

Read me

music material collection for games, video production, creators
Rights at the time of use, credit description, etc.
It is a collection of music materials that eliminates worries after purchasing
materials and allows you to
concentrate on production

The file formats are wav (48kHz 24bit), ogg, and mp3.

The works sold on this label are original works that ensure transparency of rights.
You can use the package without worrying about the rights after purchase.

☒About Use

No credit required, commercial use OK
OK to use in adult-oriented works
Use of only a part of the music is OK

Prohibited items

Redistribution or sale of the material itself
Use of the music as the main content of video content or distribution, or similar
actions. (Use for music games, rhythm games, etc. is permitted.)
Remixes of re-edited music, significant modification of the original music, or other
actions deemed to lack consideration for the creativity of the author
Use for AI learning, etc.
Even in cases other than the above, any use other than the intended use or actions
deemed to lack consideration for the creator is prohibited.

This package is royalty-free material, and no additional royalties will be charged after
purchase.

No credit notation is required, but the copyright is not waived, and the author cannot
be used under another name.

The purchaser agrees to use the work at his/her own risk and assumes full responsibility
for the use of the work after purchase.

The philosophy of MITSUGETSU Eight

We aim to create materials that allow creators to concentrate on their work.

In recent years, there has been a lot of talk about the rights issues of materials
purchased from major material sales sites, such as "unintentional infringement of a
third party's rights".
(Cases in which materials sold as materials were themselves plagiarized, compliance
violations, AI-generated materials, etc.)

The contents of corporate projects and personal works that creators are engaged in are
not the end of the process of publication, but are important works that continue to
exist and become the "property of the people involved".
We plan and sell materials so that such works can continue to be published with peace of
mind after their creation.

In order to ensure the transparency of rights, we ask voice actors to appear in our

works after explaining the purpose and obtaining their permission for the voice material.

We apologize that we are currently unable to respond to a variety of genres and sell at low prices because we do not outsource all processes as much as possible.

We would be happy to help make your creative work more comfortable through our materials.

Thank you for your cooperation.

If you have any other questions regarding the use of our materials, please feel free to contact us.

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