

Asset Ownership and distribution agreement

For Toaster Arena

Section A

The purpose of this document is to protect the owning party for the videogame Toaster Arena or any game name that such will or may have on the future.

This document has been made to avoid future problems or misunderstandings regarding the use of the assets that have been made available for this game by other individuals.

For the rest of this document, you will be referred to as User

We will refer to ourselves as Organization or Org

Toaster Arena will refer to as game

If the User has made and sent any form of asset that is intended to use in the game, we are to be declared full ownership to use the supplied assets for the video game Toaster Arena and related external content such as but not limited the following

Promotional material

Media content

Assets are but not limited to

Character Voice lines

Announcer Voice lines

3D Models

Images

Sounds

Music

Animations

Code Implementation

Engine related

Project related

Gameplay Maps

Etc.

Any sort of asset made by the User is to be granted permanent ownership to Organization only for the use of Toaster Arena and external related media

Use of the Owned asset by Organization will be used for the following

Asset is or not to be used in game

Asset will be redistributed due to the open source nature of the project, Organization will not be held responsible for anonymous external use.

Assets will never be used on AI models

Asset will be used commercially as the game will eventually have in-game purchases, **only applies if commercial usage was agreed beforehand**

Asset will be used in promotional material

Asset may have other uses that are not specified on this document such as but not limited to

Animations

Renders

Videos

In-game usage

Games or products that are officially part of the Toaster Arena video game, **this being side games that share the same name as Toaster Arena and are made by the same Organization**

Section B

1) User is to be credited in game if the assets made by them are getting used in the game

If no assets are getting used by the game, then the user will not be credited.

2) Organization is allowed to keep the credits and not use the assets provided by User.

3) Organization is allowed to not use the assets and not give credit to the User.

4) Organization is allowed to remove and break the agreement if the User Requests it, (4a) but

any assets that have been sent before agreement removal, are to be kept and owned by

Organization, and credit is to be removed from the game if requested or Organization needs to.

This action can be performed in the case that the game heavily relies on the assets made by user to function properly.

5) If assets made by the User are being used in game before the creation of this agreement

The User is expected to sign the document to agree with all the specified conditions of this agreement.

if the User does not agree to sign the agreement, then existing assets made by the User are to be removed fully.

6) By Organization having full ownership of assets created by User, Organization is allowed to fully modify, tweak or remake assets if assets are not to a desirable or expected quality once accepted or if the need for such manifests.

7) Toaster Arena is an open-source project, meaning that there is no restrictions on who can access Its source code and files, such can be modified by anyone, and Organization does not make itself responsible for such.

8) Organization will never use provided assets by user for generation or any use related to the training of AI models.

Section C

- 1) This document must be signed by a member of organization and the User to be considered valid
- 2) Once the User signs this document, they will agree to everything mentioned on this and previous sections
- 3) User must use their own personal name to sign this document
- 4) Organization member must use their own personal name to sign this document

Section D

Org representative signature here:

Org representative name or alias here:

Document signed by Org at (MM/DD/YYYY) :

Your signature here:

Your name or online alias here:

Document signed by User at (MM/DD/YYYY) :

User Age:
