Cost Info:

* For the first month after the release, the game is free and you get your username in the early players list!

It is possible that if enough money is raised by Forerunner, a little thank you will be sent to all early players. The early players list can have a max of 250 players. The thank you may include things like a license for ForeEngine or ATB but may not be sent at all.

* For every major update, the price will go up by $2 after the initial update at $5 after one month

For the first month, the price is nothing. After the first month, the price is $5. For every major update after the first month, the price for new purchasers is $2 higher than the previous update cost. Updates are free as long as you have a game account for the game.

* If you would like to use our game engine that we used, ForeEngine 1, you can purchase a license for $20

The purchased license does not apply for future developments for ForeEngine, or past developments. It only applies for ForeEngine 1 and if you would like to purchase another version, you must pay for that too. New version costs will be $10 higher than the previous at least. If you create a game using ForeEngine, you must say somewhere obvious, “Powered by ForeEngine [version].” You must also pay 15% of all revenue to SCOPE Studios.

* If you would like to use our development testbed that we used, Animation TestBed 1, you may purchase a license for $15

Like ForeEngine, a license only applies for the version you paid for. The cost for the next version will be at least $10 more than the current version. If you create a game using ATB, you must say somewhere obvious, “Produced with Animation TestBed.” ATB only works with ForeEngine, so in order to use ATB; you must have a license for the matching ForeEngine version for it to work. You must pay 5% of all revenue to SCOPE Studios unless you are already paying 5% for the use of IGB. The 5% does not include the percentage required by ForeEngine.

* If you would like to use our Interactive Game Builder 1, you can purchase a license for $30

Like ForeEngine, a license only applies for the version you paid for. The cost of the next version will likely be about $10 more than the current version. If you create a game using IGB, you must say somewhere obvious, “Created using Interactive Game Builder.” IGB only works with ForeEngine, so in order to use IGB; you must have a license for the matching ForeEngine version for it to work. You must pay 10% of all revenue to SCOPE Studios. The 10% does not include the percentage required by ForeEngine.