

Business Transactions

Recognized leaders in complex business transactions.

The attorneys in our Business Transactions and Video Games practice group work closely with clients of all sizes to address the legal needs of organizing, operating, sustaining and growing their businesses. We provide a broad range of legal support for important commercial and financial transactions, with an emphasis on the following:

- Acting as outside general counsel to emerging and closely held companies and advising on day-to-day legal matters and risk management;
- Forming and Organizing new business ventures;
- Buying, selling and merging businesses;
- Financing businesses with equity, including angel, seed and venture-backed equity financings;
- Financing businesses with loans, including secured, unsecured, bridge and hybrid loan financings;
- Representing creditors, debtors and investors in workouts and amendments involving debts, investments and other contractual obligations;
- Restructuring and recapitalizing businesses, loans and projects; and
- Negotiating and preparing commercial agreements, including joint venture agreements and agreements for production, supply, licensing and distribution.

McNaul continues to have an active video game practice and represents creators of some of the most popular video games in the world and startup studios founded by established industry veterans. We represent clients in both traditional game development and publishing deals and venture capital equity financing. We also help our video game clients review and negotiate platform distribution agreements, intellectual property licensing agreements, and merchandising agreements.

With a pragmatic approach and commercial awareness, we look at situations holistically and work closely with our clients to manage all aspects of a transaction, not just legal tactics. Deeply committed to client service and quality, we look to create and maintain long-standing relationships with our clients and other participants in commercial transactions.