

UNIVERSAL SOUND FX

Universal Sound FX (USFX) is a sound effect library designed for independent game developers. The library contains a wide variety of sound effects suitable for many game genres. The sound effects can be used royalty free in commercial games (*see the Terms and Conditions section for full details.*)

USFX contains 16 bit, 44.1 kHz WAV audio files optimized for use in games. The sound files have been cropped for optimal size to reduce distribution size of games. It is, however, advisable to compress the audio files in a format supported by your development tool/environment to drastically reduce the size of your distributed game.

This Unity asset version contains label tags for each sound to allow quick search and filtering. Simply enter search terms in the Project search field to shortlist any sound effects.

USFX will improve in quality over time and you are eligible to receive the updated and improved version of the library free of charge.

USFX IS IN “EARLY RELEASE” PHASE

USFX is in the “Early Release” phase which is also reflected by the price - many sound categories and game genres are yet to be covered. The ultimate goal is for USFX to become the most versatile library around covering as many game genres as possible. Being an early customer rewards you with free updates of this library as it matures.

The VOICE and MUSIC EFFECT categories are included as bonus sounds in the Early Release. These will later be removed from USFX and released as larger separate individual libraries to give room for the widened range of game genres.

LIBRARY UPDATE PROCEDURE

Unity Asset Store customers can download the updated sound library through the asset store as it becomes available.

IMPORTANT! Sound effects will be replaced as quality and variety improves so be sure to back up the library before downloading any updates.

“ROUND ROBIN” SOUNDS

Some sound files have “RRn” in the file name where n is a sequential number. “RR” stands for “Round Robin” and these sounds are designed to be played in a sequence during repetitions. Examples are footsteps and firearm sounds which occur repeatedly and without variation it will sound very static and unnatural. When you implement firearms or player walking mechanics, use an array of sound effects and cycle through the RR-versions each time they are played.

CONTACT & SUPPORT

If you would like to provide feedback, request certain types of sound effects to be added to the library, or if you need support – please send an e-mail usfx@universalsoundfx.com.

TERMS AND CONDITIONS

Updated 2014-04-22

This Terms and Conditions agreement ("Agreement") between you ("you" or "your") and Imphenzia AB ("Imphenzia AB") sets forth the terms and conditions of use of the goods (audio files) set forth herein collectively ("audio file(s)"). You accept that the Agreement may change from time to time effective immediately when released in the "Universal Sound FX" Unity Asset Store package.

Non-Exclusive Audio License

Upon purchasing Universal Sound FX audio file(s) you become a Non-Exclusive Rights Holder bound to the following terms:

- **You are granted non-exclusive, royalty free, rights to the use of the audio file(s) in games and applications ("Product"), including commercial products.**
- **You are granted the use of audio file(s) for promotional purposes of the Product (e.g. video trailers.)**
- **You are granted the right to modify the audio file(s) to suit your Product.**
- **You are NOT permitted sell or distribute the audio file(s)**
- **You are NOT permitted use the audio file(s) in part or in whole to create new sound effects for sale or free distribution**
- **If possible, protect the audio file(s) in a Product (e.g. embed the audio in a library file or archive)**
- **The license is not transferable**

Property Rights

The audio file(s) are property of Imphenzia AB and copyrighted by Imphenzia AB.

Limitation of Liability

You agree and acknowledge that your use of the audio file(s) is entirely at your own risk. You agree that Imphenzia AB will not be liable, under any circumstances, for any (a) termination, suspension, loss, or modification of updates of the asset, (b) use or inability to use the audio file(s), (c) access interruptions or access delays to audio file(s), (d) loss incurred in connection with the audio file(s), or (e) unauthorized access to or alteration of your transmissions or data. Imphenzia AB will also not be liable for any indirect, special, incidental, or consequential, damages of any kind regardless of the form of action. In no event shall Imphenzia AB's maximum aggregate liability exceed the total amount paid by you for the audio file(s).

Indemnification

You agree to defend, indemnify, and hold harmless Imphenzia AB, directors, and employees for any loss, liabilities, damages, costs or expenses arising out of or related to your use of or connection to the audio file(s).

Disclaimer and Warranties

The audio file(s) are provided to you on an "as is," as available basis. Imphenzia AB makes no representations, warranties or guarantees of any kind whatsoever, express or implied, in connection with this Agreement. Imphenzia AB further disclaims any representation or warranty: (i) that the audio file(s) will meet your specific requirements, (ii) that the audio file(s) will be uninterrupted, timely, secure, or error-free, (iii) regarding any audio file(s) purchased, or (iv) that any errors in the audio file(s) will be corrected. Any use of the audio file(s) is done at your own discretion and risk and you will be solely responsible for any damage to you, third parties, computer systems, audio equipment, or loss of data that results from the download or use of such material.

ADDITIONAL CREDITS

The icons used in the cover art for USFX were created by Lorc, Delapouite, John Colburn, Felbrigg, John Redman, Carl Olsen and sbed – available under CC BY 3.0 license available on <http://game-icons.net>. The icons were converted to 3D with with beveled edges for the purpose of the cover art.