
From: Noah Musler </O=EXCHANGELABS/OU=EXCHANGE ADMINISTRATIVE GROUP (FYDIBOHF23SPDLT)/CN=RECIPIENTS/CN=MICROSOFT.ONMICROSOFT.COM-55760-NOAH MUSLER>
To: Matt Booty
Sent: 3/26/2021 12:24:56 AM
Subject: Re: Bethesda titles on Nvidia GeForce Now

I wanted to make sure that you knew and were not blindsided. Clearly you are well in front of this.

When I told him that I didn't think it was likely I did defer to the higher pay grades. Sounds like it is being handled.

Fantastic. 😊

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From: Matt Booty <mbooty@microsoft.com>
Sent: Thursday, March 25, 2021 5:14:04 PM
To: Noah Musler <nmusler@microsoft.com>
Subject: RE: Bethesda titles on Nvidia GeForce Now

[REDACTED]

we are NOT putting our first party IP on competing streaming or subscription services. Point him at me or have him talk to Sarah about it if he needs a more firm "no effing way".

From: Noah Musler <nmusler@microsoft.com>
Sent: Thursday, March 25, 2021 4:14 PM
To: Matt Booty <mbooty@microsoft.com>
Subject: RE: Bethesda titles on Nvidia GeForce Now

James Gwertzman just told me about some European company called Boosteroid that has our first party games available to their subscribers. [Boosteroid - Dive into the world of cloud gaming.](#)

Their approach seems to be exactly the same as NVIDIA's (they offer customers access to virtual PCs so that customers can access their owned libraries via Steam/EGS/GoG etc).

The reason why James brought this up is because [REDACTED]

I told him that we JUST told NVIDIA that they couldn't do this exact thing because we do not want our library accessible via someone else's subscription.

From: Matt Booty <mbooty@microsoft.com>
Sent: Thursday, March 25, 2021 1:00 PM
To: Noah Musler <nmusler@microsoft.com>
Subject: RE: Bethesda titles on Nvidia GeForce Now

Just got OK from Phil and Jamie Leder.
Give Nvidia 60 days notice to take them down.

From: Noah Musler <nmusler@microsoft.com>

Sent: Thursday, March 25, 2021 12:57 PM
To: Matt Booty <mbooty@microsoft.com>
Subject: RE: Bethesda titles on Nvidia GeForce Now

Was there a response to this thread RE the two Bethesda titles?

FWIW, I briefly mentioned to Percy that NVIDIA was inquiring after Game Pass inclusion and he was interested. Curious to know if anyone bites on that.

From: Matt Booty <mbooty@microsoft.com>
Sent: Wednesday, March 24, 2021 3:40 PM
To: Noah Musler <nmusler@microsoft.com>
Subject: FW: Bethesda titles on Nvidia GeForce Now

From: Matt Booty
Sent: Wednesday, March 24, 2021 3:38 PM
To: Phil Spencer <philsp@microsoft.com>; Jamie Leder <jleder@zenimax.com>
Cc: Liz Hamren <liz.hamren@microsoft.com>; Kareem Choudhry <kareemc@microsoft.com>
Subject: RE: Bethesda titles on Nvidia GeForce Now

Sorry, somehow sent before I even typed anything. Also adding Liz and Kareem.

See note from Noah below.

We have pulled all XGS titles from GeForce now so as to not compete with xCloud. I would recommend that in the absence of any other plans, that we do the same for Bethesda titles.

Request: Let me know if you agree with my reco or what you'd like us to do.

Also see the notes about Nvidia wanting to partner with GamePass.

Thx

- Matt

From: Noah Musler <nmusler@microsoft.com>
Sent: Thursday, March 18, 2021 11:33 AM
To: Jill Braff <Jill.Braff@microsoft.com>; Matt Booty <mbooty@microsoft.com>
Cc: Heather Cooper (SHE/HER) <heatherj@microsoft.com>; Mary McGuane (SHE/HER) <marymcm@microsoft.com>
Subject: Bethesda & GeForce Now

Hey Jill, Matt

I had an update call with a couple folks from NVIDIA's GeForce Now team this morning.

We covered a lot of ground in regard to an update on their service and their desire to work with Microsoft/Xbox more closely, but one immediately pressing (for them) topic came up – which isn't in my purview.

Bethesda has two games on GeForce Now. Wolfenstein Young Blood and Quake 2 RTX (a mod demo that enables raytracing and other graphics features). Both titles have been on the service for a "long" time and were put on the service in partnership with the Bethesda teams responsible for the games (Machine Games and iD respectively). Neither game has a lot of usage on GeForce Now; they didn't provide numbers for Quake 2 RTX as usage is pretty sparse. [REDACTED]

[REDACTED]

[REDACTED]

Please advise as to how you'd like me to respond.

Rock on,

Noah

[REDACTED]