HARBOTTLE & LEWIS INDIE GAMES COLLECTIVE FAQS

If you have any questions that are not answered here, please get in touch.

WHEN IS THE DEADLINE TO SUBMIT THE REGISTRATION FORM?

The deadline for applications is **23:45 GMT on Friday 22 January 2027.**

WHAT HAPPENS AFTER I SUBMIT THE REGISTRATION FORM?

Once the registration deadline has passed, a member of our team will contact you **by Friday 5 February 2027** to let you know whether your application has been successful. If selected, we will also provide you with further details about the programme, including an overview of its structure, topics and guest speakers for the educational sessions, as well as the schedule for in-person events.

WHAT WILL THE PROGRAMME INCLUDE?

The programme offers the following:

- **Online interactive training sessions**, covering a range of topics essential to indie studios.
- **Guaranteed attendance at our annual breakfast seminar** on Thursday 25 February 2027, held at our London offices, with the opportunity to network with other studios and publishers in the games industry.
- **Invitations to our industry events and mixers**, offering further opportunities to connect with industry professionals and fellow members of the Collective.
- **Access to a set of template agreements** covering some of the basics often needed by indie studios in the early stages.
- **A tailored one-to-one consultation** focussing on legal issues specific to your business.
- **Access to a free legal helpdesk for 12 months,** for ad hoc legal support from our games lawyers, between February 2027 to February 2028.

WHAT IS THE EXPECTED TIME COMMITMENT FOR THE PROGRAMME?

The core part of the programme will run for **six months**, starting in February 2027 and concluding in August 2027, and the legal helpdesk will be available for a full **12 months** (February 2027 to February 2028). The time commitment includes attending several online sessions and participating in in-person events where possible. Please see the details in the previous question for further information.

WHERE IS THE PROGRAMME BASED?

The programme includes both online and in-person events:

- The **interactive training sessions** will take place online, so you can participate from anywhere.
- The **in-person events** will be held at our offices, or another venue in Central London, or close to another industry event (such as Develop, in Brighton).

ARE THERE ANY RESTRICTIONS ON ELIGIBILITY?

You must be **18 years or older**, acting in a business capacity and not the subject of any sanctions.

There are no restrictions on geographical location. The training sessions and helpdesk services can be accessed online. However, please note that the in-person events will be held in the UK.

The programme will focus primarily on English and EU-level legal and business issues, as that is our area of expertise, but will also contain some material of general applicability to setting up and running an indie game studio in any country.

You are likely to get the most out of this programme if you are planning to operate your business in whole or in part from the UK, but non-UK games businesses are not precluded from applying.

ARE THERE ANY COSTS OR FEES?

Participation in the programme is **free of charge**.

If you decide to separately instruct us on a piece of work (for example, to incorporate a new company, draft a bespoke contract, or register a trade mark) there would be costs associated with that, which we would explain and agree with you in advance.

WILL I NEED TO COVER ANY EXPENSES TO PARTICIPATE IN THE PROGRAMME?

You will need to cover your own **travel, accommodation, and other expenses** associated with your participation, if any.

WHEN WILL I FIND OUT IF MY APPLICATION IS SUCCESSFUL?

We will inform all applicants of the outcome of their registration by **Friday 5 February 2027**.

WHAT ARE THE TERMS AND CONDITIONS?

Please refer to the Programme Terms here which you are required to accept as part of your application.