



### **Why We Strike:**

- SAG-AFTRA made the difficult decision to go on strike because the video game companies whom we have been bargaining with for over 18 months have refused to offer a fair deal that addresses existential threats to our members, most notably, critical A.I. protections for voice and movement performers.
- Although agreements have been reached on many issues important to SAG-AFTRA members, the employers refuse to plainly affirm, in clear and enforceable language, that they will protect all performers covered by this contract in their A.I. language.
- Members are encouraged to work under the Tiered-Budget Independent Interactive Media Agreement, the Interim Interactive Media Agreement or the Interim Interactive Localization Agreement, all of which offer fair and fundamental A.I. protections to help ensure the longevity of video game performers' careers.

### **Talking Points for Performers:**

- Don't accept non-union work. Doing so sends a message to employers that you're not willing to fight for your future and undermines the impact of this strike.
- To search whether a game is struck, non-struck or OK to work, visit [sagaftra.org/videogamestrike](https://sagaftra.org/videogamestrike).
  - Members cannot work a struck game under any circumstances.
  - A "non-struck" game is one which is produced by a struck company but which the Union is not currently striking due to certain contract terms.
  - A game that is "OK to work" is any game signed to the Interim Interactive Media Agreement or the Tiered-Budget Independent Interactive Media Agreement.
- The future of ALL video game performers is at stake; solidarity between union and non-union video game performers is more important than ever.
- Withholding labor is our community's single greatest point of leverage and every job counts.
- The future of video game performers is at stake because employers refuse to offer basic A.I. protections for all performers. Without these protections, each job they take could be their last.
- Spread the word that you support the performers who bring your favorite games to life and that you want human storytelling, not A.I.

### **What Devs Should Know:**

- This is a fight we share. A.I. is an existential threat to video game performers and devs alike – we need your help in the fight to preserve our careers and the art and craft of human storytelling.
- Show the community you care about ethical A.I. while still having access to on-strike SAG-AFTRA talent by signing the Interim Interactive Media Agreement or the Tiered-Budget Independent Interactive Media Agreement.