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The Definitive Guide To Taxes For Indie Game Developers



Synopsis

Indie developers and other people who work on games for a living face all kinds of interesting income tax and small business formation issues that more traditional businesses simply don't: not being geographically bound, relying on alternative funding, long periods of time with no income, and having multiple options for tax treatment of game development costs. There are many ways that indie developers can take control of their taxes and slash thousands of dollars off their tax bills and this pocket guide explains how, whether you work by yourself or with a tax professional. This guide also contains a full list of tax code, court case, and authoritative material citations so that tax professionals who are trying to get indie developers as clients can have a reference. The Definitive Guide to Taxes for Indie Developers is the first tax reference meant for game developers and by a game developer who happens to be a licensed tax professional (Enrolled Agent) and written in a manner that people who make and play games understand. Topics include:-How to pick a business entity-Working with foreign business partners and contractors-Tax impacts of how you get funding for your game-Common and uncommon deductions-R&D credit and other benefits for development costs-How you treat things like computers, consoles, and other dev tools And much more! Tax professionals have tried to understand the gaming industry but most don't understand the indie life. This book gets it!

Book Information

File Size: 2177 KB

Print Length: 246 pages

Simultaneous Device Usage: Unlimited

Publisher: Sonic Toad Media LLC (December 10, 2015)

Publication Date: December 10, 2015

Sold by: Â Â Digital Services LLC

Language: English

ASIN: B0197G82MK

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Enabled

Lending: Not Enabled

Screen Reader: Supported

Enhanced Typesetting: Enabled

Best Sellers Rank: #613,224 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #47

in Kindle Store > Kindle eBooks > Business & Money > Taxation > Small Business #114

in Books > Business & Money > Taxation > Small Business #296 in Books > Business & Money > Accounting > Bookkeeping

Customer Reviews

I found this book to be the perfect supplement for the gaps in my skillset as a recent co-owner of a small indie studio with a non-business background. Rachel uses a lot of gamer analogies that are right on my level in order to help me map a mental model of the system as well as the intentions behind its rules. I combine this book with the Quickbooks Self Employed service to help me track all of my business deductions with the appropriate splits between business and personal (such as business dining expenses and cell phone bills). I now file my Quarterly 1040-ES payments on time as a result of this process.

The Definitive Guide to Taxes for Indie Game Developers is an excellent and comprehensive introduction to taxes for the independent game developer. As an attorney who works with indie devs, I know firsthand that there are a ton of questions regarding how to deal with taxes when someone goes into the games business. Even on the small scale of indie development, there are plenty of issues that need sorting out. The info in Rachel's book is presented clearly and in a way that normal humans can read and understand. This allows the indie developer to have an intelligent discussion about these issues with their tax advisor, bookkeeper and attorney. I recommend this book highly!

A great resource for developers looking to enter the development world as a startup company and an essential first step to being successful. As someone who is currently starting a production company, I found each chapter vital for my short-term and long-term planning. The book does an excellent job of explaining various steps of the incorporation process, where to get the most bang for your buck, and how to take advantage of tax opportunities. Highly recommended as an accompaniment to any other people or resources you need to lean on to get your company, and your idea, off the ground!

Great book. A must read especially for those just starting and going alone. I'd still go to an attorney if my next game takes off, but this book allowed me to confidently do my taxes for my first (lowish)

revenue game.

This guide certainly helped me slay the tax dragon. She explains all the complicated tax jargon and rules with easy to understand language and definitely gave this one-man studio some useful things to know when hiring a team or expanding.

Incredibly informative yet easy to understand tax guide for anyone who's self employed.

Taxes are one of the least interesting parts of business, but Rachel does a great job of presenting the topic! (Seriously, I couldn't put it down!) Having started a business before I was shocked at how little I actually knew. As I'm easing into the games industry, this book answered a lot of questions about business entities, employees & contractors, deductions, and the difference between types of tax professionals and who I should go with. Some of the game analogies were a little obscure, but she does a great job explaining the concepts, and I would recommend this book 100% :)

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