



OFFICIAL MUSIC LICENSE AGREEMENT

This Music License Agreement ("Agreement") is made on **March 15, 2025**, by and between:

Licensor: Chidera Amadi known as Kinlex

Licensee: Lytude, a business operated by N. Brendan Okey-iwobi, in California

1. Grant of License

The Licensor grants the Licensee a perpetual, non-exclusive right to use, distribute, and display the following music across multiple services, including but not limited to the Licensee's application "Soundlytude" ("App"):

- The full catalog of music owned by Kinlex, including all current and future releases during the term of this Agreement.

This license allows the Licensee to stream, distribute, and make the music available within the **Soundlytude** App indefinitely and any other future applications, platforms, or services hosted by the Licensee on its servers, available on various platforms (e.g., iOS, Web) or through any other means of delivery, now known or developed in the future.

2. Ownership & Rights

The Licensor retains full ownership of the music. This Agreement does not transfer any copyrights, trademarks, or intellectual property rights to the Licensee.

3. Modifications & Usage

The Licensee will not modify or alter the music without the Licensor's written permission, except for standard formatting adjustments needed for app compatibility and features (e.g., file compression, Playback speed etc.).

4. Termination

This Agreement remains in effect indefinitely unless:


- a) The Licensee voluntarily stops using the music in the App.
- b) The Licensor provides written notice requesting removal, with a **60-day notice period** to allow the Licensee to update the App.




5. Miscellaneous

Both parties agree that this Agreement is legally binding and governed by the laws of **California, United States**. Any disputes shall be resolved in the courts of **California, United States**.

Signed:

Licensors (Signature):  _____

Date: March 15 2025

Licensee (Signature):  _____

Date: March 15th, 2025.