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LICENSE INFORMATION:

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All art assets provided in these folders are dedicated to the public domain and free-to-use for any personal/commercial projects without permission from the original artist.

All unnamed monster types (generic creatures from the game without personal names) and settings from SFRPG are dedicated to the public domain and free-to-use for any personal/commercial projects without permission from the original artist.

The following characters from SFRPG are also dedicated to public domain and free-to-use for any personal/commercial projects without permission from the original artist.

Henrietta
The Alpha
The Mistress
The Angel
Gnate
Ken
Bob
Dolly
Polly
Richie
The Doctor
The Bog Witch
Coco
Bonnie
The Bouncer

Named characters not listed above or art not included in the original downloaded folder are NOT free-to-use and the original creator reserves the rights to them.

Credit is NOT required but would be greatly appreciated. Especially to support me and future works. Preferably link back to one or more of the following:

[This Patreon Post](#)
[My Patreon](#)
[SFRPG - EXPANDED download page](#)

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IN MUNDANE TERMS:

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Basically if you don't see it in these folders, assume you can't use it. Several things omitted from these files are characters that are not mine to dedicate or characters that I still wish to own for future projects. Things like the tilesets from the games were omitted because a significant amount of them were edited versions of RPG maker default assets and I don't have the rights to share those.

Also keep in mind this does NOT mean the works of "SFRPG" are public domain as a whole. Only the assets included and characters listed are. This is in no small part due to the fact that, again, several features of the games are a result of group collaboration and I'm only dedicating works that I, personally, completely own the rights to.

Other than that, go nuts! You are free to manipulate these assets as much as you want for your own purposes. These sprites were formatted for RPG maker but you're of course free to use them for whatever you want, you're not even beholden to use them in videogames if you have other creative projects in mind.

I would honestly love to see folks make their own games out of these assets and encourage others to consider the option to dedicate works to public domain in the face of a world more and more obsessed with private ownership. It's my personal belief that art is meant to be shared and the world would benefit from a community of creators building off of one another, not isolating from each other.