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EULA.txt

16 Bit Fantasy Action Music Pack  
20XX-XX-XX

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READ THIS CAREFULLY BEFORE INSTALLING OR USING 16 Bit Fantasy Action Music Pack.

**Terms of Use Summary** (detailed licensing information follows):

- OK for use in any game engine
- Use in a commercial project OK
- Editing contents OK
- OK to be used in games with gore
- OK to be used in adult rated games

## I. Introduction

Thank you for purchasing 16 Bit Fantasy Action Music Pack. The contents of this pack were created by Joel Steudler and include assets that can be used for RPG Maker, Visual Novel games or the engine of your choice.

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## II. How to use this pack

After the Resource Pack, "16 Bit Fantasy Action Music Pack" 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.

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## III. About Resources in this Materials Add-on Pack

The resources in 16 Bit Fantasy Action Music Pack 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

Redistribution of material by itself is **not** allowed, regardless of whether the material is shared in part only or in its entirety. Personal edits of material are allowed, but they may not be shared with others via e-mail, file-hosting services or physical transfer (ex. By placing the material on a CD) – for free or for a price.

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 16 Bit Fantasy Action Music Pack 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.

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#### IV. 16 Bit Fantasy Action Music Pack END USER LICENSE AGREEMENT

##### **IMPORTANT, READ CAREFULLY.**

PLEASE READ THIS END USER LICENSE AGREEMENT (THE "AGREEMENT") CAREFULLY BEFORE USING THIS RESOURCE PACK. IF YOU (THE "USER") DO NOT AGREE TO THE TERMS, CONDITIONS AND LIMITATIONS OF THIS AGREEMENT, PROMPTLY DELETE THE DIGITAL CONTENT FROM YOUR COMPUTER.

1. Copyright, trademark and other intellectual property rights of 16 Bit Fantasy Action Music Pack (the "Product") are property of Joel Steudler (the "Creator") and third party allowed by the Creator. The product is published by Degica Co., LTD (the "Publisher").

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:

2.1 You must be a legitimate user of our products. Your product must be registered to you. Registration is automatic at pack purchase via the official store or one of our recognized distributors. In some cases, you may be asked to provide a proof of purchase – such as order number, e-mail, address or receipt. Please keep this information handy.

2.2 You shall use the Product for game-creation and project-specific advertising media only (screenshots, videos).

2.3 Your game must include additional documentation that clearly indicates the use of the Resource Pack and the following copy:

[Copyright](C) Joel Steudler

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.

2.5 Do not sell, distribute, lease, or transfer the Resource Pack itself (even if the materials were edited, processed, or modified by the User), as a whole or any of its parts.

3. The Publisher will bear no responsibility for any damages to the User's computer caused by misuse of the Product.

4. By using the Product, the User accepts the full terms and takes sole responsibility for use of the Product.

5. The Publisher will bear no responsibility for any issues and disputes between third parties, regardless of the content, that occur as a result of the creation, distribution, and release of the User's game by using the Product.

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Pack Creator:  
Joel Steudler

Publisher  
Degica Co., LTD  
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## V. Contact Information

Customer Support:  
[support@rpgmakerweb.com](mailto:support@rpgmakerweb.com)

\*NOTE: We cannot answer any inquiries that are not related to the product and/or how to use the product.

Official Store:  
<http://www.rpgmakerweb.com/>  
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