

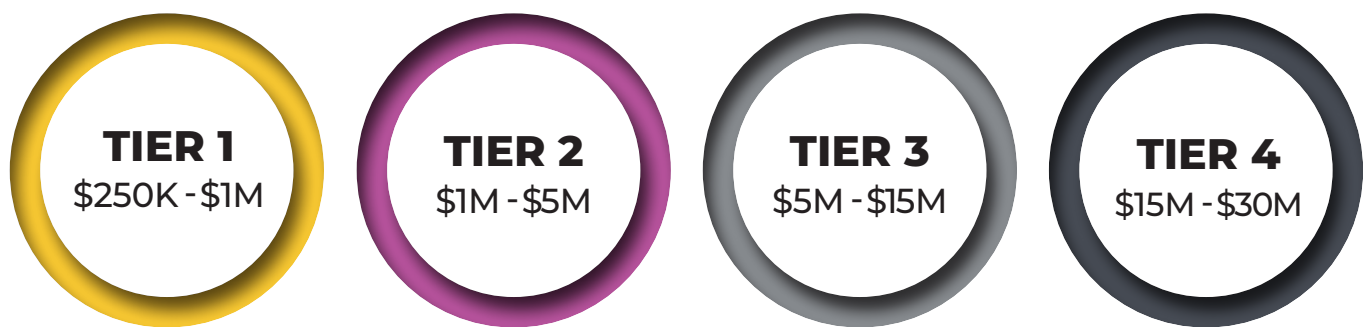
WANT TO BE HIRED UNDER A SAG-AFTRA CONTRACT?



GETTING STARTED UNDER THE NEW TIERED-BUDGET INDEPENDENT INTERACTIVE MEDIA AGREEMENT

There's a new contract indie game devs should know about!

THE TIERED-BUDGET I-IMA is a completely new Interactive Media Agreement created specifically to capture new work that often can't be accommodated by our traditional Interactive Media Agreement (IMA). It has been redrafted and streamlined to be easy to understand and use. It also raises the budget caps that were in the existing Low Budget Agreement so many more projects will qualify. The total, all-in production budget must not exceed \$30 million. The four tiers are:



Pre-Production Instructions For Devs

The full rate sheet is available [HERE](#).
See the agreement [HERE](#) for full terms.

Step 1

- **Tell us about your project by completing a signatory application form [HERE](#).**
 - ☐ Additional documents you will be asked to provide while filling out the application:
 - Fully Itemized Production Budget
 - Pre-Production Cast List Form (download [HERE](#))
 - Company Structure Documents*
 - Corporation: Provide your Articles of Incorporation and executed Bylaws
 - Limited Liability Corporations (LLC): Provide your Articles of Organization and executed Operating Agreement

Step 2

- **After the application is received, a SAG-AFTRA Business Representative will review your information and provide you the following documents for signature:**
 - ☐ Company Authorization Letter*
 - ☐ Tiered Budget Independent Interactive Media Agreement
 - ☐ Health and Retirement Letter of Adherence*

* NOTE: If you're already registered as a signatory you will not need to provide the documents listed above with an asterisk.

Step 3

- Once your Business Representative has received and approved your completed and signed paperwork, they will provide you with a Production ID number indicating that you are permitted to begin working with SAG-AFTRA members. From there, your rep will provide you with additional production paperwork and instructions.

A Head's Up About Payroll

Though this guide is intended to cover pre-production, we want to let you know this in advance: It is recommended that you hire a payroll company specializing in the entertainment industry as they will have the knowledge and experience to correctly calculate the performers' salaries, taxes and withholdings, and Health and Retirement Contributions and can provide you with a simple itemized invoice broken down by session. **Since performers are being hired under a union agreement, they must be hired as employees (not independent contractors).**

Other Questions?

We recommend that you check out the Tiered-Budget I-IMA FAQs [HERE](#) if you're interested in producing a game under this agreement or reach out to the staff in the SAG-AFTRA Interactive Department! We love what we do and really want to help you learn about our agreements and assist your work with our members. Call us at **(323) 549-6815** or email us at interactive@sagaftra.org.