



SAG-AFTRA 2016 Low Budget Video Game Agreement Summary

TERM OF AGREEMENT

Execution date through December 31, 2019.

BUDGET CAP

Total Production budget cannot exceed \$1,500,000. To qualify, Employer agrees to provide detailed production information, budget and financials regarding the game and will submit a Final Budget upon completion.

Principal/Off-Camera COMPENSATION

- 4-hour session, allowing for 10 voices per hour, for \$825.50, plus 15.5% AFTRA H&R Contribution.
- 2-hour session, allowing for 10 voices per hour, for \$412.75, plus 15.5% AFTRA H&R Contribution.
- For vocally stressful work, 2-hour session for \$825.50, plus 15.5% AFTRA H&R Contribution. Also, 10-minute break given after 1-hour of work.

Principal/On-Camera COMPENSATION

Includes solo/duo singers, motion capture and cyber scanning performers, and stunt performers.

- Day Performers: \$825.50 for an 8-hour day, plus \$15.5% AFTRA H&R Contribution

INTEGRATION AMENDMENT

- Company may elect to utilize a Limited Integration of up to 300 lines of a Performers' work for the then current scale rate.
- A line shall consist of not more than ten (10) words. Part of a line shall be considered a line. Cues consisting of moans, groans, screens, exclamatory sounds (e.g., "ooh," "ahh," etc.), battle sound efforts, battle exertion, creature noises and the like shall be considered a line.

CONTINGENT COMPENSATION

Each Performer whose performance is included in the Interactive Program shall be entitled to a secondary payment whereby they are sharing in the success of the game. SAG-AFTRA understands that various revenue models are available and is open to negotiate revenue share options. If a unit or subscriber sale threshold model is appropriate, the following is the default Contingent Compensation structure:

- Base Contingent Compensation fee is 25% of a full scale session fee.
- If prepaid at the time of initial employment, Contingent Compensation is reduced by 25%
- Payment due for each 500,000 units sold or unique subscribers (when games are not sold by units) up to a cap of 4 bonus payments (1 additional full scale session fee)

	Standard	Pre-Paid
500,000 units/subs	\$206.38	\$154.78
1M units/subs	\$206.38	\$154.78
1.5M units/subs	\$206.38	\$154.78
2M units/subs	\$206.38	\$154.78
Total paid to performer	\$825.50	\$619.13

INFORMATION PROVIDED TO PERFORMER

A full and forthright description of the role to be played must be given at the time of audition or interview, including:

- Title or Code name of the game along with its SAG-AFTRA provided production I.D. number,
- length of Performer's role,
- use of unusual terminology,
- use of profanity,
- content of a sexual or violent nature,
- use of racial slurs,
- whether memorization is required,
- whether cue cards or other prompting devices will be used,
- whether stunts, fighting, or demanding physical action will be required (including a description of the action and the frequency it will be performed), and
- whether yelling, screaming, accents, singing and or creature noises will be required.

Producer will inform SAG-AFTRA of the final game title at the release of the game.