

U.S. Screen Actors union approves video game contract

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Members of the Screen Actors' Guild overwhelmingly approved a new contract covering their work in video games, the union's Web site said on Friday.

The vote was approved by a margin of 81.2 to 18.8 percent late on Thursday, and sent a strong message to SAG's national executive committee, which in June narrowly voted to nullify a previous SAG member vote approving the agreement.

The contract with video game companies, including industry giant Electronic Arts Inc. (ERTS.O: Quote, Profile, Research), was jointly negotiated by SAG and the American Federation of Television and Radio Artists.

The agreement won higher wages and better benefits for union members, but failed to secure residual payments for a union actor whose voice or likeness appears in a video game.

AFTRA members approved the contract in June and have been working under the contract.

"By voting for this contract, SAG members have achieved major gains despite the fact that we were not able win in the area of residuals," Screen Actors Guild chief negotiator Sallie Weaver said in a statement.

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