IN THIS DOCUMENT, "MSE" REFERS TO "MIRAGE SOURCE ENGINE", "CORP" REFERS TO "SHANNARA CORPORATION", AND "CLIENT" REFERS TO YOU.

THIS LICENSE APPLIES TO MSE, THIS DOES NOT APPLY TO MIRAGE 3.0.3, AND 3.0.7 SOURCES. IF YOU USE MSE, YOU ARE REQUIRED BY LAW TO ADHERE TO THIS LICENSE.

MSE IS AN ENGINE WHOS' SOURCE CODE IS FREELY AVAILABLE FOR ANYBODY TO USE WITH A FEW STRINGS ATTACHED. FIRST, IF YOU FIX ANY BUGS (COSMETICS OR OTHERWISE) IN MSE, YOU MUST PROVIDE THE FIXED CODE ON THESE FORUMS. IF YOU ADD ANY ADDITIONAL CHECKS/BALANCES/SECURITY/OPTIMIZATION, THE SOURCE CODE MUST BE PROVIDED ON THE FORUMS. ALL CODE PROVIDED MUST BE COMMENTED.

IF YOU ARE USING ANY MSE CODE, YOU MUST GIVE CREDIT WITH WHAT BUILD YOU USED AND A LINK TO HTTP://WWW.MIRAGESOURCE.COM ON YOUR CREDITS SCREEN AND IN YOUR DOCUMENTATION. IN BOTH PLACES, THE TEXT MUST BE LEGIABLE (10PT OR HIGHER).

THIS LICENSE CAN BE CHANGED AT ANY TIME, BUT ALL FUTURE CHANGES (IF ANY), ANY CHANGES ARE APPLIED TO CURRENT AND PREVIOUS VERSIONS OF MSE, EFFECTLY OVERWRITING PREVIOUS LICENSES.

THE MSE CANNOT BE DISTRIBUTED IN ANY SHAPE OR FORM. THE CODE CAN ONLY BE DOWNLOADABLE ONLY ON HTTP://WWW.MIRAGESOURCE.COM.

MSE IS PROPERTY OF SHANNARA CORPORATION. YOU ARE GIVEN A LICENSE TO USE IT, BUILD ON IT, TO CREATE YOUR OWN PRODUCT. YOU CANNOT SALE MSE AS IS, NOR CLAIM IT AS YOUR OWN. ONLY THE SOURCE CODE IS UNDER THIS LICENSE. THE GUI GRAPHICS ARE PROVIDED AS "FILLERS" AND CANNOT BE USED IN YOUR PRODUCT IN ANY WAY; IT IS PROPERTY OF SHANNARA CORPORATION. THE PLACEHOLDER TILES/SPRITES/ITEMS/MUSIC IS PROPERTY OF THEIR RESPECTIVE OWNERS (GENERALY SQUARESOFT).

THE TUTORIALS CREATED FOR MSE ARE PROPERTY OF THEIR RESPECTIVE OWNERS. THE USE OF THEIR TUTORIAL MAY HAVE ADDITIONAL REQUIREMENTS. USUALLY THE OWNER OF THE TUTORIAL WILL LIST THE REQUIREMENTS (IF ANY). WHEN IN DOUBT, CONTACT THE TUTORIAL OWNER.