

Read me

Japanese Voice Asset Collection for Game Developers

This versatile voice asset collection is designed with a primary focus on allowing creators to concentrate on their work, ensuring it is safe to use even for corporate projects.

MITSUGETSU eight's VOICE ASSETS lineup:

- **Light version: ANIME VOICE series**
- **Complete version for game developers: TSUKAERU series**

File formats: wav (48kHz 24bit mono), ogg, mp3

Includes text files with Japanese and English translations of the recorded lines

☒ **Usage Guidelines**

Commercial use without credit is allowed

Approved for use in adult content

Editing for reverb, effects, etc., to fit scenes is allowed

• Prohibited Actions

Redistribution, sale, or streaming where the material itself is the main content

Excessive editing of the audio to replace words or significantly change the original intent of the lines

Use for AI training

Any use deemed disrespectful to the voice actors

This package is royalty-free and incurs no additional usage fees after purchase.

Credit is not required, but copyright is not waived.

Voice actors cannot be credited under different names.

The purchaser agrees to use this work at their own risk and takes responsibility for its use after purchase.

【MITSUGETSU eight's Philosophy】

Aiming to provide materials that allow creators to focus on their work

In recent years, issues with the rights of materials purchased from major material sales sites have often been highlighted, such as "inadvertently infringing on third-party rights."

(Cases where the materials sold were actually plagiarized works, compliance violations, AI-generated materials, etc.)

Content involved in corporate projects or significant personal projects continues to exist and becomes valuable "assets for those involved" beyond just being published.

To ensure such works can continue to be publicly available with peace of mind after production, we plan and sell materials.

The products sold by MITSUGETSU ensure transparency of rights; voice materials involve obtaining permissions from voice actors, and BGM and songs are original works manually created by individual creators.

We hope to assist in making your creative process more comfortable through our materials.

For any questions regarding the use of the materials, please feel free to contact us.
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