

Contract

This is a contract between _____ (hereafter referred to as "Author" and Zeta Centauri, Inc., an Ohio Corporation (hereafter referred to as "Publisher"). This contract is governed by the laws of the state of Ohio.

This contract is an assignment of rights for the zone(s) _____, a original work (or works) written by the Author.

The Author hereby warrants that this zone is an original creation and that he/she has the right to sell or license it. Author further warrants that the zone is not libelous and does not infringe on any copyrights or trademarks to the best of his or her knowledge.

The Author hereby grants the following non-revocable rights to the publisher:

1. The right to use the zone in the online game Basternae 3 and any future or derivative games or works created by Zeta Centauri, Inc. This grant of rights is (check one):

Exclusive. This zone may not be licensed or given to another publisher.

Non-Exclusive. This zone may be re-licensed or given to another publisher. This will not affect either party's rights and responsibilities under this contract.

2. The right to modify the work as necessary in order to correct or change spelling, keywords, or flags/statistics, or other details of pieces of the work. Although the Publisher intends to maintain the feel and intent of the zone, changes may be required for appearance, balance, and playability of the overall game.

The publisher shall clearly represent the work as a creation by the Author in any relevant locations, such as a list of zones in the game. The Author wishes to be credited as _____ anywhere the zone credits are published.

In consideration for the aforementioned zone, Publisher will compensate the Author in the following manner (s):

A one-time payment of \$ _____. Payment will be made via (choose one):

Check to address _____.

Paypal payment to account: _____.

The zone(s) mentioned in this contract are being offered as a gift (donation) by the author.

Signed,

Author

Date

Jason Champion, President, Zeta Centauri, Inc.

Date