

Finance (Games)

Eligible Costs, Investment Terms and
Recoupment Arrangements

Investment terms

QPE

The amount requested of Screen Queensland must at least achieve a Queensland Production Expenditure (QPE) ratio of at least 3:1. This means for every dollar Screen Queensland invests, at least three must be returned to Queensland in the form of project expenditure as demonstrated through the budget for the project.

Screen Queensland will require a Statutory Declaration from the Developer upon completion of the Project confirming that this QPE milestone has been met and if not, Screen Queensland may withhold its final instalment.

Arms-length market investment

Applicants are encouraged to secure arms-length market/commercial investment but cash and in-kind support from the applicant will be accepted. Screen Queensland will not fund 100% of any project.

Eligible costs

- Staffing costs and other costs associated with the game's development and release
- Licensing costs and legal fees, including assistance with distribution, licensing and publishing agreements and intellectual property protection
- Costs associated with marketing the project, including help with strategy, public relations, press kits, pricing strategy, app-store search engine optimisation, user acquisition, in-app purchase optimisation and localisation
- The engagement of a highly experienced mentor to support key project personnel with creative, technical or business elements of the project.

In exceptional circumstances, Screen Queensland may consider requests for support to port already released projects to new platforms and to develop new downloadable content (DLC) **however priority will be given to games launching their first release**. Released projects requesting marketing and localisation costs must demonstrate new and significant market opportunities to be considered.

Recoupment arrangements

Screen Queensland will share in the Developer's net receipts as follows:

Until Developer has recouped 100% of Developer's investment (to include reasonable in-kind contribution), Developer will retain all net receipts and Screen Queensland will not recoup any net receipts.

Once the Developer has recouped 100% of its investment, all net receipts will be payable to Screen Queensland until it has recouped an amount equal to twice its investment.

Thereafter, net receipts shall be payable 80% to the Developer and 20% to Screen Queensland until the game is sunset.

Screen Queensland requires a 1% share of the copyright in the project to protect its investment for the duration of the project's copyright.