

Dirty Pool Homebrew Cinematic SFX Kit

End User License Agreement (EULA)

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This End User License Agreement (“Agreement”) is a legal agreement between you (“User”) and Jeff Dodson (“Licensor”) covering your use of the audio files included in the Dirty Pool Homebrew Cinematic SFX Kit (“Sound Effects” or “SFX”).

By downloading, installing, copying, or otherwise using the Sound Effects, you agree to be bound by the terms of this Agreement. If you do not agree, do not use the Sound Effects.

1. License Grant

The Licensor grants the User a non-exclusive, non-transferable, royalty-free license to use, modify, and incorporate the Sound Effects solely in:

- Physical homebrew pinball machines
- Virtual / digital homebrew pinball projects

This license is intended for personal, hobbyist, and non-commercial use only.

2. Credit Requirement

When using the Sound Effects, the User must provide attribution to the Licensor in a clear and reasonable manner.

Examples include (but are not limited to):

- Credit screen: “Sound Design by Jeff Dodson”
- Documentation file
- Physical plaque or 24 karat gold engraving
- Full size marble sculpture of the great pyramid
- Display on project webpage or video showcase

3. Commercial Use Restrictions

The User may not:

- Sell, resell, or monetize the Sound Effects on their own.
- Sell or commercially distribute any physical or virtual homebrew project that includes the Sound Effects without permission.

If the User wishes to sell or commercially release a project containing the Sound Effects, the User must remove all Sound Effects, or contact Jeff Dodson to negotiate a commercial licensing agreement.

4. Prohibited Uses

The User may not:

- Redistribute or repackage the Sound Effects as part of another sound library or asset pack.
- Claim authorship of the Sound Effects.
- Use the Sound Effects in any way that infringes intellectual property law.

5. Ownership

The Sound Effects are owned exclusively by Jeff Dodson. No ownership or copyright interest is transferred to the User.

6. Termination

This Agreement terminates automatically if the User breaches any term of this Agreement. Upon termination, the User must delete all copies of the Sound Effects in their possession.

7. Liability

The Sound Effects are provided “as is” without warranty of any kind. The Licensor is not liable for any damages arising from the use or inability to use the Sound Effects.

8. Acceptance

By installing, accessing, or using the Sound Effects, the User acknowledges that they have read, understood, and agree to be bound by this Agreement.