

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

## **■ Introduction**

These guidelines provide guidance for those who wish to enjoy secondary creation using “Takamura Hibiki” (a character planned and managed by Konami Digital Entertainment Co., Ltd.), which is included in VoiSona developed by Techno-Speech, Inc. (“Company”).

We hope that you will enjoy your creative activities using “Takamura Hibiki” after reading these guidelines.

## **■ Rules for Voice Use (Takamura Hibiki Voice Guideline)**

When using voice waveforms output from VoiSona’s “Takamura Hibiki” Voice Library, list “Takamura Hibiki” in the credits as the name of the character used.

\* Please refer to “Rules for Character Use” below when crediting “Takamura Hibiki”

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

\* It may be possible to use voice soundwaves output from “Takamura Hibiki” Voice Library without credit by obtaining a separate agreement from Techno-Speech, Inc. and Konami Digital Entertainment Co., Ltd.

## **■ Rules for Character Use**

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

<https://www.konami.com/games/vp/guideline/>

## **■ Prohibitions**

Refrain from using the character in the following expressions or contents.

- Content that violates public order and standards of decency or that is antisocial;
- Content biased toward a particular ideology, creed, religion, or political belief
- Content that infringes on the honor or dignity of a third party, or that infringes on the rights of a third

party.

- Content that could be misunderstood or misinterpreted as official content planned by the Company or Konami Digital Entertainment Co., Ltd.;
- Content that seriously damages the image of the Company, its products, or its characters;
- Content that seriously damages the image of Konami Digital Entertainment Co., Ltd., its products, or its characters;
- Any other content that the Company or Konami Digital Entertainment Co., Ltd. deems inappropriate.

## **■Others**

These guidelines are subject to change without notice. The Company is not liable for any damages resulting from the changes.

Please check this page as needed and use the “Takamura Hibiki” voice and character within the scope set forth in the latest guidelines.

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