Company Assets they modified themselves to another Licensed User.

**Article 3: User Notification, Etc.**

Upon distribution, etc. of the User Game, the User shall provide the following notifications or declarations to users of User Games.  
1. Clearly indicate in the attached documentation (in the event there is no attached documentation, in the help file or in a location readily visible to the user of the User Game. The same shall apply hereafter) that the User Game was created using the Software.  
2. The attached documentation shall have the following Statement of Rights.  
● Statement of Rights: “©2015 KADOKAWA CORPORATION./YOJI OJIMA”  
3. Acts where the Company’s program and/or Company Assets are extracted from the User Game and distributed, etc. are prohibited, regardless of whether for fee or gratis.  
4. Acts where the Company’s program and/or Company Assets are extracted from the User Game and modified are prohibited.  
5. Acts where Company Assets are extracted from the User Game and used for self-authored games are prohibited, whether for fee or gratis.

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