



## END-USER LICENSE AGREEMENT

2<sup>nd</sup> May 2019

For the most up to date version of this EULA, please see  
<https://www.jshaw.co.uk/RPG-Orchestral-Essentials-eula>

By downloading and/or using one of the music tracks from the "[RPG Orchestral Essentials](#)" library, the individual downloading/using it (the "**Licensee**") is accepting the terms and conditions of this End-User License Agreement.

Jonathan Shaw (the "**Licensor**") grants the Licensee a worldwide, non-transferable, royalty-free license to use the music tracks ("**Tracks**") under the following conditions:

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- a. The Licensee is granted the rights to use and publicly distribute the Tracks in commercial and non-commercial projects without any requirement for royalties to be paid to the Licensor, **provided that appropriate attribution/credit has been given.**
  - i. For examples of appropriate attribution/credit, refer to section 2(a)

### 2. **Appropriate Attribution/Credit:**

- a. The Licensee must attribute/credit the Licensor if he/she uses one of the Tracks in their project. This attribution should appear in the credits list of the project, or wherever a list of credits appears.
  - i. If a single or a few Tracks are used, an appropriate attribution would include at least these 3 elements:

**"[Title of Track]"**

Composed by Jonathan Shaw

([www.jshaw.co.uk](http://www.jshaw.co.uk))

- ii. If these Tracks comprise of the entire project soundtrack, then an appropriate attribution would include at least these 3 elements:

Music by

**Jonathan Shaw**

([www.jshaw.co.uk](http://www.jshaw.co.uk))

### 3. **Termination:**

- a. This Agreement will be terminated should the Licensee breach any of the terms set out in this End-User License Agreement.

### 4. **Liability:**

- a. The Licensor will not accept responsibility for any losses incurred either directly or indirectly from the use of the downloaded Tracks.