

## Realivox License Agreement

1. These sounds are the property of Realitone. You are paying for a license to use them, not ownership of them. You are free to use the sounds in manners described in the paragraphs below, without any further payment or credits to Realitone. We're nice that way. But it must be understood that we are the sole copyright owners of the sounds.
2. This license is granted to you and you only. You may use it on a maximum of 2 (two) computers that you personally own and actually use yourself. You may not lend, sell or rent your license to use these sound to anyone else. Tell your tightwad friends to buy their own license. Anyone "borrowing" your computer to use our sounds is doing so without our permission. This would mean both you and the "borrower" are violating our copyright(s) which carries very serious penalties and, quite honestly, is worth suing you for. (We're nice, but we're also vengeful. And greedy.)
3. You may not post these sounds on the internet. This should be obvious if you read paragraph two, but we're repeating it here because it's so important. Be advised that compulsory damages for copyright infringement is in the six figure range, even if it's only regarding a \$395 product. Also be advised that we fingerprinted Realivox, so we can trace the original source if we see our stuff on the internet or on an unauthorized user's computer.
4. You may not resell your license. The license is non-transferable, so selling Realivox is not permitted.
5. You may not "repackage" and distribute our sounds with your sounds or any other "value added" feature.
6. Realitone, it's employees, owners or anyone associated with Realitone makes no warranty of any kind regarding the non-infringement of any third party's rights.
7. Realitone, it's employees, owners or anyone associated with Realitone makes no warranty of any kind regarding the software or sounds' usefulness, suitability or safety.
8. Realitone, it's employees, owners or anyone associated with Realitone shall not be liable for damages of any kind resulting from use or attempted use of the sounds or software. Use at your own risk.
9. You may use the sounds in any legitimate musical composition. It doesn't have to be well written. It doesn't even have to sound good. But it has to be a valid attempt at music and not just an attempt to skirt our "no redistributing" rules.
10. When you use our sounds in your compositions, you do not owe us any additional payment, even if it's a huge hit record. Credit on the liner notes would be nice, but not required or even expected.
11. You may use our sounds in multimedia, videogames, television, radio, movies etc., as well as plain old songs you would sell on iTunes, CDs, vinyl or whatever way you want . . . provided they're real songs!
12. You may use our sounds in legitimate songs in "music libraries." A "music library" is pretty much what most people in the sound for picture industry would consider to be a music library. If there is dispute, then Realitone

makes the final determination as to whether a company is a music library or whether your "song" is legitimate song. If we don't think it's a music library or a legitimate song, then for the purposes of this EULA, it isn't one.

13. You may NOT use our sounds in sample libraries, "loop libraries," sound effect libraries or any other "library," aside from legitimate "music libraries," as defined above. To give one example, "Construction Kit" sample libraries are prohibited, whether the loops could be considered musical compositions or not.
14. All terms of this agreement shall be under California jurisdiction. Any disagreements shall be handled in Los Angeles County. The maximum amount you may sue for shall be limited in monetary amount to the purchase price paid. If you steal, lend, infringe or piss us off in some way, then monetary amounts that we may sue you for are unlimited, within bounds of the law. Yeah, you might think it's a one sided deal, but that's the deal.