

Xenon Concept Submission

Title: **YourTitleHere**
Publisher: **YourCompanyHere**

Submit Date: mth. date year
Developer: **YourDeveloperHere**

The "Hook": *This is the quick pitch for your title. In just a few sentences, describe what kind of title this game is and why gamers will care about it. This is the place to really "hype" the overall strengths of your title.*

"Street" Date(s) by Territory: -- *Please provide an estimated "street" date for each territory.*

☐ Launch title? *Prospective titles for Xenon launch (first two weeks) will be re-reviewed and confirmed beginning August 2004. Titles not confirmed for Xenon launch may be shipped anytime after the 2 week launch window.*

If you plan to release in the first holiday window, please list your date as "Holiday."

☐ North America dd/mm/yyyy ☐ Europe/PAL dd/mm/yyyy
☐ Japan dd/mm/yyyy ☐ Asia (Excluding Japan) dd/mm/yyyy

Languages: ☐ English ☐ French ☐ German ☐ Italian ☐ Spanish ☐ Japanese
☐ Traditional Chinese ☐ Korean ☐ Other languages:

Additional Target Systems: --

☐ Xenon exclusive? (Period of exclusivity and territories of exclusivity): or...

Platform "Street" dates and territories

Supported Features: *Please indicate the features supported. It is not expected or required that all features be supported.*

Number of Players: *Please indicate the number of simultaneous player(s) on a single console your game supports.*

☐ 1 ☐ 1- 2 ☐ 1- 3 ☐ 1- 4

Network Capabilities:

All prospective Xenon launch titles (first two weeks) are required to support one or more of the following Live features:

- i. **Online Multiplayer**
- ii. **Downloadable Content**
- iii. **Stats and Game Clips**

Any changes to the network capabilities of titles from what is set forth below will subject your concept to re-review at Microsoft's discretion.

System Link: Y ☐ N ☐

No. of Players/console: _____ No. of Consoles: _____

Xenon Live: Y ☐ N ☐

No. of Players/console: _____ No. of Consoles: _____

Server Model:

Peer to Peer : Y ☐ N ☐

Dedicated PC Server(s) in a Data Center: Y ☐ N ☐

Voice: Y ☐ N ☐

In Game Created Shareable Content: Y ☐ N ☐

Statistics: Y ☐ N ☐

Downloadable Content: Y ☐ N ☐ How often: _____ Describe Content: _____

Do you plan to charge for any of your online features (premium content, monthly fees - please describe):

MMP (Massively Multiplayer) Y ☐ N ☐ MMP Updates How often: _____ Describe Updates: _____

Supported Peripherals: *Please indicate peripheral(s) supported by the game.*

Steering Wheel: Y ☐ N ☐ Other: _____

Audio/Video: *If applicable, indicate if your game supports these features. All Xenon titles must support 480P.*

Widescreen (16:9): Y ☐ N ☐

HDTV: 480p ☒ (required) 720p ☐ 1080i ☐

Dolby Digital: Y ☒ All titles must support 5.1

Command & Control: Y ☐ N ☐

Cross title compatibility with which titles? *Such as importing NCAA football rosters into your NFL title*

Please list :

Target Age Group(s): -- *Please double-click to check each age target that applies.*

☐ 0 to 5 ☐ 6 to 8 ☐ 9 to 13 ☐ 14 to 17 ☐ 18 to 24 ☐ 25 to 34 ☐ 35 to 44 ☐ 45+

Microsoft has not yet determined whether titles that are targeted to the 0 to 5, 6 to 8 and 9 to 13 year old age groups may support network capabilities for use with the Xbox Live Service. Once Microsoft has made such determination, Microsoft shall provide Publisher with notice thereof and the parties shall discuss and mutually agree upon the network capabilities of any applicable titles.

Anticipated Ratings: -- *Please double-click to check only one age rating for each market.*

NA (ESRB)	☐ Early Childhood	☐ Everyone	☐ Teen	☐ Mature
Europe (ISFE/PEGI)	☐ 3+ ☐ 7+	☐ 12+	☐ 16+	☐ 18+
Japan (CERO)	☐ All Ages	☐ 12+	☐ 15+	☐ 18+
Germany (USK)	☐ All ☐ 6+	☐ 12+	☐ 16+	☐ 18+
Australia (OFLC)	☐ General	☐ G8+	☐ M15+	☐ MA15+
Korea (KMBR)	☐ KMBR All			☐ KMBR 18+

Gameplay Detail

Unique Selling Points: *Please list the top 3-5 differentiating features that will compel gamers to purchase and play this title - if necessary for comprehension, give in-game examples.*

Gameplay Summary: *-- Please provide 60 seconds of a detailed moment-to-moment walk-through of the core game experience. and*

Game Mode Descriptions: *-- Please describe the various single and multiplayer (offline) play modes (Adventure, Practice, Tutorial, Mini-games, Versus, etc.) and approximate number of levels for each (where appropriate).*

Development Studio Experience: *-- Please list most recent title credits of the development staff that will work on this project by key staff member (optional), role, platform, and title.*

The Competition *-- Please list the top 3-5 competitive games beginning with the strongest one.*

<u>Platform</u>	<u>Title</u>
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Supplemental Materials: *- Please list any additional "must-see" materials provided with the submission.*

Contact Information

Publisher

Name:
Title:
Mailing Address:

Phone: () - (direct line please)
E-Mail:
Gamertag :
Fax: () -
Pager/Cell Phone (optional): () -

Alternate Contact:

Notes:

Developer

Name:
Title:
Mailing Address:

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E-Mail:
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Alternate Contact:

Xenon Expert: *Xenon staffXenonXenon*

Name:
Title:
Phone: () - (direct line please)
E-Mail:
Gamertag :

Notes: