

Game Publishing Agreement Review

Gaming, Esports & Digital Entertainment

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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

Reviews and explains a game publishing agreement offered to a developer — revenue share, advance/recoup, IP ownership, rights, milestones and termination — flagging risky terms to negotiate. Use it before signing with a publisher. Paste the agreement and add your concerns.

Purpose of this tool & output

Understand a game publishing contract

How the output is used

Use the review to understand a game publishing contract before you sign — revenue split, IP, advances, control and termination.

Who receives it

The agreement is between the developer/studio and the publisher; each keeps a signed copy.

Fees & charges

Stamp duty per your state stamp act; the advance/recoup and revenue-split terms are the key commercial content.

Who should vet it

A gaming or IP lawyer, to check the IP-ownership, revenue-split, recoup and termination clauses before signing.

Important cautions

Guidance, not legal advice. Watch IP ownership (do not sign away your IP unintentionally), recoupment of advances before you earn, and rights reversion on termination especially. Have a lawyer review any publishing agreement before signing.

Companion documents

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

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