

Items with multiple sources are a combination of those sources. See "License Info" when it's mentioned in this file.

===== Music

<ORIGINAL, by Hongji Zhang>

Prototype3.7/audio/bgm: Credit.m4a
Prototype3.7/audio/bgm: Credit.ogg
Prototype3.7/audio/bgm: Level_1_snow.m4a
Prototype3.7/audio/bgm: Level_1_snow.ogg
Prototype3.7/audio/bgm: Level_1_snow_calm.m4a
Prototype3.7/audio/bgm: Level_1_snow_calm.ogg
Prototype3.7/audio/bgm: Level_2_Factory.m4a
Prototype3.7/audio/bgm: Level_2_Factory.ogg
Prototype3.7/audio/bgm: Level_2_calm.m4a
Prototype3.7/audio/bgm: Level_2_calm.ogg
Prototype3.7/audio/bgm: MeoTheme.sogg
Prototype3.7/audio/bgm: Title music.m4a
Prototype3.7/audio/bgm: Title music.ogg
Prototype3.7/audio/bgm: WingTheme.ogg

===== Sounds

Prototype3.7/audio/se: 18221_scifi_quest_complete-full.m4a
Prototype3.7/audio/se: 18221_scifi_quest_complete-full.ogg
license attached
Prototype3.7/audio/se: 391642__edo333__sci-fi-shield.m4a
Prototype3.7/audio/se: 391642__edo333__sci-fi-shield.ogg
license attached
Prototype3.7/audio/se: Cooldown.m4a
Prototype3.7/audio/se: Cooldown.ogg
license attached
Prototype3.7/audio/se: EvoDeath.m4a
Prototype3.7/audio/se: EvoDeath.ogg
license attached
Prototype3.7/audio/se: Evoscream.m4a
Prototype3.7/audio/se: Evoscream.ogg
license attached
Prototype3.7/audio/se: Game Spell 2.m4a
Prototype3.7/audio/se: Game Spell 2.ogg
license attached
Prototype3.7/audio/se: Game Start Countdown 05.m4a
Prototype3.7/audio/se: Game Start Countdown 05.ogg
license attached
Prototype3.7/audio/se: Golem2Death.m4a
Prototype3.7/audio/se: Golem2Death.ogg
license attached

Prototype3.7/audio/se: GolemD.m4a
Prototype3.7/audio/se: GolemD.ogg
license attached
Prototype3.7/audio/se: GolemS.m4a
Prototype3.7/audio/se: GolemS.ogg
license attached
Prototype3.7/audio/se: MacheteHitFlesh.m4a
Prototype3.7/audio/se: MacheteHitFlesh.ogg
license attached

Prototype3.7/audio/se: Magic Explosion.m4a
Prototype3.7/audio/se: Magic Explosion.ogg
license attached
Prototype3.7/audio/se: Magical Boing Hit.m4a
Prototype3.7/audio/se: Magical Boing Hit.ogg
license attached

Prototype3.7/audio/se: MeoEmptyGun.m4a
Prototype3.7/audio/se: MeoEmptyGun.ogg
license attached
Prototype3.7/audio/se: MeoLaser1.m4a
Prototype3.7/audio/se: MeoLaser1.ogg
license attached
Prototype3.7/audio/se: MeoPistol.m4a
Prototype3.7/audio/se: MeoPistol.ogg
license attached
Prototype3.7/audio/se: SentryDeath.m4a
Prototype3.7/audio/se: SentryDeath.ogg
license attached
Prototype3.7/audio/se: Shatter Shot Explosion.m4a
Prototype3.7/audio/se: Shatter Shot Explosion.ogg
license attached
Prototype3.7/audio/se: Sword on Metal - 03.m4a
Prototype3.7/audio/se: Sword on Metal - 03.ogg
license attached
Prototype3.7/audio/se: Sword on Wood - 03.m4a
Prototype3.7/audio/se: Sword on Wood - 03.ogg
license attached
Prototype3.7/audio/se: WingShield1.m4a
Prototype3.7/audio/se: WingShield1.ogg
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Prototype3.7/audio/se: WingShield2.m4a
Prototype3.7/audio/se: WingShield2.ogg
license attached
Prototype3.7/audio/se: alien-ray-gun.m4a
Prototype3.7/audio/se: alien-ray-gun.ogg
<https://freesound.org/people/animationIsaac/sounds/145518/>
Prototype3.7/audio/se: bamboo-swing-a10.m4a
Prototype3.7/audio/se: bamboo-swing-a10.ogg
<https://freesound.org/people/InspectorJ/sounds/394414/>
Prototype3.7/audio/se: empty_gun.m4a
Prototype3.7/audio/se: empty_gun.ogg
<https://freesound.org/people/KlawyKogut/sounds/154934/>

Prototype3.7/audio/se: gunshot-001.m4a
Prototype3.7/audio/se: gunshot-001.ogg
<https://freesound.org/people/RandomX45/sounds/350264/>

Prototype3.7/audio/se: ineffective_meo.m4a
Prototype3.7/audio/se: ineffective_meo.ogg
lisence attached

Prototype3.7/audio/se: meo_hurt.m4a
Prototype3.7/audio/se: meo_hurt.ogg
<https://freesound.org/people/Reitanna/sounds/344033/>

Metal_bullet_hit uses-
<https://freesound.org/people/Anthousai/sounds/398983/>
https://freesound.org/people/ani_music/sounds/244983/

Metal_laser_hit uses -
<https://freesound.org/people/Anthousai/sounds/398983/>
https://freesound.org/people/ani_music/sounds/244983/
<https://freesound.org/people/bubaproducer/sounds/151022/>
Credit to bubaproducer on freesound.org - changes were made to the sound

Body_laser_hit

<https://freesound.org/people/bubaproducer/sounds/151022/>

Credit to bubaproducer on freesound.org - changes were made to the sound

<https://freesound.org/people/Huminaatio/sounds/390462/>

Body_bullet_hit

<https://freesound.org/people/michorvath/sounds/386886/>

<https://freesound.org/people/Huminaatio/sounds/390462/>

shield_ineffective -

Uses single wood block hit. license attached

Laser sounds

<https://freesound.org/people/Mattix/sounds/415059/>

Credit to Mattix on freesound - changes were made

<https://freesound.org/people/MentosLat/sounds/417486/>

<https://freesound.org/people/DayCraftMC/sounds/337112/>

Empty gun

<https://freesound.org/people/KlawyKogut/sounds/154934/>

Reloading

<https://freesound.org/people/SpliceSound/sounds/153560/>

<Creative commons

"ani_music", https://freesound.org/people/ani_music/sounds/244983/

"Anthousai", <https://freesound.org/people/Anthousai/sounds/398983/>>

Prototype3.7/audio/se: metal_bullet_hit.m4a

Prototype3.7/audio/se: metal_bullet_hit.ogg

<"Mattix", Creative Commons, <https://freesound.org/people/Mattix/sounds/415059/>>

Prototype3.7/audio/se: golem1.m4a

Prototype3.7/audio/se: golem1.ogg

<Creative commons

"ani_music", https://freesound.org/people/ani_music/sounds/244983/

"Anthousai", <https://freesound.org/people/Anthousai/sounds/398983/>

"bubaproducer", <https://freesound.org/people/bubaproducer/sounds/151022/>>

Prototype3.7/audio/se: metal_laser_hit.m4a

Prototype3.7/audio/se: metal_laser_hit.ogg

<Alex Schafer>

Prototype3.7/audio/se: metal_crunch.m4a

Prototype3.7/audio/se: metal_crunch.ogg

<"bubaproducer", Creative Commons,

<https://freesound.org/people/bubaproducer/sounds/151022/>

"Huminaatio", Creative Commons, <https://freesound.org/people/Huminaatio/sounds/390462/>>

Prototype3.7/audio/se: body_laser_hit.m4a

Prototype3.7/audio/se: body_laser_hit.ogg

<"Huminaatio", Creative Commons, <https://freesound.org/people/Huminaatio/sounds/390462/>

"michorvath", Creative Commons, <https://freesound.org/people/michorvath/sounds/386886/>>

Prototype3.7/audio/se: body_bullet_hit.m4a

Prototype3.7/audio/se: body_bullet_hit.ogg

<https://freesound.org/people/michorvath/sounds/386886/>

<https://freesound.org/people/Huminaatio/sounds/390462/>

Prototype3.7/audio/se: shield_ineffective.m4a

Prototype3.7/audio/se: shield_ineffective.ogg

<"MusicLegends", Create Commons, <https://freesound.org/people/MusicLegends/sounds/344310/>>

Prototype3.7/audio/se: 8bitLaser.m4a

Prototype3.7/audio/se: 8bitLaser.ogg

<"MentosLat", Createive Commons, <https://freesound.org/people/MentosLat/sounds/417486/>>

Prototype3.7/audio/se: laserHitPlayer.m4a

Prototype3.7/audio/se: laserHitPlayer.ogg

Prototype3.7/audio/se: laser_mech.m4a

Prototype3.7/audio/se: laser_mech.ogg

Prototype3.7/audio/se: punch.m4a

Prototype3.7/audio/se: punch.ogg

<https://freesound.org/people/johnfolker/sounds/269231/>

Prototype3.7/audio/se: reloading.m4a

Prototype3.7/audio/se: reloading.ogg

<https://freesound.org/people/SpliceSound/sounds/153560/>

Prototype3.7/audio/se: zombie small death scream 1.m4a

Prototype3.7/audio/se: zombie small death scream 1.ogg

license attached

===== Fonts

<See pizzadudedotdk.txt>

Prototype3.7/fonts: INVASION2000.ttf

===== Images

<"Master484", Public Domain, <https://opengameart.org/content/explosion-set-1-m484-games>>

Prototype3.7/img/animations: ExplosionSetPRE1.png

Prototype3.7/img/animations: ExplosionSetPRE2.png

Prototype3.7/img/animations: explosionWing.png

Prototype3.7/img/animations: stunWing.png

<ORIGINAL, by Nelson Chen>

Prototype3.7/img/characters: %blackGolem-shieldless.png

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Prototype3.7/img/characters: %blackGolem2-death.png

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Prototype3.7/img/characters: %blackGolemShield-shield.png

Prototype3.7/img/characters: %evo-evo.png

Prototype3.7/img/characters: %evo2-evo.png

Prototype3.7/img/characters: %evo3-evo.png

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Prototype3.7/img/characters: %godmechSHIELD-godmech.png

Prototype3.7/img/characters: %golem2-golem.png

Prototype3.7/img/characters: %golem3-golem.png

Prototype3.7/img/characters: %meo-meo.png

Prototype3.7/img/characters: %meo2-meo.png

Prototype3.7/img/characters: %meoGold-meo.png

Prototype3.7/img/characters: %pavisel-sentry.png

Prototype3.7/img/characters: %pavise2-sentry.png

Prototype3.7/img/characters: %pavise3-sentry.png

Prototype3.7/img/characters: %sentry-sentry.png

Prototype3.7/img/characters: %sentry2-sentry.png

Prototype3.7/img/characters: %sentry3-sentry.png

Prototype3.7/img/characters: %wing-wing.png

Prototype3.7/img/characters: %wing2-wing2.png

Prototype3.7/img/characters: %wingGold-Wing.png

Prototype3.7/img/characters: %wingRework-wing.png

Prototype3.7/img/faces: Placeholder.png

Prototype3.7/img/faces: uglymeodialogueart.png

Prototype3.7/img/faces: uglymeodialogueart144.png

Prototype3.7/img/faces: uglywingdialogueart.png

Prototype3.7/img/faces: uglywingdialogueart144.png

<ORIGINAL, by Nelson Chen>

Prototype3.7/img/pictures: @bullet.png
Prototype3.7/img/pictures: MISSIONCOMPLETE.png
Prototype3.7/img/pictures: MISSIONSTART.png
Prototype3.7/img/pictures: bigGolemShot%[6-2].png
Prototype3.7/img/pictures: blurredSentrybullet.png
Prototype3.7/img/pictures: bullet.png
Prototype3.7/img/pictures: bullet2.png
Prototype3.7/img/pictures: crosshair.png
Prototype3.7/img/pictures: crosshairBlue.png
Prototype3.7/img/pictures: crosshairRed.png
Prototype3.7/img/pictures: golem1Shot%[4-3].png
Prototype3.7/img/pictures: golemShot%[6-3].png
Prototype3.7/img/pictures: laser.png
Prototype3.7/img/pictures: laserblue.png
Prototype3.7/img/pictures: openingsequence.png
Prototype3.7/img/pictures: sentryShot%[4-5].png
Prototype3.7/img/pictures: sentryShotSmall%[4-5].png
Prototype3.7/img/pictures: shotRed.png
Prototype3.7/img/pictures: shotYellow.png
Prototype3.7/img/pictures: smallGolemShot%[8-2].png
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Prototype3.7/img/pictures: spreadShot3.png
Prototype3.7/img/pictures: temporaryETHERSHIFTTITLE.png

<whtdragon, no license name given,

<https://forums.rpgmakerweb.com/index.php?threads/whtdragons-tilesets-addons-fixes-and-more.60504/>>

Prototype3.7/img/tilesets: image.png

===== Plugins, some images

< "Quxios", Emilio Islas, no license name given,

<https://github.com/quxios/OMV-Master-Demo>>

Prototype3.7/js/plugins: QABS+Gauges.js
Prototype3.7/js/plugins: QABS+Skillbar.js
Prototype3.7/js/plugins: QABS.js
Prototype3.7/js/plugins: QABS2.js
Prototype3.7/js/plugins: QAudio.js
Prototype3.7/js/plugins: QCamera.js
Prototype3.7/js/plugins: QInput.js
Prototype3.7/js/plugins: QMovement.js
Prototype3.7/js/plugins: QPathfind.js
Prototype3.7/js/plugins: QPlus.js
Prototype3.7/js/plugins: QPopup.js
Prototype3.7/js/plugins: QSight.js
Prototype3.7/js/plugins: QSpeed.js
Prototype3.7/js/plugins: QSprite.js
Prototype3.7/js/plugins: QTouch.js
Prototype3.7/js/plugins: QUpdate.js
Prototype3.7/img/pictures: oldarrow.png
Prototype3.7/img/pictures: trail.png
Prototype3.7/img/pictures: vomit.png

<"SumRndmDde", no license name given, <http://sumrndm.site/>>

Prototype3.7/js/plugins: SRD_HUDMaker.js
Prototype3.7/js/plugins: SRD_SuperToolsEngine.js
Prototype3.7/img: SumRndmDde

<"Terraxz" MIT License, <https://github.com/Terraxz/TerraxLighting>>

Prototype3.7/js/plugins: TerraxLighting.js

Prototype3.7/js/plugins: TerraxLightingQuasiABS.js

<Yanfly Engine, no license name given, <http://yanfly.moe/>>

Prototype3.7/js/plugins: YEP_CommonEventManager.js

Prototype3.7/js/plugins: YEP_EnergyLevels.js

Prototype3.7/js/plugins: YEP_SaveCore.js

Prototype3.7/js/plugins: YEP_X_DifficultySlider.js

Prototype3.7/js/plugins: YEP_X_NewGamePlus.js