

Game IP Licensing Agreement

Gaming, Esports & Digital Entertainment

Document type: Contract / agreement · Generated 16 Oct 2026

This guide explains what the tool produces, how to use the output, and what to watch for. The actual output (draft/report) is generated on the tool page.

Background

Drafts a game IP licensing agreement with discrete terms — licensed IP, scope/territory, royalty/fee, exclusivity, quality control and term — for licensing a game, character or brand IP in or out. Use it to formalise an IP licence. Fill each term separately.

Purpose of this tool & output

License game IP in or out

How the output is used

Use the draft to license game IP in or out — scope, territory, royalty, IP-ownership and term — then have a lawyer review it.

Who receives it

The agreement is between the IP owner (licensor) and the licensee; each keeps a signed copy.

Fees & charges

Stamp duty per your state stamp act; withholding tax and GST apply to royalties as per law.

Who should vet it

An IP lawyer, to check the royalty, IP-ownership, scope and termination clauses before signing.

Important cautions

Template for guidance, not legal advice. Retain IP ownership with the licensor and keep quality-control/approval rights to protect the brand. Define royalty reporting/audit clearly. Have a lawyer review before signing an IP licence.

Companion documents

- Game Publishing Agreement Review
- Developer / Work-for-Hire Agreement
- Esports Player Contract
- Streamer / Creator Agreement
- Gaming Sponsorship Agreement
- Gaming NDA & IP Protection Agreement

This is AI-assisted guidance. Verify with a qualified professional before any binding decision. Fees, authorities and

processes vary by state and change over time — confirm with your state authority.