

Video Game Rate Guide

Prices are as per $\underline{\text{Equity Agreed}}$, $\underline{\text{GFTB Rate Guide}}$ & $\underline{\text{GVAA USA}}$ Minimum Rates Guidelines.

Video Games / Toys, Games, & Mobile Game Apps			
Video Games, Mobile Game Apps, Toys & Software	Rate	Notes	
Video Games For Wild Recording, No Motion Capture	\$250/hr (2 hr minimum) for Wild Recording, no mocap	Full Buyout Rate 1000.00. Vocally stressful sessions should be limited to a 2 hour session maximum. Includes usage to show toy/game speaking in a commercial advertisement featuring the product.	
Video Games Sync, Motion Capture	\$350/hour (2 hr minimum)	Full Buyout Rate \$1500. Vocally stressful sessions should be limited to 2 hour sessions max. Includes usage to show toy/game speaking in a commercial advertisement featuring the product.	
*Under SAG-AFTRA Video Game contract (November 8, 2017), every video game is required to pay actors a bonus for each session worked. These bonuses are due in full on or before the release date of the game.			
1 Session (\$75) \$75	2 Sessions (\$125) \$200	3 Sessions (\$175) \$375	

4 Sessions (\$175) \$550	5 Sessions (\$225) \$775	6 Sessions (\$225) \$1000
7 Sessions (\$275) \$1275	8 Sessions (\$275) \$1550	9 Sessions (\$275) \$1825
10 Sessions (\$275) \$2100	11+ Sessions (\$0) \$2100	

- 1. Video Games means games released on any platform capable of playing games
- 2. Examples are PS4, XBOX, PC, Mac, IPhone/Android etc
- 3. Games are ranked as A, AA and AAA titles, denoting their size, budget, distribution and marketing scale
- 4.. As today's games are often built once and then distributed to multiple platforms and multiple regions negotiation will take place based on the game size, the number of platforms it will be distributed to and the global reach.
- 6. Usage is usually indicative of a licence in perpetuity for that title only capped at \$1500.
- 8. Be aware contract terms need to be renegotiated for usage in incremental games in a series, e.g., Fallout 1, Fallout 2, Fallout 3 and re-use of performance and included in original contract, if already known/planned by client, for ongoing work in a series.

Toys, Games, & Mobile Game Apps	Rate	Notes
Toys & Games	\$250 up to 2hr Session, \$125/additional hr	For Buyout add \$1,000 per product in addition to session fee. Includes usage to show toy/game speaking in a commercial advertisement featuring the product.
Mobile Game Apps - (Character)	\$300-\$500/game (1hr session max) or \$200-\$300/hr (2hr min)	Up to 3 voices.\$100 per additional voice. Full buyout rate 1000. (Session fee is hourly if recording from a game ~ sync, localization, ADR/DUB.) Multiple games being recorded in 1 session are charged separately with \$300-\$500 per game minimum. Vocally stressful sessions should be limited to 2-hrs.

Mobile Game Apps - E-Learning Educational	\$250 for 1-5 Minutes Raw Recording	Up to 3 voices.
----------------------------------------------	----------------------------------------	-----------------

General Notes

~ File Splits - Charge \$1/split regardless of quote type (pfw, pfh, etc)

Short clip(s) will be given to talent once released for use in a portfolio of works and linked back to the client's company site/product page.

VIDEO GAME PROMO Video Games \$250.00 / two Will be broadcast on Twitch, Youtube, replay Social Media Broadcast hour session on Trovo with clips on YTShorts, Tiktok and Game Ambassador minimum Insta. As "~Character Name ~ Keyword target your game and Voice Actor plays ~your character(s) voiced game~" Links to encourage audience to download, play game Any promo codes or discount codes will be given out or displayed on broadcast



This guide does <u>not</u> include AI usage. This is a separate category and fee structure. No productions in this category can be used for AI learning or speech synthesis of any kind. Please <u>inquire about using my voice to create your AI.</u>

Studio Fees

Studio Fees & Editing (in addition to studio fee)	Rate	Notes
Live Remote Recorded Session Fee	\$50/hr	Will be itemised separately on bill if not included in hourly rate of contract originally.
Phone Patch	\$10-/connection	
Editing - Breaths/Mouth Clicks/Sequencing	\$50/hr	
Pick Ups	Rate Range	Notes
Picks Ups needed Due to Voice Talent Error	Files are re-recorded and sent to client free of charge	
Minor Pick Ups -from 1 word up to 2 mins	50% of original rate. \$100.00 minimum	
Major Pick Ups - Re-writes & Large Re-Records	50% of the original rate	Commercial copy that has already aired is charged a full session fee 250.00/hour for pick ups with \$150 minimum fee.

Tanis Clark
Tanis Voiceover Ltd.
www.tanisvoiceover.com