

(This document is an English translation of the original version for reference purposes only. The original version is written in the Japanese language.)

MECHASUZUKA Usage Guidelines

Introduction

These guidelines are established by Ichimatsu Suzuka (hereinafter the “Rights Holder”) and set forth the terms for the use of the “MECHASUZUKA” Voice Library and the “MECHASUZUKA” character included in “VoiSona,” the voice synthesis software provided by Techno-Speech, Inc. (hereinafter the “Developer”).

In these guidelines, “MECHASUZUKA” includes the Voice Library, the character, its name, logo, illustrations, 3D model, setting materials, and other related intellectual property. The terms for the use of voice waveforms (synthesized voice) are set forth in “Rules for Voice Use” and the “VoiSona Terms of Use,” and the terms for the use of the character (such as illustrations and names) are set forth in “Rules for Character Use.”

You may use MECHASUZUKA within the scope of these guidelines, whether as an individual or a corporation.

1. Rules for Voice Use (MECHASUZUKA Voice Guideline)

When using voice waveforms output from the MECHASUZUKA Voice Library, list “MECHASUZUKA” in the credits as the name of the character used.

* Please refer to “Rules for Character Use” below when crediting “MECHASUZUKA.”

* Please refer to the [VoiSona Terms of Use](#) for rules on the use of voice waveforms. (You can use the voice waveforms for commercial or non-commercial use, individual or corporate use, free of charge and without the Developer’s permission. However, there are some exceptions, such as the incorporation into other musical instruments, which is prohibited.)

* This restriction does not apply if you have obtained separate permission from the Developer and the Rights Holder to use the voice waveforms without crediting “MECHASUZUKA.”

* If a corporation uses MECHASUZUKA while displaying the “MECHASUZUKA” credit (the character name), the use of that character name is separately governed by the provisions of “Rules for Character Use.”

Examples of Synthesized Voice Use: Voice generated using the MECHASUZUKA Voice Library may be used for the following purposes.

- Music production
- Video production
- Streaming activities
- Doujin (fan) works
- Commercial works
- CD sales
- Download sales
- Streaming distribution
- Live and event use
- Providing music for games and video works

However, uses that constitute so-called “conversion into material”—such as incorporating the synthesized voice itself as material into electronic devices, PC software, applications, web services, etc. and providing it to third parties, or selling or transferring the synthesized voice as sound-source material—require the prior permission of the Developer under the provisions of the VoiSona Terms of Use. For details, please refer to Article 7 of the VoiSona Terms of Use.

Credit Notation

When publishing a work created using the MECHASUZUKA Voice Library, please include one of the following credit notations:

- メカスズカ
- MECHASUZUKA
- VoiSona : メカスズカ
- VoiSona : MECHASUZUKA

The location of the notation does not matter.

2. Rules for Character Use

See the following rules for secondary creation using the character of “MECHASUZUKA” (name, settings, visuals, etc.).

· For the use of the character in non-commercial creative activities by individuals (within the scope of so-called fan or hobbyist activities for free or for a fee to cover the actual activity costs), you may use it free of charge and without the Rights Holder’s permission.

· For corporate use and commercial use by individuals, a separate license from the Rights Holder is required. If a separate license is required, please contact the Rights Holder in advance. However, the following cases of commercial use by individuals do not require the Rights Holder’s permission:

- Using the character in music distribution via TuneCore Japan. A specified usage fee will be automatically deducted from revenue.
- Use of the character in social media companies’ monetization services for posting of works and live streaming. You can use the character free of charge. (E.g. YouTube Partner Program, niconico Creators Incentive Program, etc.)
- Publication of works on fee-based creator support services. You can use the character free of charge. (Example: Pixiv FANBOX, etc.)

Examples of Secondary Creation: The use of secondary creations using the MECHASUZUKA character is permitted.

Examples:

- Illustrations
- Manga
- Novels
- Doujinshi
- Video works
- Game works
- Cosplay
- Figures
- Plush toys

- Other creative activities
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Doujin (Fan) Activities

Individuals or small-scale circles may freely engage in secondary creative activities (within the scope of free activities or those for a fee that only covers the actual activity costs).

No prior application is required.

Doujin (Fan-made) Goods

The production and distribution of secondary-creation goods by individuals or small-scale circles (within the scope of free activities or those for a fee that only covers the actual activity costs) is permitted. For distribution beyond this scope for commercial purposes, a separate license from the Rights Holder is required in accordance with “Rules for Character Use.”

Examples:

- Acrylic keychains
 - Can badges
 - Stickers
 - Posters
 - Doujinshi
 - Figures
 - Plush toys
 - CDs
 - Other doujin goods
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Merchandising by Corporations

When a corporation engages in merchandising, licensed product development, or other sale of products for commercial purposes, please obtain the Rights Holder’s permission in advance.

3. Prohibitions

The following uses are prohibited.

Trademark Use

Filing or registering “メカスズカ,” “MECHASUZUKA,” or related names, logos, etc. as trademarks.

False Claims of Authorship

Falsely claiming to be the rights holder of the copyrighted works, designs, settings, Voice Library, or other related intellectual property concerning MECHASUZUKA.

Use That Causes Confusion with Official Content

Any act that causes others to mistake something for an official work, official product, official announcement, or official view.

Damage to Image

Content that seriously damages the image of the Rights Holder, the Rights Holder's works, or the character.

Use Contrary to Public Order and Decency

Content that violates laws and regulations, that is contrary to public order and standards of decency, or that is related to criminal acts.

Infringement of Rights

Content that infringes on the rights, honor, reputation, or privacy of a third party.

Defamation

Content that seriously damages the honor or reputation of the voice provider, the Rights Holder, or any third party.

Political or Religious Activities

Content whose main purpose is a particular ideology, religion, or political activity.

AI Training (Voice)

Machine learning or AI training using MECHASUZUKA' s synthesized voice, or creating another voice model, voice library, or other similar service (the VoiSona Terms of Use contain provisions to the same effect).

AI Training (Character Materials)

Machine learning or AI training using MECHASUZUKA' s illustrations, 3D model, logo, or other official materials, or using them to create another character model or other similar content.

Redistribution of the Voice Library

Copying, transferring, selling, lending, or redistributing the MECHASUZUKA Voice Library itself is prohibited.

Modification of the Voice Library

Analyzing, altering, or reconstructing the MECHASUZUKA Voice Library itself is prohibited.

However, this does not include ordinary production activities such as vocal tuning, mixing, and effects processing.

Embedding the Voice Library

Embedding the MECHASUZUKA Voice Library itself into games, applications, web services, devices, etc. is prohibited.

However, embedding songs or voice works created using the MECHASUZUKA Voice Library is permitted. (Uses that involve converting the synthesized voice into material and embedding it require the prior permission of the Developer under Article 7 of the VoiSona Terms of Use.)

Creation of Derivative Voice Libraries

Using the MECHASUZUKA Voice Library to create another voice library, voice model, voice synthesis service, etc. is prohibited.

Other

Any other use that the Rights Holder deems inappropriate.

4. Changes to These Guidelines

These guidelines are subject to change without notice.

Please always check the latest guidelines before use.

Neither the Rights Holder nor the Developer shall be liable for any damages arising from such changes. Thank you for your understanding.

5. Rights

All copyrights and other rights concerning MECHASUZUKA belong to the Rights Holder.

Established 17-July-2026