

VICTORIAN SCREEN REBATE

DIGITAL GAMES

The Sims™ FreePlay, Electronic Arts



Press play on your project in Melbourne, Australia, and experience the excitement of working with outstanding talent and businesses in a games development epicentre.

The city is home to more than half of Australia's games studios and a globally recognised games community who have worked on internationally successful titles including *The Sims™ FreePlay*, *Call of Duty: Modern Warfare III*, *Moving Out 2* and *Age of Empires 2: Definitive Edition*.

Melbourne-made global sensation *Untitled Goose Game* by developers House House won a suite of major international awards including the 2020 DICE Game of the Year, while Massive Monster's *Cult of the Lamb* reached Steam's coveted number 1 spot and sold over a million copies worldwide in its first week.

It's time to make it in Melbourne, Victoria.

The Victorian Screen Rebate (VSR) program is an economic development initiative that offers grants to support screen work on projects to be undertaken in Victoria.

Is my project eligible?

To qualify, spend a minimum of AU\$500,000 on games development in Victoria. Your project must be a digital game that is fully financed and has genuine marketplace interest for commercial release or distribution.

How much can I apply for?

Work with Victorian games studios, and you can apply for a grant of up to 10% of your project's Qualifying Victorian Expenditure (QVE) that is paid upon project completion. Applicants that are majority Victorian-owned companies may be eligible for a grant up to 15% of the Qualifying Victorian Expenditure. VSR grants can only fund portions of the work not already funded by VPF

VSR can be combined with any of the Federal Offsets.

To discuss your next project, contact your team in Victoria.



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