SAG-AFTRA 2019 Low Budget Interactive Agreement Summary

The SAG-AFTRA Low Budget Interactive Agreement was created to provide opportunities for our members to work on interactive/video game projects of varying shapes and sizes. The modified terms outlined below are offered to producers/developers that meet the budget threshold, but SAG-AFTRA encourages all producers/developers who wish to work with performers to call the number below if their particular circumstances require a different approach.

**BUDGET CAP**
Total production budget cannot exceed $1,500,000. To qualify, Employer agrees to provide production information, a detailed budget, and will submit a final budget upon completion.

**Principal/Off-Camera COMPENSATION**
- 4-hour session, allowing for 10 voices per hour, for $902, plus 16% Health and Retirement Contribution.
- 2-hour session, allowing for 10 voices per hour, for $451, plus 16% Health and Retirement Contribution.
- For vocally stressful work, 2-hour session for $902, plus 16% Health and Retirement 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.
- 8-hour session, for $902, plus $16% Health and Retirement Contribution

**INTEGRATION**
- Company may elect to utilize up to 300 lines of a Performers’ work from 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:

<table>
<thead>
<tr>
<th>Line Count</th>
<th>Standard (25% scale)</th>
<th>Pre-Paid at time of initial employment (25% discount)</th>
</tr>
</thead>
<tbody>
<tr>
<td>500,000 unique units/subs</td>
<td>$225.50</td>
<td>$169.12</td>
</tr>
<tr>
<td>1M units/subs</td>
<td>$225.50</td>
<td>$169.12</td>
</tr>
<tr>
<td>1.5M units/subs</td>
<td>$225.50</td>
<td>$169.12</td>
</tr>
<tr>
<td>2M units/subs</td>
<td>$225.50</td>
<td>$169.12</td>
</tr>
<tr>
<td>Total/Max paid to performer</td>
<td>$902</td>
<td>$676.50</td>
</tr>
</tbody>
</table>

**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:
- a. Title or Code name of the game **along with its SAG-AFTRA provided production I.D. number**.
- b. length of Performer’s role,
- c. use of unusual terminology,
- d. use of profanity,
- e. content of a sexual or violent nature,
- f. use of racial slurs,
- g. whether memorization is required,
- h. whether cue cards or other prompting devices will be used,
- i. whether stunts, fighting, or demanding physical action will be required (including a description of the action and the frequency it will be performed), and
- j. 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.

For additional information, contact the Voiceover Department directly at 323-549-6815 or interactive@sagaftra.org.