

# Revenue Distribution Plan for Speedverse Game Sales

#### Overview:

This document outlines the revenue distribution plan for "Speedverse," a racing game developed by PGD, following its sales performance. The plan considers initial sales figures, team contributions, and the allocation of revenues for company growth and individual compensations.

Revenue Allocation: Assuming that Each Copy of the Game Retail's at \$29.95 USD

- Total Revenue from 200,000 Sales: \$5,990,000
- Company Reserve for Development and Expenses: \$58,000

#### Distribution Plan:

- The two younger team members, due to their contributions and as part of an incentivization strategy for ongoing involvement, will each receive 5% of the recurring sales over the duration of the game license, up to the first renewal (typically 10 years).
- The remaining revenue, after deducting the company reserve and the allocations for the younger team members, will be evenly split between the other two members (Owner and Co-owner), ensuring that the foundational pillars of the project are adequately compensated for their efforts and contributions.

### Revenue Allocation for 1,000,000 Sales:

- Total Revenue from 1,000,000 Sales: \$29,950,000
- Company Reserve for Development and Expenses: \$1,580,000

## Distribution Plan:

- Each of the two younger team members will receive 5% of the total revenue, amounting to \$1.497.500.0 each
- After allocating the percentages for the younger team members and setting aside the company reserve, the remaining revenue will be split evenly between the other two members (Owner and Co-owner). This equates to approximately \$13,448,500.0 each.

### **Future Considerations:**

This distribution model is designed to support both immediate and long-term objectives, including:

- Immediate financial compensation for team contributions.
- Investment in the company's growth and development.
- Incentivization for all team members through equitable revenue sharing.
- Provision for adjusting the distribution model to accommodate future team expansions and contributions.