



Square Enix Collective – The Vision and the Small Print

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Discover great new games and exciting new talent

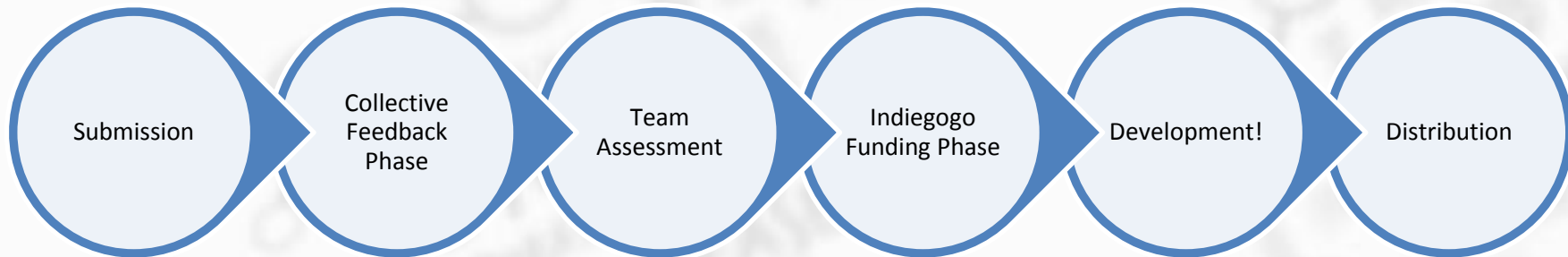
Help small teams get creative, innovative and fun
ideas to market, help them find funding

Creators post ideas, and gamers judge whether those
ideas should become reality or not

A platform created out of developer feedback – we
don't want to break something that's good



PROCESS





SMALL PRINT

Evolution over time

Developer choice



IT ISN'T...

A bid to takeover the crowdfunding scene

A plan to take your IP away

An attempt to dictate your development

A way to drain life from the indie scene

But we're also not going to guarantee final game quality -

That's up to you



BASIC RULES

PC platform



Digital only



**gog
com**

You need to lead development



Appropriate budget



Not already crowdfunded



T & C S

- For original IP, copyright and ideas must be your own
- Game content mustn't break any laws

So what are we tying you into?

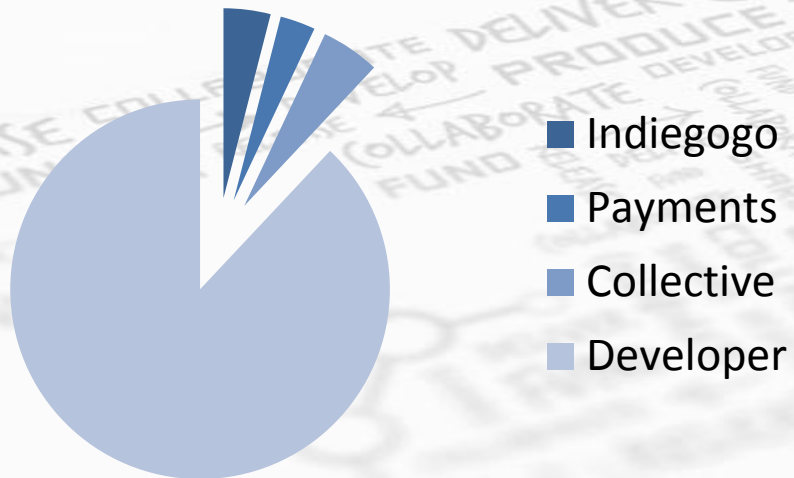
Original IP – nothing beyond the feedback phase

Square Enix IP – the Collective Indiegogo funding campaign, and we will then distribute the finished game

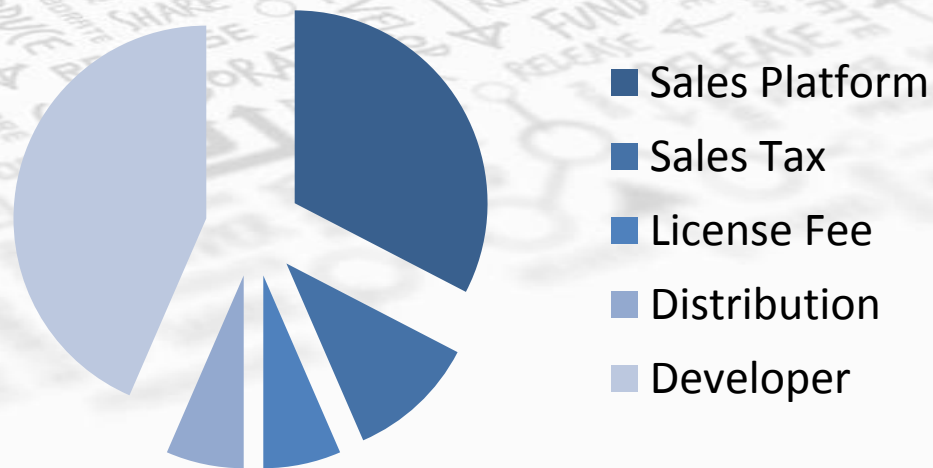


BUS. MODEL

Crowdfunds



Sales Revenue





LAUNCH

Pilot
Projects

- Early 2014
(Jan-Mar)

Submissions
Open

- Mar-Apr 2014

First Games
Released

- April 2015
onwards



IP





QUESTIONS?

THANK YOU FOR LISTENING!

Get in touch: collective@square-enix.com