

Gaming, Esports & Digital Entertainment — 99 tools

All tools · at-a-glance descriptions · Generated 15 Oct 2026

This is the full list of AiSevak tools in this industry, each with a short description of what it produces. Open any tool on aisevak.in to run it.

Business Setup & Model

Gaming Business Setup Guide

Produces a setup plan for a gaming venture — model and focus, team, tech, legal structure, funding and a launch roadmap. Use it to start out. For the full plan use the Gaming Business Plan.

Gaming Business Plan

Builds a structured business plan for a gaming venture — market, product, monetization, financials and go-to-market — for investors or a publisher. Use it for funding. For unit economics use the Game Unit Economics tool.

Gaming Model Selector

Compares gaming business models — dev studio, real-money/fantasy, esports, streaming, cafe, publishing — on capital, skills, regulation, risk and return, and recommends the fit. Use it to choose direction. For setup use the Gaming Business Setup Guide.

Gaming Venture Feasibility Study

Analyses whether a specific gaming venture is viable — market and competition, monetization and unit economics, regulation, capital and break-even — with a go/no-go. Use it before committing. For the full plan use the Gaming Business Plan.

Studio Org & Roles Structure

Produces an organisation and roles plan for a gaming venture — dev/art/design/product/liveops/marketing/compliance roles by stage, and how it scales. Use it to structure the team. For hiring use the Studio Hiring Plan.

Gaming Funding Strategy

Produces a funding strategy for a gaming venture — bootstrap vs angel/VC vs publisher vs grants, what each expects, milestones to raise against, and dilution/terms awareness. Use it to plan fundraising. For the pitch financials use the Funding Pitch Financials tool.

Gaming Market Entry Strategy

Produces a market-entry strategy for a gaming product — market/genre choice, localisation, distribution/platform, pricing, UA and regulatory entry needs. Use it to launch into India or a new geography. For UA specifics use the User Acquisition Strategy.

Game Development & Production

Game Design Document (GDD) Builder

Produces a structured Game Design Document — core loop, mechanics, progression, economy, art/audio direction, features and scope — to align the team and guide production. Use it to specify a game. For a funding/publisher pitch use the Game Concept Pitch tool.

Game Concept Pitch Deck

Produces a game concept pitch — hook, gameplay, market, monetization, comparables, team and ask — to win a publisher deal or funding. Use it to pitch a title. For the full design use the Game Design Document Builder.

Game Production Roadmap

Produces a production roadmap for a game — milestones (prototype, vertical slice, alpha, beta, soft launch, global), scope per phase, team allocation and risk gates. Use it to plan and track development. For live-game operations use the LiveOps Plan.

Game Engine & Tech Stack Advisor

Recommends the engine, tools and backend for a game — Unity vs Unreal vs others, backend/liveops services, analytics and monetization SDKs — matched to genre, platform, team and budget. Use it to pick your tech. For live infra depth use the Backend Infrastructure tool.

Game QA & Testing Plan

Produces a QA and testing plan for a game — functional, device/compatibility, performance, balance, monetization and soft-launch testing, plus process and tooling. Use it to ship stable, well-balanced games. For live monitoring use the LiveOps Plan.

LiveOps & Live-Game Plan

Produces a liveops plan for a live game — content/events calendar, engagement and retention mechanics, monetization events, analytics-driven tuning and update cadence. Use it to operate and grow a live title. For monetization design use the Monetization Strategy tool.

Post-Launch Growth Roadmap

Produces a post-launch roadmap for a game — content pipeline, feature and platform expansion, UA scaling, community and long-term retention/monetization goals. Use it to plan the 6-18 months after launch. For day-to-day liveops use the LiveOps Plan.

Monetization & Economy

Game Monetization Strategy

Produces a monetization strategy for a game — model mix (IAP, ads, subscription, battle pass, hybrid), placement, pricing and fairness balance — matched to genre and audience. Use it to design monetization. For the in-game economy use the Game Economy Design tool.

In-App Purchase & Offer Design

Produces an in-app purchase design — product catalogue, bundles, pricing tiers, first-purchase and limited-time offers, and store/UX — to convert and grow spend without harming fairness. Use it to build the IAP system. For the whole model use the Monetization Strategy.

In-Game Economy Design

Produces an in-game economy design — currencies, sources and sinks, progression pacing, inflation control and monetization tie-in — for a balanced, engaging, sustainable economy. Use it to design or fix the economy. For monetization use the Monetization Strategy.

Ad Monetization Optimizer

Produces an ad-monetization plan — ad formats and placement, rewarded-ad design, mediation/waterfall and eCPM optimization, and frequency/UX balance. Use it to grow ad revenue on a free game. For overall model use the Monetization Strategy.

Battle Pass & Subscription Design

Produces a battle pass / subscription design — tiers and rewards, pricing, season length, free-vs-premium track and value balance — to drive recurring engagement and revenue. Use it to add recurring monetization. For the broader model use the Monetization Strategy.

LTV & Retention Optimization

Produces an LTV-and-retention improvement plan — diagnosing drop-off in the funnel, early-retention and habit mechanics, monetization depth and re-engagement — to raise lifetime value. Use it to improve unit economics. For the economy use the Game Economy Design tool.

Retention-Safe Monetization Audit

Audits a game monetization setup for churn and fairness risk — pay-to-win, ad overload, aggressive offers, paywalls — and recommends a retention-safe rebalancing. Use it when monetization may be hurting retention or drawing complaints. For designing from scratch use the Monetization Strategy.

Real-Money Gaming & Fantasy

Real-Money Gaming Launch Guide

Produces a launch roadmap for a real-money or fantasy gaming platform in India — legal structure, skill-vs-chance basis, state-law mapping, licensing/SRB, KYC/AML, GST/TDS, payments and responsible-gaming — flagging the heavy compliance load. Use it to plan an RMG launch. For the game/software side use the studio tools.

Skill vs Chance Legal Assessment

Produces a structured skill-vs-chance analysis of a real-money game format — the legal test, precedents, design factors that make a game predominantly skill, and risk flags — to inform (not replace) legal review. Use it before building an RMG format. For the full launch path use the RMG Launch Guide.

Fantasy Sports Platform Setup

Produces a setup plan for a fantasy sports platform in India — format and skill-basis, contest/scoring design, compliance (state-law, IT rules/SRB, KYC, GST, TDS), payments and responsible play. Use it to plan a fantasy sports business. For the legal basis use the Skill vs Chance Assessment.

RNG & Game Fairness Framework

Produces a fairness and RNG-integrity framework for a real-money/skill game — RNG certification, fair-play controls, anti-collusion/fraud, transparency and audit — to protect players and satisfy scrutiny. Use it to build trust and compliance. For AML/KYC use the KYC & AML Framework tool.

KYC & AML Framework (Gaming)

Produces a KYC and anti-money-laundering framework for an RMG/fantasy platform — identity/age verification, transaction monitoring, source-of-funds, suspicious-activity handling and record-keeping. Use it to build compliant onboarding and monitoring. For responsible-play limits use the Responsible Gaming Policy.

Responsible Gaming Policy

Produces a responsible-gaming policy and safeguards for an RMG/fantasy platform — deposit/time limits, self-exclusion, age controls, addiction messaging and vulnerable-player protection. Use it to build player-protection controls expected by regulators and SRBs. For KYC/AML use the KYC & AML Framework.

RMG Payments & Fund-Flow Setup

Produces a payments and fund-flow design for a real-money platform — gateway/UPI integration, deposit/withdrawal flows, player-fund segregation/escrow, GST/TDS deduction points and reconciliation. Use it to build compliant money handling. For player-fund protection depth use the Player Fund Protection tool.

Player Fund Protection & Trust

Produces a player-fund-protection framework — fund segregation/escrow, withdrawal integrity, balance transparency, dispute handling and trust signals — so players trust their money is safe. Use it to protect balances and reputation. For the payment plumbing use the RMG Payments & Fund-Flow Setup.

Gaming Regulation & Compliance

Online Gaming Rules Compliance Guide

Produces a compliance guide to the IT online-gaming framework — permissible online real-money games, self-regulatory body (SRB) expectations, due-diligence, grievance and content obligations. Use it to map your regulatory obligations. For state bans use the State Law Mapping tool.

State Gaming Law Mapping

Produces a state-by-state risk map for a real-money game — which states permit skill-based play, which ban/restrict online real-money gaming, and geo-fencing guidance. Use it to decide where to operate and where to block. For the skill-vs-chance basis use the Skill vs Chance Assessment.

Self-Regulatory Compliance & Registration

Produces a readiness plan for gaming self-regulation — aligning with self-regulatory body/industry-code expectations, the due-diligence and player-protection standards to meet, and documentation. Use it to prepare for SRB/self-regulatory verification. For the wider rules use the Online Gaming Rules Compliance Guide.

Gaming GST Compliance Guide

Produces a GST compliance guide for real-money gaming — the 28% levy on deposits/entry value, valuation, invoicing, input credit, registration and impact on economics. Use it to structure GST handling. For TDS on winnings use the TDS on Winnings Guide.

TDS on Winnings Compliance Guide

Produces a compliance guide for TDS on online-gaming winnings under section 194BA — net-winnings computation, deduction at withdrawal/year-end, certificates and reporting. Use it to build compliant winnings-tax handling. For GST use the Gaming GST Compliance Guide.

Gaming Advertising Compliance Guide

Produces an advertising-compliance guide for gaming/RMG — ASCI and self-regulatory ad guidelines, mandatory disclaimers, no-surrogate/misleading rules, targeting and platform policies. Use it to run compliant campaigns. For responsible play use the Responsible Gaming Policy.

Gaming Data Privacy & Security Guide

Produces a data-privacy and security plan for a gaming platform — consent and player-data handling, KYC-data protection, security, minors and the DPDP Act obligations. Use it to handle player data lawfully. For KYC/AML use the KYC & AML Framework.

Age Rating & Content Compliance

Produces an age-rating and content-compliance plan for a game — store age ratings, content descriptors, India content sensitivities, minors protection and moderation. Use it to classify and moderate content correctly. For UGC moderation depth use the UGC Moderation tool.

Esports Operations

Esports Team / Org Setup

Produces a setup plan for an esports team/organisation — game titles and roster, structure, revenue model (sponsorship/prize/content), operations and brand. Use it to start an esports org. For player contracts use the Player Contract tool (G11).

Esports Tournament Organizer

Produces an end-to-end plan to organise an esports tournament — format and rules, platform/production, prize pool, sponsorship, broadcast and operations. Use it to run an event. For sponsorship deals use the Sponsorship Agreement (G11).

Esports Player & Roster Management

Produces a player and roster management plan for an esports org — recruitment, contracts and compensation structure, performance, welfare/burnout, and transfers. Use it to run the roster professionally. For the contract document use the Player Contract drafter (G11).

Esports Sponsorship Strategy

Produces a sponsorship strategy for an esports org/event — inventory and packages, valuation, target brands, pitch and activation/delivery. Use it to build sponsorship revenue. For the contract use the Sponsorship Agreement (G11).

League & Franchise Participation Guide

Produces an evaluation and plan for joining or bidding for a franchised esports league slot — cost/commitment, revenue-share, obligations and ROI. Use it to assess a league/franchise opportunity. For overall org setup use the Esports Team Setup.

Esports Bootcamp & Training Ops

Produces an operations plan for an esports bootcamp/gaming house — facility and gear, practice/scrim structure, coaching, player welfare and routine. Use it to run effective team training. For roster management use the Player & Roster Management tool.

Esports Talent Scouting Plan

Produces a scouting and recruitment plan for esports talent — where and how to find players, evaluation criteria, trials, and signing/onboarding fairly. Use it to build a talent pipeline. For contracts use the Player Contract drafter (G11).

Streaming & Content Creation

Game Streaming Channel Strategy

Produces a channel strategy for a gaming streamer/creator — niche and platform, content pillars, schedule, growth and monetization path. Use it to build a streaming career/business. For monetization detail use the Streaming Monetization tool.

Gaming Content Calendar Builder

Produces a content calendar for a gaming creator/channel — content mix, streaming and upload cadence, formats per platform, and topical/event tie-ins. Use it to plan and stay consistent. For overall channel direction use the Streaming Channel Strategy.

Streaming Monetization Plan

Produces a monetization plan for a gaming creator — ad revenue, memberships/superchats/donations, sponsorships, affiliate/merch and diversification — matched to channel size. Use it to grow creator income. For brand deals specifically use the Brand Deals tool.

Gaming Creator Brand Deal Kit

Produces a brand-deal kit for a gaming creator — media kit, pricing, outreach, deliverables and disclosure/compliance — to win and deliver sponsorships. Use it to secure brand deals. For the agreement use the Streamer/Creator Agreement (G11).

Streamer Community Building

Produces a community-building plan for a gaming creator — Discord/community setup, engagement rituals, moderation, superfans and turning viewers into a loyal community. Use it to deepen audience loyalty. For content planning use the Content Calendar Builder.

Multi-Platform Streaming Setup

Produces a multi-platform streaming and distribution setup — technical setup, simulcasting, platform-specific optimisation and repurposing workflow — to maximise reach without doubling work. Use it to go multi-platform. For the content plan use the Content Calendar Builder.

Gaming Creator Growth Playbook

Produces a growth playbook for a gaming channel — discovery via shorts/SEO, thumbnails/titles, retention/watch-time, collaborations and analytics-driven iteration. Use it to grow the channel. For monetizing that growth use the Streaming Monetization Plan.

User Acquisition & Growth

Game User Acquisition Strategy

Produces a user-acquisition strategy for a game — channels, creative, targeting, CPI/LTV discipline, soft-launch testing and scaling. Use it to plan UA. For app-store optimisation use the ASO tool.

App Store Optimization (Gaming)

Produces an ASO plan for a game — keywords, title/subtitle, icon and screenshots/video, ratings and conversion optimisation across Play and App Store. Use it to grow organic installs and cut UA cost. For paid UA use the User Acquisition Strategy.

Gaming Performance Marketing Plan

Produces a performance-marketing plan for a game — campaign structure, creative testing, bidding/budget, ROAS/payback optimisation and scaling across networks. Use it to run efficient paid UA. For overall UA use the User Acquisition Strategy.

Gaming Influencer Marketing Plan

Produces an influencer-marketing plan for a game — creator selection, campaign types, briefs, tracking, pricing and compliance. Use it to run creator-led UA and awareness. For paid UA use the Performance Marketing Plan.

Player Retention Strategy

Produces a retention strategy for a game — onboarding, early and long-term retention mechanics, re-engagement and churn diagnosis. Use it to lift D1/D7/D30 retention. For LTV depth use the LTV & Retention Optimization tool.

Referral & Virality Design

Produces a referral and virality plan for a game — referral mechanics and rewards, social/invite loops, shareable moments and viral coefficient improvement. Use it to lower blended UA cost through organic growth. For paid UA use the User Acquisition Strategy.

Game Community Management Plan

Produces a community-management plan for a game — channels (Discord/social), engagement, feedback loops, moderation/safety, and turning players into advocates. Use it to build a healthy game community. For a creator personal community use the Streamer Community Building tool.

Gaming Cafe / Arcade / LAN

Gaming Cafe / LAN Centre Setup

Produces a setup plan for a gaming cafe/LAN centre — location, rigs and gear, layout, internet, licences and launch. Use it to open a gaming cafe. For its economics use the Gaming Cafe Economics tool.

Gaming Cafe Economics Modeller

Builds a P&L and payback model for a gaming cafe from discrete inputs — seats, hourly rate, utilisation, and each cost line — with break-even and ROI. Use it to test viability. For the venture-wide finance use the Finance line tools.

Gaming Cafe Membership & Loyalty

Produces a membership, packages and loyalty plan for a gaming cafe — hourly packs, memberships, off-peak deals and loyalty rewards — to lift utilisation and repeat visits. Use it to grow recurring revenue. For pricing economics use the Gaming Cafe Economics Modeller.

Cafe Tournament & Event Playbook

Produces a playbook to run in-cafe gaming tournaments and events — format, entry/prizes, promotion, sponsorship and community-building — to drive footfall and loyalty. Use it to run cafe events. For memberships use the Membership & Loyalty tool.

Cafe Equipment & Upgrade Planner

Produces an equipment specification, maintenance and upgrade plan for a gaming cafe — rig specs, peripherals, network, maintenance routine and upgrade cycle/budget. Use it to spec and sustain hardware. For setup use the Gaming Cafe Setup Guide.

Gaming Cafe Compliance Guide

Produces a compliance guide for a gaming cafe — trade/amusement licences, F&B/FSSAI, music licensing, content/age rules, minors and local regulations. Use it to operate legally. For setup use the Gaming Cafe Setup Guide.

Finance & Unit Economics

Game Studio P&L Modeller

Builds a P&L and burn model for a game studio from discrete inputs — revenue streams and each cost line — with net result, margin and runway. Use it to understand studio finances. For a single game use the Game Unit Economics tool.

Game Unit Economics Calculator

Calculates per-player unit economics for a game from discrete inputs — retention, ARPDau/ARPU, CAC and store fees — giving LTV, LTV/CAC and payback, the core viability test. Use it to judge whether UA is profitable. For studio-wide finances use the Studio P&L Modeller.

Real-Money Gaming Economics Modeller

Builds an economics model for a real-money gaming platform from discrete inputs — deposits, rake/commission, GST, TDS, bonuses and UA — showing net take-rate and contribution. Use it to model RMG viability under the current tax regime. For GST detail use the Gaming GST Compliance Guide.

Studio Burn & Runway Planner

Calculates a gaming studio burn rate and runway from cash and net monthly burn, and models scenarios to extend runway to the next milestone/raise. Use it to manage cash to survival. For the full P&L use the Studio P&L Modeller.

Game Break-Even Calculator

Calculates the break-even point for a game or studio from fixed costs and per-player contribution — the DAU/revenue needed to cover costs. Use it to set targets. For per-player economics use the Game Unit Economics Calculator.

Gaming Fundraise Financials Builder

Produces the financial narrative and projections for a gaming fundraising — key metrics, projections, use-of-funds and the milestones the round buys. Use it to build the numbers for a raise. For the funding approach use the Gaming Funding Strategy.

Gaming Venture Valuation Guide

Produces an indicative valuation of a gaming venture — revenue/earnings multiples, user-and-metrics-based value, IP/pipeline and comparables — with the key value drivers and adjustments. Use it for a raise, sale or partnership. For fundraising numbers use the Fundraise Financials Builder.

Gaming Studio Cash-Flow Planner

Produces a cash-flow plan for a game studio — the long pre-revenue dev-and-launch spend, lumpy publisher advances and revenue ramp, and how to stay solvent. Use it to manage cash through a dev cycle. For burn/runway use the Burn & Runway Planner.

Contracts & Legal

Game Publishing Agreement Review

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.

Developer / Work-for-Hire Agreement

Drafts a development/work-for-hire agreement with discrete terms — scope, deliverables/milestones, fees, IP assignment, confidentiality and timelines — for hiring a dev, artist or outsourcing studio. Use it to contract game work. Fill each term separately.

Esports Player Contract

Drafts an esports player contract with discrete terms — term, salary, winnings/content splits, obligations, image rights, welfare and exit — fair to both org and player. Use it to sign a player. Fill each term separately; obtain guardian consent for minors.

Streamer / Creator Agreement

Drafts a streamer/creator agreement with discrete terms — deliverables, exclusivity, revenue splits, content ownership, sponsorship rules and term — for signing a creator to an org or network. Use it to formalise a creator deal. Fill each term separately.

Gaming Sponsorship Agreement

Drafts a sponsorship agreement with discrete terms — deliverables/branding, fee and schedule, exclusivity/category, term, performance and compliance — for an esports org, event or creator sponsorship. Use it to formalise a sponsorship. Fill each term separately.

Game IP Licensing Agreement

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.

Gaming NDA & IP Protection Agreement

Drafts an NDA with discrete terms — parties, confidential scope, purpose, IP/ownership, duration and remedies — for sharing game concepts, code or business plans with partners, publishers, contractors or investors. Use it before disclosing. Fill each term separately.

Game Terms of Service & Privacy Builder

Drafts player-facing Terms of Service and a privacy-policy outline with discrete inputs — game/platform, virtual items, UGC, real-money features and data practices — covering the key player-facing legal terms. Use it to create your ToS/privacy documents. For data-law depth use the Data Privacy & Security Guide.

IP, Assets & Technology

Game IP Protection Strategy

Produces an IP-protection strategy for a game — copyright, trademarks, what is and is not protectable, clone defence, and enforcement. Use it to protect your game and brand. For licensing IP use the IP Licensing Agreement (G11).

Game Asset & Middleware Licensing Guide

Produces a guide to licensing third-party assets, engines, middleware and music for a game — licence types, royalty/attribution obligations, commercial-use pitfalls and compliance. Use it to avoid licensing landmines. For engine choice use the Engine & Tech Stack Advisor.

Engine & Middleware Deep-Dive

Produces a deep engine/middleware comparison for a specific, demanding game requirement — performance, features, cost, platform and team fit — beyond the basic stack choice. Use it when the engine decision is high-stakes. For a general stack pick use the Engine & Tech Stack Advisor (G2).

Game Backend & Live Infrastructure Plan

Produces a backend and live-infrastructure plan for a game — servers/hosting, netcode/multiplayer, databases, scaling, latency, cost and reliability. Use it to design the live backend. For anti-cheat/security use the Anti-Cheat & Security tool.

Anti-Cheat & Game Security Plan

Produces an anti-cheat and security plan for a game — cheat/hack prevention, server authority, fraud/exploit protection, account security and (for RMG) integrity. Use it to protect fairness and revenue. For real-money fairness use the RNG & Fairness Framework (G4).

UGC & Chat Moderation Plan

Produces a moderation and safety plan for user-generated content and chat in a game — policies, automated and human moderation, minor safety, reporting and legal/compliance duties. Use it to keep the game safe and compliant. For community strategy use the Game Community Management Plan (G8).

Team & Studio Ops

Game Studio Hiring Plan

Produces a hiring plan for a game studio — roles and sequence, where to find game talent, evaluation of dev/art/design skills, and compensation. Use it to build the team. For team structure use the Studio Org & Roles Structure (G1).

Studio Culture & Creative Environment

Produces a culture and creative-environment plan for a game studio — values, creative process, feedback, avoiding crunch, and retention of talent. Use it to build a sustainable studio. For performance systems use the Performance Management tool.

Remote / Distributed Studio Ops

Produces an operations plan for a remote/distributed game studio — collaboration tools and workflow, communication, version control/pipeline, time-zones and culture at a distance. Use it to run a distributed team well. For hiring remote use the Studio Hiring Plan.

Studio Roles & Career Framework

Produces a roles, levels and career-progression framework for a game studio — discipline tracks, seniority levels, expectations and growth paths — to structure and retain the team. Use it as the studio scales. For culture use the Studio Culture tool.

Game Dev Outsourcing Strategy

Produces an outsourcing strategy for a game studio — what to outsource vs keep in-house, selecting vendors, managing quality/IP/pipeline, and cost. Use it to scale capacity flexibly. For the vendor contract use the Developer / Work-for-Hire Agreement (G11).

Studio Performance Management

Produces a performance-management approach for a game studio — goals aligned to projects, feedback and reviews, handling underperformance, and growth — suited to creative teams. Use it to run fair performance systems. For roles/levels use the Roles & Career Framework tool.

Growth & Diversification

Gaming Business Scaling Strategy

Produces a scaling strategy for a gaming company — from single-title to portfolio/franchise, team and process scaling, diversification of revenue and reducing single-hit risk. Use it to scale sustainably. For new-revenue options use the New Revenue Streams tool.

Game IP & Franchise Strategy

Produces a franchise-building strategy for a successful game IP — sequels/spin-offs, cross-media and licensing, brand and community, and long-term IP value. Use it to turn a hit into a lasting franchise. For licensing deals use the IP Licensing Agreement (G11).

Web3 / Blockchain Gaming Assessment

Produces a balanced assessment of adding web3/blockchain/NFT elements to a game — genuine use-cases vs hype, player and design fit, and the heavy India regulatory/tax and reputational risks. Use it to decide on web3 soberly. For the crypto-side rules see the crypto vertical.

Gaming International Expansion

Produces an international-expansion plan for a game — market prioritisation, localisation and culturalisation, distribution/publishing, monetization per market and regulatory entry. Use it to expand globally. For a single-market entry use the Gaming Market Entry Strategy (G1).

Third-Party Publishing Strategy

Produces a strategy for becoming a game publisher of third-party titles — deal sourcing and evaluation, deal terms, the services you provide, portfolio and risk. Use it to build a publishing arm. For reviewing a publishing deal as a developer use the Publishing Agreement Review (G11).

Gaming Merchandise & Brand Extension

Produces a merchandise and brand-extension plan for a game/esports brand — product selection, production/licensing, channels, pricing and community fit. Use it to add merch revenue and deepen fandom. For licensing IP out use the IP Licensing Agreement (G11).

Gaming Company Exit Strategy

Produces an exit-strategy guide for a gaming company — exit options (acquisition, acqui-hire, IP sale), what buyers value, preparing the company, and the process. Use it to plan toward an exit. For valuation use the Gaming Venture Valuation Guide (G10).

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.