

License terms for electronic games

Valid from July 1st 2023

I. Music in electronic games for downloading or streaming

The licence fees are primarily aimed at online platforms offering games for downloading or streaming.

The subsidiary licence fees only apply where the producer or publisher of a game distributes the game directly (through its own website, for example).

- Whether a game is offered for downloading or streaming (as a browser game, for example), the licence fee is calculated as a percentage of the total sales subject to the stated minimum remuneration.
- “Revenues” means all revenues excl. VAT generated by sales, in-app sales, advertising, subscriptions, bartering, sponsorships, etc.
- “Games with a focus on music” means a music quiz, dance game, or any other game where music plays an essential part. “Advertising games” means games produced by a company for the purpose of promoting its sales or image.

A. Online platforms (national *)

	Licence fee	Minimum remuneration
Downloads/ Streams	2% of total revenue	CHF 500 per tranche of 100,000 downloads or streams
Subscriptions	2% of total revenue	CHF 0.15 per subscription per month

* International platforms such as Steam, Uplay, PlayStation Store, etc. are licensed through our subsidiary SUISA Digital Licensing AG: info@suisadigital.li.

B. Subsidiary licence fees for producers and publishers

	Licence fee	Minimum remuneration
General	2% of total revenue	A. Music only in game menu and intro/outro sequences CHF 400 per tranche of 100,000 downloads or streams /..

	Licence fee	Minimum remuneration
General	2% of total revenue	<p>B. Games with in-game music (background music during the game) CHF 500 per tranche of 100,000 downloads or streams</p> <p>C. Games with a focus on music CHF 600 per tranche of 100,000 downloads or streams</p>
Advertising games	2% of total revenue	<p>A. Music only in game menu and intro/outro sequences CHF 800 per tranche of 100,000 downloads or streams</p> <p>B. Games with in-game music (background music during the game) CHF 1,000 per tranche of 100,000 downloads or streams</p> <p>C. Games with a focus on music CHF 1,200 per tranche of 100,000 downloads or streams</p>

II. Music in electronic games on physical media (DVDs etc.)

The remuneration for reproduction rights is calculated according to Tariff VI, which you may consult under the following [link](#) (films on audiovisual carriers)

Licence fee	Minimum remuneration
<ul style="list-style-type: none"> • 4.4% of the actual invoiced price (AIP) • 3.3% of the retail price <p><i>The applicable percentage rate is reduced proportionally in the following ratio: storage space of the protected music : total storage space of the medium</i></p> <p><i>(Example: 500 MB protected music : 2,000 MB storage space = 75% reduction in remuneration)</i></p>	<ul style="list-style-type: none"> • CHF 0.29 per game containing music irrespective of duration and storage capacity • CHF 0.022 per minute of music and per audiovisual recording, up to a maximum of 29 centimes per audiovisual recording, provided the customer gives SUISA precise information on the music in the game <p>Minimum remuneration per invoice: CHF 50</p>

VAT

All prices are expressed without VAT

Special case: commissioned music from SUISA members

SUISA members who are commissioned to compose music for a game may negotiate the remuneration directly with the producer of the game provided they have signed the “Games” Addendum to the Rights Administration Agreement concluded with SUISA. In that case, SUISA need not be involved.

Supplemental fees for Production Music

If Production Music managed by SUISA is used, the following supplemental fees apply:

- for the synchronisation right: 50%
- for neighbouring rights:
 - for games distributed only in Switzerland and Liechtenstein, 50% of the total remuneration payable for the reproduction rights under Tarif VI (see above) and the synchronisation rights;
 - for games distributed internationally, 100% of the total remuneration payable for the reproduction rights under Tarif VI (see above) and the synchronisation rights.

Other rights

SUISA only holds the authors’ rights relating to music. Any other rights such as neighbouring rights and synchronisation rights must be settled with the relevant right holders.

Production Music is the only exception:

If Production Music is used, SUISA may grant you the licence for the neighbouring rights and synchronisation rights in addition to the authors’ rights. For the list of available catalogues, see here: www.suisa.ch/en/Kunden/Production-Music