

## OFFICIAL BULLETIN

### Interactive Media Agreement (Video Games)

#### STRIKE NOTICE

To All Members of SAG-AFTRA

The National Board of Directors instructs all SAG-AFTRA members to withhold performing services and auditioning for work under the Interactive Media Agreement with respect to struck games for the following struck employers effective midnight of October 21, 2016.

All covered services must be withheld, including, but not limited to: voice acting; motion or performance capture work; background work; principal on camera work (including singing, dancing and performing stunts); authorizing the use of your voice or of a sound-a-like voice in a videogame; consenting to the reuse of prior work into a struck game; performing on a trailer for a struck game and performing on “downloadable content (DLC)” or other ancillary content connected to a struck game.

Please consult [sagaftra.org/interactive](http://sagaftra.org/interactive) for the most up to date list of struck employers. The following is the current list of struck employers:

- Activision Productions, Inc.
- Blindlight, LLC
- Corps of Discovery Films, Inc.
- Electronic Arts Productions, Inc.
- Disney Character Voices, Inc.
- Formosa Interactive LLC
- Insomniac Games, Inc.
- Interactive Associates, Inc.
- Take 2 Productions, Inc.
- VoiceWorks Productions, Inc.
- WB Games, Inc.

**Not all games produced by these employers are within the scope of this strike order.** Pursuant to section 7 of the Interactive Media Agreement, videogames that were in production as of February 17, 2015 may complete production as to that game.

This list will be maintained and updated at [sagaftra.org/interactive](http://sagaftra.org/interactive), so please check the website for an up-to-date list. Any questions regarding this strike order, including whether a particular title is struck may be directed to our strike hotline at (323) 549-6815.

We have the support and cooperation of our sister unions all over the world for this effort, as demonstrated by a resolution adopted by the International Federation of Actors (“FIA”) supporting SAG-AFTRA’s demands in this negotiation and calling for all FIA affiliates to provide cooperation and assistance to our effort.

Our negotiations for a successor to the Interactive Media Agreement have been going on for nearly two years. We have consistently conveyed to management both how serious we are about achieving these important aims for our members and our willingness to come to a reasonable deal. While we are disappointed that management’s intransigence has forced to make this difficult choice, we remain available to bargain and continue to seek a fair and reasonable conclusion to this negotiation.

NOTE: This strike is for certain videogames under the Interactive Media Agreement only. It does not affect work in any of the following areas:

- Television and Radio Commercials
- Television and Radio programs
- Theatrical films
- Sound Recordings and Music Videos
- Audio books
- Station Contracts and Broadcast News
- Corporate, Educational & Non Broadcast (formerly "Industrial") Programs