EULA.txt
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Symphonic Adventure Music Vol.1
2018-10-12

READ THIS CAREFULLY BEFORE INSTALLING OR USING Symphonic Adventure Music Vol.1.

I. Introduction

Thank you for purchasing Symphonic Adventure Music Vol.1. The contents of this pack were created by TK.Projects and include assets that can be used for RPG Maker, Visual Novel games or the engine of your choice.

II. How to use this pack

After the Resource Pack, "Symphonic Adventure Music Vol.1" is completely downloaded to your computer, unzip it and place the folder in your desired location.

1. If you are using RPG Maker MV, simply open your project folder and add material:

Your project folder location will vary depending on what you specified when you created the game. The default location is in Documents/Games. Click on appropriate sub-folders (img/battlers, img/pictures etc) and copy/paste the material you wish to add.

2. If you are using RPG Maker VX-Ace or older:

Please use the Resource Manager (key shortcut in VX-Ace is F10) to add the resources to your project.

III. About Resources in this Materials Add-on Pack

The resources in Symphonic Adventure Music Vol.1 are created for use in game development only. This is an open license and use of this DLC is not restricted to RPG Maker or any other engines published by Degica Co., LTD. You may use this DLC in any game development engine you wish.

Limited advertising use is also allowed, in the forms of screenshots, videos and other media used to promote the game.

For licensing questions not covered by the paragraphs above, please contact us: support@rpgmakerweb.com

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Resources may be packaged with commercial or non-commercial games and shared as long as the project is encrypted and not shared for the purpose of distributing full or partial Symphonic Adventure Music Vol.1 content.

You may not sell or donate the pack to someone else or sell a sub-license for its use.

In cases of team projects, all members of the team must own their own copy of the pack. In cases of commissions using the pack (such as commissioning edits, maps and/or covers of the material), both parties need to own their own individual copy of the pack. If you have large teams or need to purchase bulk licenses, please contact us and we will try to assist you.

IV. Symphonic Adventure Music Vol.1 END USER LICENSE AGREEMENT

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- 2. The resources included in the Product (the "Resource Pack") may be used with any game development software. User can create, distribute, or sell their original game by using the Resource Pack only if they meet all the following conditions:
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- 2.3 Your game must include additional documentation that clearly indicates the use of the Resource Pack and the following copy:

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- 2.4 Solely used for the creation of your game, you can edit, process, and modify the materials contained in the Resource Pack. You will not share these edits with others.
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