

## IndieSFX Sound Effect Standard Licence

Our Standard Licence grants you the non-exclusive right to use a purchased IndieSFX Sound Effect ("the sound effect") under the following terms.

1. You may use all or part of the sound effect freely and without royalty or further payment in any of the following media projects:

- Computer games and applications including commercial software products in download or physical formats.
- Website background music.
- Web-based games (eg. HTML5, Flash).
- Online streaming video, including monetized videos.
- Wedding videos and any non-commercial video intended for private viewing.
- Slideshows and presentations.
- Educational or training videos, including those used in paid seminars or workshops.
- Music, including commercial music. Please note that this right is granted for sound effects and is prohibited for IndieSFX Music tracks.

2. You may NOT use any part of the sound effect in any of the following media projects:

- Broadcast television advertising.
- Theatrical films, or any film or video intended to be shown to a paying audience.

3. You may not distribute or licence the sound effect for use to any other party.

4. You may not sell or distribute the sound effect on its own, only as part of your own media project.

5. You may not wrongly credit the sound effect or claim ownership of it.

6. The full copyrights and moral rights of the sound effect remain with the author.

If you require a sound effect for a purpose not permitted here, email IndieSFX for details.

## Credits

All sounds are original recordings from the sound source, or created using synthesis from original samples or raw waveforms.

All sound effects, loops, and music composed and produced by Mark Sheeky.

IndieSFX Game Audio

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