



RETAIL

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Aggregation of cues is permitted. Retail games now also licensed per 30 second unit (or part thereof).

Retail productions are non-broadcast audio-only or audio-visual productions, including DVDs or videos for sale or rental to the general public and covermount products.

Rates for music use within gaming machines, such as arcade games and fruit machines, are available upon request.

	Europe (or any other continent)	World	
Audio-Visual Production * (Up to 1,000 copies)	£35	£80	Per 30 second unit Aggregation permitted ■
Audio-Visual Production * (1,001-10,000 copies)	£55	£120	
Audio-Visual Production * (Over 10,000 copies)	£75	£150	
Audio-Only Production * (Up to 1,000 copies)	-	£20	
Audio-Only Production * (1,001-10,000 copies)	-	£45	
Audio-Only Production * (Over 10,000 copies)	-	£65	
All Sites Online - Download	-	£100	
All Sites Online - Streamed Programming	-	£40	
New Retail online/mobile apps	-	£100	
Retail Games (including console & PC platforms) - Up to 250,000 copies	-	£80	
Retail Games (including console & PC platforms) - Over 250,000 copies	-	£160	

Looped/Interactive usage

Looped and Interactive use of music charged at £70 per 30 seconds for unlimited looping of a single music cue in a production.

NB. Retail Games rates incorporate the right to loop the music.

- Aggregation of cues refers to adding together all music cues to produce a cumulative total.

* Purchase an add-on Online Licence with your Audio-Visual or Audio-Only Production Licence to receive 25% reduction in fees (Looped/Interactive usage)



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