

# Retro Shooter Developer Revenue Agreement

## 1. Revenue Share

- Retro Shooter (RS Gaming LLC) takes a 15% revenue share from all game sales on the platform.
- Developers retain 85% of revenue from their game sales.

## 2. No Listing Fees

- There are no upfront costs or listing fees to publish your game on the Retro Shooter platform.

## 3. Game Ownership & IP Rights

- Developers/Publishers retain full ownership of their game and all intellectual property (IP).
- Retro Shooter does not claim any rights to the games published on its platform.

## 4. Demos & Full Game Purchases

- Developers can upload free demo versions of their games to the Retro Shooter console.
  - All games are tested and approved before being pushed to client consoles.
- Users can purchase the full game directly from the marketplace after trying the demo.
- Once a game is purchased by a user, it cannot be removed from their library.
- Developers may remove their game from future sales and withdraw it from the platform with 30 days' notice.
- All refunds will be deducted from the developer/publisher payout.

## 5. Payment Terms

- Payouts are made every 30 days.
- A minimum payout of \$100 is required before funds are transferred.
- Payments are processed via bank transfer or other agreed-upon methods.

## 6. Break-Even Model for Hardware

- Developers will receive 100% of game revenue (minus payment processing fees) until the cost of the Retro Shooter console and lightgun hardware is fully recouped.
  - This is for hardware only, not including shipping fees.
- Once the hardware cost is covered, the standard 85/15 revenue split applies.
- This ensures developers can recover their initial investment before sharing revenue with the platform.

## 7. Developer Support & Tools

- Access to the Retro Shooter SDK for game integration.
- Full support for console-specific features, including lightgun mechanics.
- Dedicated developer portal for managing sales and analytics.

## 8. Game Approval

- All games must follow our content guidelines
- All Demos must be approved by Platform Owner prior to being uploaded or distributed on the Platform.
- Developer agrees to conduct full functional testing of the game on actual Platform hardware to ensure compatibility and performance prior to submission.
- All games must be fully tested by Retro Shooter testers before the game can be released on our platform.

## 9. Content Guidelines

- The Developer agrees that the Game and Demo will not contain or promote:
  - Hate speech, racism, or discriminatory content;
  - Sexually explicit or pornographic material that violates applicable platform rules;
  - Malicious code, scams, or deceptive monetization practices;
  - Copyright-infringing content or unauthorized use of third-party IP.
- Platform Owner reserves the right to reject or remove any Game or Demo that violates these guidelines.

By publishing on the Retro Shooter platform, developers gain access to a dedicated retro gaming audience while maintaining full control over their games and earnings.

**This contract is subject to change**