

Music Scoring
for

Video Games

Score your Video Game with the best!

The same world-class studio musicians who record for Hollywood's hottest films are now available to the Game world.

Get *more* than you pay for!

Whether you need a single keyboard or guitar player or an 80 piece orchestra, our new Agreement can work for you.

The process couldn't be easier.

No lifetime commitments are required; just sign a one-time project Agreement and you are ready to roll.



Multiple Platform Release:

Music for games recorded under the Multi-Platform rate may be used in versions for all player platforms as well as sequels of the same specific franchise/series without additional payment. Additionally, music may be used without additional payment on repackaged, re-released or bundled version of original product and/or expansion packs, add-ons, patches, updates.



Just three easy steps!

One!

Talk to your contractor. Let him/her help you set up your budget and instrumentation.

Two!

Sign the Agreement. *You are signing for this project only!* You should feel secure with the Agreement you are signing; your contractor can help explain the specific terms and conditions.

Three!

Record! Enjoy working with the world's best and fastest studio musicians.

Multiple Platform Regular Session		
3 hour session (plus Pension and Health & Welfare)		
Number of Musicians	Basic Scale per Sidemusician for a 3 hour Session	Overtime (per 15 minutes) within a 1 hour hold period
50 or more	\$180	\$15
49 or fewer	\$198	\$16.50
Music preparation work paid in accordance with the applicable rates for Low-Budget Films in the Basic Theatrical Motion Picture Agreement.		

Your contractor will take care of all the nuts and bolts for you!

Your contractor will create budgets for you, handle paperwork and union issues, advise you on the efficient use of orchestra time, answer all your questions - in short, make everything work smoothly!

We are the fastest.

Our speed is as legendary as our quality.



Schedule now!

We are the easiest to schedule. When you have to get something done at the last minute, great musicians are always here for you. Our depth, diversity and flexibility is unparalleled.



Cutting edge infrastructure!

Our music prep community is fully online and digitized. That saves you time and money. Our many studios and scoring stages are world-famous, with support services that cover all bases.

License Film or Records!

Want to license music from your favorite record or film into your Video Game? You can do that too; just contact us.



Other Rates Available

We offer other rates that could be a good choice if you are working on a demo, or your final project will not be ported to new platforms, or have sequels. For projects in development the rate is \$144 for a three hour session. For Internet games, the basic scale is \$175 for one year, and \$100 for each additional year. The scale for a single-platform or dedicated console game is \$175. For all of the above, add Pension and H&W.

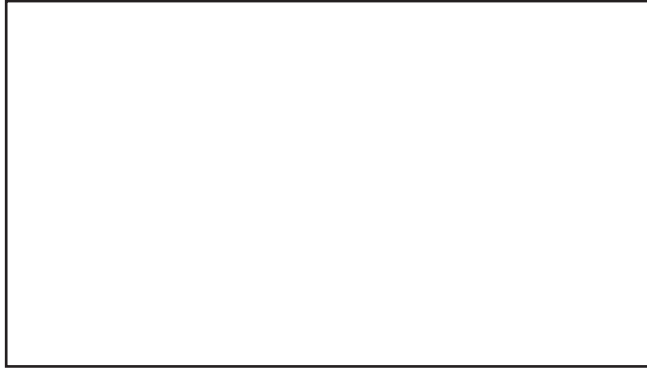


Other questions?

Breaks, Overtime, Cancellations, Sessions in excess of 3 hours, Doubling, Overdubs, Cartage and all other general terms, are governed by the current AFM Basic Theatrical Motion Picture Agreement, except as specifically modified by the Video Game Agreement.

This pamphlet is for informational purposes only. It is intended to summarize the terms and conditions of the AFM's Video Game Agreement. The actual Agreement shall prevail over any interpretation of the language contained in this summary. For the full Agreement, contact your music contractor or the AFM.

Your Music Contractor



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