



Dolby Vision Game Requirements Notice for Gen 9 Games on Microsoft Xbox Series X|S

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Confidential information

Notices

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Summary

This documentation contains information about using a Dolby Vision logo on a Gen 9 game based on the Microsoft Xbox Series X|S platform solution.

Dolby Vision logo

- The Dolby Vision logo is available from the Dolby Games website at <https://games.dolby.com/>.

Branding guidelines

- *Dolby Vision Brand Guidelines* are available from the Dolby Games website at <https://games.dolby.com/>.

Background

Dolby has provided information in this documentation to ensure that the Dolby Vision brand experience associated with the Dolby Vision trademark is implemented by game developers only on the Microsoft Xbox Series X|S platform solution.

To maintain a brand experience that is consistent, the Dolby trademark and brand may only be used with a Gen 9 game on the Microsoft Series X|S platform solution as approved by Dolby.

The Dolby brand may not be used on any Dolby Vision game or gaming solution that is not approved by Dolby.

Effective date

The guidelines in this documentation are effective immediately.

For your game to use the Dolby Vision logo, you must complete the form provided and meet the requirements identified at the Dolby Games website at <https://games.dolby.com/>. The requirements are explained on the next page.

Dolby Vision game requirements

In the **Logos & guidelines** section of Dolby Games, provide Dolby with game project details and verification that your game meets Dolby requirements for Dolby Vision logo usage.

Table 1: Game requirements for logo usage

<p>The game uses the Microsoft Xbox Series X S platform solution to enable Dolby Vision.</p> <p>You must achieve Dolby Vision output by using the Xbox Series X S platform solution that Dolby Vision built into the system. If you are using the Dolby Vision Real-Time Rendering Software Integration Development Kit, then you should obtain the Dolby Vision logos for your game via the agreement included with that kit.</p>
<p>The game originates in high dynamic range (HDR).</p> <p>Your game must output an HDR10 format that is based on a PQ curve and not based on Rec.709 gamma.</p>
<p>The game contains scenes with a wider color gamut than Rec.709 and scenes with peak brightness higher than 250 nits.</p> <p>Your game should include content that has color gamut outside the Rec.709 space typically used in SDR games, and peak brightness (somewhere in the game) should be over 250 nits. You may not take your Rec.709 SDR game, map it into a HDR10 PQ-based container, and identify the game as a Dolby Vision game.</p>
<p>The game developer has tested and verified that the game enables Dolby Vision mode on a TV when connected via HDMI to an Xbox Series X S.</p> <p>You have tested and verified that end users can play the game in Dolby Vision mode on at least one TV enabled with Dolby Vision.</p>



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