



Genome Studios Pricing Catalogue 2026

This document serves as a gauge for general scale of costs and available services. All pricing and service costs are negotiable. Not a legal document, no prices or processes are binding.

Production Services

Scope of Gameplay Technology and supporting technical systems. Creative and Technical direction and planning.

Genome Studios holds an uncompromising standard of excellence and if we do not feel we've satisfied that quality, we will do what is necessary to reach that standard, free of charge.

Contract pricing is Per person, per week. Part-time is 2 days per week, full-time is 4 days per week. Min Term is the smallest timeframe available for contracting at that price-point. Naming is to indicate context of work scope, not actual services.

| | Min Term Dur. | 2 Day/wk | 4 Day/wk |
|---------------------------|---------------|--------------|---------------|
| On Demand | 1 Wk. | \$700.00 USD | \$1400.00 USD |
| Feature Production | 1 Mo. | \$600.00 USD | \$1200.00 USD |
| Full Production | 3 Mo. | \$500.00 USD | \$1000.00 USD |

Dedicated GS_Play Development & Maintenance

Discounted short term work for on-call prioritized development of GS_Play Framework specific features to match client production goals. Final work is delivered through GS_Play updates, made available to all GS_Play owners.

| | Min Term Dur. | 2 Day/wk | 4 Day/wk |
|-------------------------------------|---------------|--------------|--------------|
| Immediate Maintenance | 1 Wk. | \$350.00 USD | \$800.00 USD |
| Immediate Feature Production | 1 Wk. | \$350.00 USD | \$800.00 USD |





Infrastructure

Engine Build & Deployment Pipeline

Genome Studios has a pre-developed O3DE Engine Build & Deploy Pipeline. Properly handles triggering builds on a GitLab server, processing for Windows and Linux distributions, breaking down for delta patching, and deploys to fileserver. User-side detects new engine versions, patches or full downloads to properly sync to engine version, automatically registers engine instance registration.

Subscription – Access, Maintenance & Hosting \$25.00 USD /mo

One Time Tech Buyout – No Service Provided \$250.00 USD

Small Scale Productivity Software Hosting

Genome Studios has a suite of Productivity Services, all with no user limits, configured to your needs. Including public facing projects. Pricing is for all services combined.

Lean Time – Task and Productivity Tracker

Docmost – Project Documentation

Pen Pot – Design and Graph Software

Mesh Central – Remote Computer Control Network

\$50.00 USD /mo

Small Scale File and Repository Hosting

Genome Studios has a suite of Hosting Services, all with no user limits, configured to your needs. Including public facing files and repositories. Pricing is for all services combined.

Next Cloud – 0.5 TB Cloud File Server

GitLab – 250 GB Git Repositories Including CL/CI

\$50.00 USD /mo





Genome Studios Inc.

GenomeStudios.ca



One Time Server Setup Fee

With the subscription to one or all of the monthly Genome Studios Infrastructure services, we will need a one time setup fee to properly prop up all the services to be fully operable to your business.

\$200 USD

Infrastructure Services Cancellation

With cancellation of any Infrastructure service, we will work with you to enable the safe relocation of all data, up to 3 months from cancellation.

GS_Play Gameplay Framework for O3DE “Complete” License

| | | | |
|--------------------|------------|------------------|------------------|
| Indie | 3 Releases | 3 Seats | \$2,250.00 USD |
| Studio | 3 Releases | 15 Seats | \$25,000.00 USD |
| Corporation | 4 Releases | 35 Seats | \$126,000.00 USD |
| Enterprise | 5 Releases | No Limit - Seats | \$277,000.00 USD |

License can be upgraded to greater tiers discounted by the value of the previously owned license. License preserves its release use count after upgrade.

New Licenses can be purchased with their own independent release count for full price.

Individual Module Pricing Chart below.

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GAIANHELMERS





GS_Play Individual Modules

| | Status | Indie | Studio | Corp | Enterprise |
|-----------------------|--------|---------|----------|-----------|------------|
| GS_Core | v1 | | | | |
| GS_AI | 0% | \$200 | \$2,200 | \$11,000 | \$24,200 |
| GS_Audio | 60% | \$150 | \$1,650 | \$8,250 | \$18,150 |
| GS_Cinematics | 60% | \$200 | \$2,200 | \$11,000 | \$24,200 |
| GS_Environment | 10% | \$100 | \$1,100 | \$5,500 | \$12,100 |
| GS_Interaction | 70% | \$120 | \$1,320 | \$6,600 | \$14,520 |
| GS_Item | 0% | \$300 | \$3,300 | \$16,500 | \$36,300 |
| GS_Juice | 15% | \$100 | \$1,100 | \$5,500 | \$12,100 |
| GS_Performer | 25% | \$100 | \$1,100 | \$5,500 | \$12,100 |
| GS_PhantomCam | v1 | \$150 | \$1,650 | \$8,250 | \$18,150 |
| GS_Platform | 0% | \$500 | \$5,500 | \$27,500 | \$60,500 |
| GS_RPStats | 0% | \$150 | \$1,650 | \$8,250 | \$18,150 |
| GS_UI | v1 | \$300 | \$3,300 | \$16,500 | \$36,300 |
| GS_Unit | v1 | \$350 | \$3,850 | \$19,250 | \$42,350 |
| GS_World | 0% | \$150 | \$1,650 | \$8,250 | \$18,150 |
| Total | | \$2,870 | \$31,570 | \$157,850 | \$347,270 |
| GS_Complete | | \$2,250 | \$25,000 | \$126,000 | \$277,000 |
| Savings | | %22 | %21 | %21 | %21 |

