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#### EULA.txt

Popular Fantasy Character Pack

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### ■ Introduction

"Popular Fantasy Character Pack" (hereinafter referred to as "this software") is a product created by Yutaro Tsuyuki and is a collection of assets containing graphic data that can be used in the game production support software "Maker" series.

### ■ About this content

This software is a collection of graphic assets specifically designed to meet the standards of RPG Maker Unite and is perfect to create immersive and engaging royal fantasy RPGs.

# ■ System Requirements

System supporting "RPG Maker Unite".

### ■ How to use this software

This section explains how to use the assets in the collection.

### < For Unity Asset Store version>

- 1. Start the "RPG Maker Unite" editor and open the project to which you want to add assets.
- 2. Open the asset page in the Unity Asset Store and click the Open in Unity button.
- 3. The Package Manager window will open, displaying information about the asset. Download and click the Import button.
- 4. The Import window will appear. Click "Import" in the lower right corner of the screen to import this collection of assets in a batch.
- 5. The Import window will appear, which allows you to reference the assets as Unite assets. Follow the instructions to import.

# < For the Steam version>

- 1. Start the "RPG Maker Unite" editor and open the project to which you want to add assets.
- 2. Select "Window" > "RPG Maker" > "Mode" > "RPG Maker Unite + Unity Editor" from the main menu.
- 3. In the Unity Editor, select Assets > Import Package > Custom Package.
- 4. Select "Popular Fantasy Character Pack.unitypackage" in the folder of this asset collection and click [Open].

The "Import" window will appear. Click "Import" in the lower right corner of the screen to import this
collection of assets in a batch.
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Your game must include additional documentation that clearly indicates the use of the Product and
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