



Licensing Model

Quantum Gaming GmbH
Tuebingen, Germany, 23.02.2024

License	Non-Commercial	Micro	Basic	Premium	Custom
Development Budget	any	< \$250k	\$250k – \$1.5M	> \$1.5M	any
License Fee per Product	free	\$1,250	\$4,250	\$15,000	negotiable
Includes					
Distribution rights	Lifetime	Lifetime	Lifetime	Lifetime	Lifetime
AI features	All	All	All	All	Individual
Platforms	All	All	All	All	Individual
Attribution Required ¹⁾	Yes	Yes	Yes	Yes	Yes
Support: Community (Forum)	Yes	Yes	Yes	Yes	Yes
Support: Mail	No	No	1 year	2 years	Individual
Support: Video	No	No	No	1 year	Individual
Support: On-site	No	No	No	No	Individual
Options					
Logo Waiver	No	\$5,000	\$7,500	\$10,000	\$15,000
Extended Mail Support (1 year)	\$4,000k	\$4,000k	\$4,000k	\$4,000k	\$4,000k
Extended Video Support (1 year)	\$6,500k	\$6,500k	\$6,500k	\$6,500k	\$6,500k

Who/what is this license for?

- Educational institutes
- Research facilities
- Private persons
- Indie studios
- Individual developers
- Small games companies
- Bigger games companies
- Research and development cooperations
- Non-gaming products
- Location based entertainment systems
- Simulators
- Embedded systems
- Installations
- Gaming systems (Casino)
- Platforms that deliver multiple games or permit users to exploit for commercial gain
- Other custom products

Notes: ...

1) Attribution Format

- Software Startup: The brAIIn engine logo is required to be displayed on-screen during application startup, before any user interaction. The logo can exist with other logos, must be with a reasonable/readable size and duration.
- Software Credits: All programs that include brAIIn engine must include a credit line available to users. For example: Powered by brAIIn engine by Quantum Gaming GmbH
- Publications: Researchers are required to mention the use of brAIIn engine in related publications.
- Hardware: All hardware that is using brAIIn engine is required to be shipped with a printed logo visible to the user.