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Microsoft's Supplemental Response to 2R Spec 20(d)-(e): Table: Microsoft's approach following acquisitions since 2018








Microsoft's approach following acquisitions since 2018

Franchises were already Xbox Exclusive pre-acquisition

									
Developer	Playground Games				Undead Labs		Compulsion	inXile*	
Existing IP?	✓	✓	✓	✓	✓	✓	✗	✓	✓
Multiplayer game?	✓	✓	✗	✓	✓	✓	✗	✓	✓
Cross-platform (console) play?	✗	✗	✗	✗	✗	✗	✗	✗	✗
Released on PlayStation?	✗	✗	✗	✗	✗	✗	✗	✗	✓
Release Date	09.28.2018	11.05.2021	TBC	05.18.2018	06.09.2019	TBC	TBC	02.25.2020	08.28.2020
Platforms Available	Xbox, PC	Xbox, PC	Xbox, PC	Xbox, PC	Xbox, PC	Xbox, PC	Xbox, PC	Xbox, PC	PlayStation, Xbox, PC, MacOS, Linux
Microsoft's statement on exclusivity	<p>"We've had this incredible relationship [with Microsoft], but we've always been a third party. That independence has meant there are certain things [Microsoft] can't share with us, or that we can't work on together. . . . Being on the inside of that, being able to participate as a first-party studio, will enable us to do more. . . . I genuinely believe our best is yet to come because of this."</p>			<p>"Our goal is to build a long-term relationship with the State of Decay community and to foster deeper experiences with the franchise. We believe State of Decay 2 accomplishes this goal by immersing fans in the ultimate zombie survival fantasy, and we want to give more players the opportunity to join in and experience this unique game."</p>			<p>"Microsoft Studios wants to bring new experiences to players. . . . It's our dream to make an Xbox game..."</p>	<p>"We are committed to expanding the Microsoft Studios franchises players already love, and investing in new, exclusive content for every type of gamer."</p>	

* Since acquisition, inXile also released *Frostpoint VR: Proving Grounds* on PC.

Microsoft's approach following acquisitions since 2018

		  Obsidian			 Ninja Theory*	Mara	 Double Fine	
Developer								
Existing IP?	✓	✗	✗	✗	✗	✓	✓	
Multiplayer game?	✗	✓	✗	✓	✓	TBC	✗	
Cross-platform (console play)?	✗	✗	✗	✗	✗	✗	✗	
Released on PlayStation?	✗	✗	✗	✗	✗	✗	✓	
Release Date	TBC	TBC	November 2022	September 2022	March 2020	TBC	TBC	08.25.2021
Platforms Available	Xbox, PC	Xbox, PC	Xbox, PC	Xbox, PC	Xbox, PC	Xbox, PC	Xbox, PC	PlayStation, Xbox, PC, MacOS, Linux
Microsoft's statement on exclusivity	<p>"Together, the two new studios [Obsidian and inXile] bolster Microsoft Studios... We're focused on implementing new Microsoft technologies, delivering content for new platforms and services like Xbox Game Pass, and creating exclusive games that turn players into loyal Xbox fans. We are committed to expanding the Microsoft Studios franchises players already love, and investing in new, exclusive content for every type of gamer."</p>				<p>"An amazing thing about Ninja Theory is that it is very clear that the studio orbits around ideas and creativity, and the characters, storytelling, and settings really come first for them. That just meshes really well with our desire to provide our players, especially those in Game Pass, with content that is new, <u>unique</u>, has variety, and sits outside of the stuff we are doing with our bigger franchises."</p>		<p>"That commitment to creating a unique, player-centric experience is what drew us to the studio [Double Fine], and I'm looking forward to seeing what we create together."</p>	

* Since acquisition, Ninja Theory has also released A Star Wars VR Series for the Oculus Quest and Oculus Rift.

Microsoft's approach following acquisitions since 2018

	"DEATHLOOP"	GHOSTWIRE	Fallout 76	The Elder Scrolls ONLINE ZeniMax	STARFIELD	REDFALL	The Elder Scrolls VI
Developer							
Existing IP?	✗	✗	✓	✓	✗	✗	✓
Multiplayer game?	✓	✗	✓	✓	✗	✓	✗
Cross-platform (console) play?	✗	✗	✗	✗	✗	✗	✗
Released on PlayStation?	✓	✓	✓	✓	✗	✗	✗
Release Date	09.14.2021	03.25.2022	10.23.2018*	04.04.2014*	H1 2023	H1 2023	TBC, but expected 2026 or later
Platforms Available	PlayStation, PC	PlayStation, PC	PlayStation, Xbox, PC	PlayStation, Xbox, PC, Stadia, MacOS	Xbox, PC	Xbox, PC	Xbox, PC
Microsoft's statement on exclusivity	<p>"So obviously I can't sit here and say that every Bethesda game is exclusive, ... There's contractual obligations that we're going to see through, as we always do in every one of these instances. We have games that exist on other platforms and we're gonna go support those games on the platforms they're on."</p>			<p>"ESO will continue to be supported exactly as it was, and we fully expect it to keep growing and thriving on each of the platforms that are currently supported."</p>	<p>"One of the things that has me most excited is seeing the roadmap with Bethesda's future games, some announced and many unannounced, to Xbox console and PC including Starfield, the highly anticipated, new space epic currently in development by Bethesda Game Studios."</p>	<p>"[I]n order to be on Xbox, I want us to be able to bring the full complete package of what we have. And that would be true when I think about Elder Scrolls 6."</p>	

* Initial release date, but have seen continual support and content added since release.