*\*\*\*Note\*\*\* These are guidelines and are still negotiable and can be even cheaper depending on time consumption ... Do ask --- I am on your side too!!!*

**What are My Rates for Indie Game, Film, or Commercial Music?** ***Professional Version*** Colin Sandquist

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**Appendix A: Rates: For Professional (Budgets Over 100,000$ - More than 100 People)**

**Rates:**

**\*500 - 1000$ Per Minute of Music** (I will assess this depending on scale / Size of the project)   
**OR** My **minimum hourly rate is $70 per man hour** spent creating the music. **Advancement: Half**

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For that you will be getting an:

1. **Exclusive soundtrack / Film Sound** tailored specifically to your game.   
2. This includes **all Tweaks / Amendments** **(Unlimited)** which will be discussed so you have a real hand in how the music ends up sounding.  
3. **No one will have this music ... No one! I sign off on re-publishing material in written or email notice.   
This does not include Royalties.** This will be negotiated in written or email notice.4. **I will attach the source material if you know a producer that can re-tweak it if necessary.**5. **I match your deadline ---** keep in mind that customized music takes time for high quality. My suggestion is to reach out to me in advance. **I do not create additional charges for rushed work.** Set rates are simply set!  
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**Licensing of Old Music Professional:**

You will receive a non-exclusive license to use my existing music in your game with no further royalties owed.

Major Console / PC Release ($40-60 MSRP): Contact me

Mid-level Console, Digital PC, Handheld ($20-40 MSRP): Contact Me

Low-Profile, Mobile, Tablet ($5-20 MSRP): Contact Me

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**\*\*\* Note: If I still don't deliver in Quality - I will return 50% of Funds Allotted total  
\*\*\* You keep the license and all amenities on remaining work. The composer Colin Sandquist has the right to not finish allotted time requirement of work.   
This does not Include the Advancement Fee. Any Questions? Email: colin.sandquist@utoronto.ca -----------------------------------------------------------------------------------------------------------------------------------------**

**I am open to signing these terms in a contract and meeting Face to Face if you are in the Ontario area.**

**For Payment: I take direct payment on:**

Paypal - see website at: www.colinsandquist.com Or  
Cheque / Cash to Address: 75 Anderson Crescent, Stratford, ON N5A 0E2 Best ---Colin Sandquist

Full Name (Print) Date

I hereby acknowledge and agree to statements as stated above.

**What are My Rates for Indie Game, Film, or Commercial Music?** ***Pro Version A - AAA*** Colin Sandquist

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**Appendix B: Rates: For Indie (Budget Under 100, 000$ - Less than 100 People)**

**$100 - 400 Per minute** (I will assess depending on scale / Size of project)

--------------------------------------------------------------------------------------------------------------------------------**\*\*\*Advancement = Half of allotted Final Total Funds by Minute  
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**For this you will be getting an:**

1. **Exclusive soundtrack / Film Sound** tailored specifically to your game.   
2. This includes **all Tweaks / Amendments** **(Unlimited)** which will be discussed so you have a real hand in how the music ends up sounding.  
3. **No one will have this music ... No one! I sign off on re-publishing material in written or email notice.**4. **I will attach the source material if you know a producer that can re-tweak it if necessary.**5. **I match your deadline ---** keep in mind that customized music takes time for high quality. My suggestion is to reach out to me in advance. I do not create additional charges for rushed work.   
 Set rates are simply set!

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**This does not include Royalties.** This will be negotiated in written or email notice.   
 My offer is: **13% in physical game / Film or Commercial Sales.**  
-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------PLEASE - Inquire About Pre - done stock tracks I've created. I'm happy to provide selection.   
***Send a YouTube link of what you are interested in!!! This is IMPORTANT for a style basis!***

***For Payment: I take direct payment on:***

**Paypal - Address:** *colin.sandquist@utoronto.ca* See website at: www.colinsandquist.com Or  
**Cheque** / Cash to Address: 75 Anderson Crescent, Stratford, ON N5A 0E2 Best ---Colin Sandquist

**\*\*\* Note: If I still don't deliver in Quality - I will return 50% of Funds Allotted total  
\*\*\* You keep the license and all amenities on remaining work. The composer Colin Sandquist has the right to not finish allotted time requirement of work.   
This does not Include the Advancement Fee. Any Questions? Email: colin.sandquist@utoronto.ca**------------------------------------------------------------------------------------------------------------------------------------------

Full Name (Print) Date

I hereby acknowledge and agree to statements as stated above.

**What are My Rates for Indie Game, Film, or Commercial Music?** ***Basic Team*** Colin Sandquist

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**Appendix C: Rates: For Team (Budgets Under 5,000$ - Less than 50 People)**

**Rates:**

**\*50 - 100$ Per Minute of Music** (I will assess this depending on scale / Size of the project)   
**OR** My **minimum hourly rate is $40 per man hour** spent creating the music. **Advancement: Half**

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For that you will be getting an:

1. **Exclusive soundtrack / Film Sound** tailored specifically to your game.   
2. This includes **all Tweaks / Amendments** **(Unlimited)** which will be discussed so you have a real hand in how the music ends up sounding.  
3. **No one will have this music ... No one! I sign off on re-publishing material in written or email notice.   
This does not include Royalties.** This will be negotiated in written or email notice.4. **I will attach the source material if you know a producer that can re-tweak it if necessary.**5. **I match your deadline ---** keep in mind that customized music takes time for high quality. My suggestion is to reach out to me in advance. **I do not create additional charges for rushed work.** Set rates are simply set!  
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**Licensing of Old Music Basic Team:**

You will receive a non-exclusive license to use my existing music in your game with no further royalties owed.

Major Console / PC Release: 30$

Mid-level Console, Digital PC, Handheld ($20-40 MSRP): 30$

Low-Profile, Mobile, Tablet ($5-20 MSRP): 30$

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**\*\*\* Note: If I still don't deliver in Quality - I will return 50% of Funds Allotted total  
\*\*\* You keep the license and all amenities on remaining work. The composer Colin Sandquist has the right to not finish allotted time requirement of work.   
This does not Include the Advancement Fee. Any Questions? Email: colin.sandquist@utoronto.ca  
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**I am open to signing these terms in a contract and meeting Face to Face if you are in the Ontario area.**

**For Payment: I take direct payment on:**

Paypal - see website at: www.colinsandquist.com Or  
Cheque / Cash to Address: 75 Anderson Crescent, Stratford, ON N5A 0E2 Best ---Colin Sandquist

Full Name (Print) Date

I hereby acknowledge and agree to statements as stated above.

**What are My Rates for Indie Game, Film, or Commercial Music?** ***Solo Team*** Colin Sandquist

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**Appendix D: Rates: For Team (Budgets Under 1,000$ - Less than 10 People)**

**Rates:**

**\*20$ Per Minute of Music, 30 Per Track** (I will assess this depending on scale / Size of the project)   
**OR** My **minimum hourly rate is $30 per man hour** spent creating the music. **Advancement: Full**

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For that you will be getting an:

1. **Exclusive soundtrack / Film Sound** tailored specifically to your game.   
2. This includes **all Tweaks / Amendments** **(Unlimited)** which will be discussed so you have a real hand in how the music ends up sounding.  
3. **No one will have this music ... No one! I sign off on re-publishing material in written or email notice.   
This does not include Royalties.** This will be negotiated in written or email notice.4. **I will attach the source material if you know a producer that can re-tweak it if necessary.**5. **I match your deadline ---** keep in mind that customized music takes time for high quality. My suggestion is to reach out to me in advance. **I do not create additional charges for rushed work.** Set rates are simply set!  
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**Licensing of Old Music Basic Team:**

You will receive a non-exclusive license to use my existing music in your game with no further royalties owed.

Major Console / PC Release: 20$

Mid-level Console, Digital PC, Handheld: 20$

Low-Profile, Mobile, Tablet: 20$

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**I am open to signing these terms in a contract and meeting Face to Face if you are in the Ontario area.**

**For Payment: I take direct payment on:**

Paypal - see website at: www.colinsandquist.com Or  
Cheque / Cash to Address: 75 Anderson Crescent, Stratford, ON N5A 0E2 Best ---Colin Sandquist

Full Name (Print) Date

I hereby acknowledge and agree to statements as stated above.

**No Rate Contract For Game, Film, or Commercial Music?** ***Professional / Indie Version*** Colin Sandquist  
**Appendix E:**

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In the event that both Indie or Professional Party cannot pay the sum amount before or in part during production, Colin Sandquists guidelines are stated below for Pro Bono Work.

**Appendix E**

1. Copyright and Usage Film / Video Game

The Composer *Colin Sandquist* is the only person that retains the right to Reproduce and Reuse / Sell music retained From said project. The composer agrees that the music will remain unique only to said project and not be used in other projects for common courtesy. The composer *Colin Sandquist* will retain 100% of the music copyright.

2. Royalties and Film / Video Game Percentage

The Composer *Colin Sandquist* shall be granted **20%** of the said projects physical sales, digital sales or any type of sale related to the film forevermore. An update of the said projects **sales by month** shall be either emailed or sent to the Composer Colin Sandquist Address with sale percentage enclosed.

3. Guarantee of Composition

The music of Composer *Colin Sandquist* is **guaranteed to have a place within said project.** The music retained of *Colin Sandquist* **must be a minimum 60% should the party decide that *Colin Sandquist* not be the sole composer.** The name *Colin Sandquist* and any personal portfolio's (such as websites) be given to party must be identified on said project's work.

4. Time Management and Music

The negotiation of amount of music between Composer and Party will **consist on a per month basis**: **This will be discussed before composing begins.** The party and composer will agree to a reasonable amount of music and time commitment before said work on project. Should Composer not meet the guideline of music amounted in requirement, this contract is void.

Should composer *Colin Sandquist* back out of said project, this contract is void.   
Should said party break contract, legal action will be pursued.

Full Name (Print) Date

I hereby acknowledge and agree to statements as stated above.