




Offering: Expected Compensation

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- 1)** WFH or Potentially Licensing Agreement *(Depending on Negotiations)*
 - 2)** Full Credit on the main Project & ALL variations, ports, or other media using your Work
 - 3)** Right to Self Promotion, Talks/Panels, & “for profit” Articles/Videos
 - 4)** Try to retain a % of Soundtrack Revenue *(Depends on Agreement & Rates)*
 - 5)** Always Include your PRO Information
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Offering: ~ Half of Expected Compensation

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- 1)** Probably a Licensing Agreement; retain full Rights to your Work
 - 2)** Re-Licensing Fee on Ports, Sequels, other Media, & *Trailers or Commercials*
 - 3)** Retain full Revenue from Soundtrack sales
 - 4)** Negotiate Bundle (*Game + OST*) Revenue
 - 5)** Quarterly Bonuses Based on the Game's Performance
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Offering: Nowhere Near Expected Compensation



1) Only through a Licensing Agreement

2) Retain a % of Game Sales Revenue & any other ports/sequels/other media that use your Work.

3) Full Creative Control of the Audio *(Minimal Revisions)*

4) Right of First Refusal *(if they receive funding)*

5) Creative Ideas: *Room/Flight Expenses for Conventions, Featured Credit/Splash Screen, Trading Services, etc.*

