

In the Matter of:
Microsoft-Activision

June 16, 2021
***PETE HINES DIVES INTO STARFIELD AND REDFALL
PLAY FOR ALL 2021***

Condensed Transcript with Word Index



For The Record, Inc.
(301) 870-8025 - www.ftrinc.net - (800) 921-5555

PETE HINES DIVES INTO STARFIELD AND REDFALL PLAY FOR ALL 2021

Microsoft-Activision

6/16/2021

<p style="text-align: center;">OFFICIAL TRANSCRIPT PROCEEDING</p> <p style="text-align: center;">FEDERAL TRADE COMMISSION</p> <p>MATTER NO. 2210077</p> <p>TITLE MICROSOFT-ACTIVISION</p> <p>DATE RECORDED: JUNE 16, 2021 TRANSCRIBED: MARCH 18, 2023</p> <p>PAGES 1 THROUGH 30</p> <p style="text-align: center;">PETE HINES DIVES INTO STARFIELD AND REDFALL PLAY FOR ALL 2021</p>	<p style="text-align: right;">3</p> <p style="text-align: center;">FEDERAL TRADE COMMISSION</p> <p>1 2 3 In the Matter of:) 4 Microsoft-Activision) Matter No. 2210077 5) 6 -----) 7 June 16, 2021 8 9 10 11 The following transcript was produced from 12 a digital file provided to For The Record, Inc. on 13 March 10, 2023. 14 15 16 17 18 19 20 21 22 23 24 25</p>
--	---

<p style="text-align: right;">2</p> <p>1 FEDERAL TRADE COMMISSION 2 I N D E X 3 4 RECORDING: PAGE: 5 Pete Hines Dives into Starfield and Redfall 6 Play For All 2021 4 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25</p>	<p style="text-align: right;">4</p> <p style="text-align: center;">P R O C E E D I N G S</p> <p>1 2 - - - - - 3 PETE HINES DIVES INTO STARFIELD AND REDFALL 4 PLAY FOR ALL 2021 5 TAMOOR HUSSAIN: Welcome back to GameSpot's 6 coverage of E3 2021. As part of Play For All, it is 7 my great pleasure to be joined by Pete Hines, SVP of 8 global marketing and comms at Bethesda, AKA Uncle P, 9 AKA the keeper of secrets over at Bethesda. 10 How are you doing, Pete? 11 PETE HINES: I'm doing well, trying to keep 12 all the secrets I can. 13 TAMOOR HUSSAIN: I'm going to do my best to 14 pry at least one out. I've interviewed you before, 15 and I know how hard this is, but I'm going to take -- 16 I've been training for -- for a year now. I'm going 17 to see what I can do, so, Pete, Dis- -- 18 PETE HINES: I'm not rooting against you. 19 TAMOOR HUSSAIN: -- Dishonored 3, is it 20 happening or not? 21 PETE HINES: I don't know. 22 TAMOOR HUSSAIN: Damn, I failed at the first 23 attempt. Yeah, so, the Microsoft and Bethesda press 24 conference, a big, big kind of moment for you coming 25 together. What did it mean to have, you know, Todd</p>
--	---

1 (Pages 1 to 4)

PETE HINES DIVES INTO STARFIELD AND REDFALL PLAY FOR ALL 2021

Microsoft-Activision

6/16/2021

5

1 coming out front and center as soon as the show began?
 2 You know, that's the kind of position where
 3 you'd see Phil come out and say his piece, but, you
 4 know, it was -- it was -- it was your boy that was out
 5 there. What did that mean to you as a team, and what
 6 do you think it says about Bethesda's place within the
 7 Xbox family now?
 8 PETE HINES: There's a lot in there, so I --
 9 I thought the way in which we worked together on the
 10 show was great. We -- look, we always, at Bethesda,
 11 our big thing is letting the content decide what is
 12 the show going to be, right? If we've had an hour
 13 worth of stuff that we felt like we needed to show and
 14 talk about, we probably would have done our own show
 15 because you can see from the Xbox show there's nowhere
 16 for an hour of Bethesda stuff on top of all that. The
 17 show would have been two and a half hours long. It
 18 would have been a mess.
 19 Once we decided, hey, it works best for us
 20 to collaborate together in this way, we -- we went to
 21 them and said, hey, this is kind of how we'd like to
 22 do it; would you be open to this? And they said
 23 absolutely. They were really the ones that said, hey,
 24 we would love to start the show with -- with Todd and
 25 with Starfield. And we were, like, that's a brilliant

6

1 idea; you should.
 2 We pitched them on the idea of maybe
 3 Redfall closing the show. They really liked that idea
 4 as well. And, so, I think the way in which we were
 5 able to work together, both on what is best for sort
 6 of our games and spotlights and covering off on things
 7 that we wanted to -- to at least touch on or speak to
 8 and -- and have some weight within the show but then
 9 also still work with Xbox on how does the rest of this
 10 look, at least from a first-party standpoint.
 11 I don't get to see third-party stuff for
 12 obvious reasons, but, you know, they -- they had, you
 13 know, myself and Erin Losi in from the very beginning,
 14 going through all their other studio content, and,
 15 hey, we're thinking about this or that. It was -- it
 16 was really a lot of fun to -- to see and to work with
 17 them.
 18 And, yeah, I think it's a real honor for us,
 19 to be honest, to both open and close a show. That's a
 20 huge amount of responsibility, and I was really
 21 pleased. I -- you know, I thought what we had to show
 22 on Starfield I was really pleased with. Obviously,
 23 you'd love to be able to say, here's the whole game
 24 and it's done, and I can just show you the whole
 25 thing, but that's -- the game's not out until next

7

1 year, so we -- we wanted to stick with what we knew we
 2 had and could talk about. And being able to show
 3 something in engine and game assets, I think for
 4 Starfield, was super important to us. And the
 5 reaction so far has been -- has been great. It's very
 6 pleased -- pleasing to see.
 7 TAMOOR HUSSAIN: Yeah, yeah. I mean, like
 8 you certainly started with the showstopper with
 9 Starfield. I think a lot of people were thinking that
 10 would be the thing that ends it, which -- so when it
 11 came up up front, I think a lot of people were like,
 12 oh, snap, that's -- that's awesome.
 13 Again a similar kind of question, what was
 14 it like to have that game out there finally in a more
 15 meaningful way? We saw a teaser last year. You
 16 know, it's a game that Bethesda has multiple times,
 17 even in the trailer, said it's a game that's 25 years
 18 in the making. What does that really mean? What does
 19 that phrase kind of like -- what does it represent, a
 20 game --
 21 PETE HINES: What do you mean by that?
 22 TAMOOR HUSSAIN: -- 25 years in the making?
 23 PETE HINES: Yeah.
 24 TAMOOR HUSSAIN: Yeah, what are you talking
 25 about when you say 25 years in the making?

8

1 PETE HINES: Todd has talked about this a
 2 lot, and I think that's the important context to -- to
 3 have, which is as he's thought about it, you know,
 4 they -- they were working on The Elder Scrolls when I
 5 first got to Bethesda in '99. That's -- that's what
 6 we were known for. They always wanted to do more than
 7 just, you know, sort of classic high fantasy role-
 8 playing. Post-apocalyptic was the next place that
 9 they wanted to go, and the way in which we approached
 10 that was getting the Fallout license. They were like,
 11 well, we can go do our own thing but if you could get
 12 us Fallout that's the game we really want to make
 13 another one of, like, we want to continue that
 14 franchise. And, so, we went and got that.
 15 The other game they wanted to go to after
 16 those two was a sci-fi game. You know, it was
 17 something that Todd had tinkered with himself back
 18 when he was coding and making games, but I think to do
 19 the kind of game they wanted and the kind of game that
 20 you would expect from the folks that made Fallout 4,
 21 Fallout 3, Skyrim, Oblivion, Morrowind to make a sci-
 22 fi game, it was a -- it was a tech lift in terms of
 23 being able to represent that in a way that -- you
 24 know, you heard Todd talk about it at the start of the
 25 show, that transformative thing, right, that it wasn't

PETE HINES DIVES INTO STARFIELD AND REDFALL PLAY FOR ALL 2021

Microsoft-Activision

6/16/2021

9

1 enough just to do a game in space, that it -- it
 2 wanted to do a game, a sci-fi game, where you really
 3 felt like this is -- this is real, this is a real
 4 place, which is honestly, you know, the -- the
 5 comments that I paid the most attention to because,
 6 well, I want to see five more minutes; well, I would
 7 have loved to have given you five more minutes if we
 8 had it.
 9 TAMOOR HUSSAIN: Hmm.
 10 PETE HINES: I'm sure we would have shown
 11 it. It's not like we just arbitrarily don't show
 12 great gameplay because we're trying to be difficult.
 13 I think what we had to show and showing folks the
 14 inside of that ship and -- and all of the sort of
 15 lived-in qualities of it, right, and I saw a lot of
 16 people talking about, you know, it feels like you're
 17 watching somebody actually about to launch a ship and
 18 all of the components and the little notes or the
 19 wear-and-tear on it, like, well, I think that's part
 20 of what that team does really well, which is a -- a
 21 sense of place.
 22 That felt like a real location that you
 23 would really sit in and -- and launch a ship and, you
 24 know, pieces of tape and things get knocked up that
 25 they -- they have a sense, not just of how it looks

10

1 but also how it will work, like, no, these buttons all
 2 have to do something; you can't just be punching
 3 buttons and flipping things. And getting into that
 4 level of detail requires a lot of things that, quite
 5 honestly, the team didn't feel like they had until --
 6 until now to be able to execute on what they had
 7 envisioned.
 8 TAMOOR HUSSAIN: Right. I guess it's tricky
 9 from, like, the -- the -- the side that I'm on as
 10 someone who is really interested in the game and fans
 11 who are interested in the game. It's difficult
 12 because -- and it's difficult for you as well as a
 13 team, where once you show a small amount of it, it's
 14 basically like opening the floodgates and there's
 15 demand for it now --
 16 PETE HINES: Mm-hmm.
 17 TAMOOR HUSSAIN: -- and they want to see it.
 18 So I guess the question for that becomes, like, what
 19 is the -- do you have an idea of the cadence of how
 20 much you're going to show and when you're going to
 21 show more of it?
 22 Obviously, right now, everyone's just like
 23 but what is the gameplay, when will we see the
 24 gameplay? And those questions are going to be
 25 incessant and lingering until you show the gameplay.

11

1 So do you have a plan in place for when it's looking
 2 like --
 3 PETE HINES: Yeah.
 4 TAMOOR HUSSAIN: -- you might show it more?
 5 Are you able to say when that might be?
 6 PETE HINES: (Inaudible). Like, otherwise,
 7 I'm showing up to work every day and being like, hey,
 8 anybody want to say anything about Starfield today or,
 9 like, of course, we've got a plan. But that plan, as
 10 I said before, is 100 percent based on where's the
 11 game at, because we're a big believer in not just
 12 telling you about it but showing to you, right?
 13 TAMOOR HUSSAIN: Right.
 14 PETE HINES: Yesterday, the importance of
 15 that was not that we told you about that stuff but we
 16 said, hey, in engine, this is the game, this is what
 17 we're making, it's alpha, so, you know, don't judge us
 18 too harshly, but this is the thing we're making and we
 19 want it to feel like and look like to give folks that
 20 sense. I just don't think you can shortcut that.
 21 We put out another tone piece today. You
 22 know, it shows off more concept art and it gives even,
 23 you know, a little bit more of what the team is trying
 24 to create with this game. But it's -- you know, we
 25 got a ways to go and, you know, we have thoughts

12

1 around timing for when we want to talk about things
 2 and show things, but ultimately, it has to be is the
 3 game ready to show that feature, because if not it
 4 doesn't matter whether you want to or not. You can't
 5 -- you can't show folks this is what it, like, means
 6 to play the game or to see this part of the game or
 7 that part of the game. We need to be able to show it
 8 to you.
 9 TAMOOR HUSSAIN: Right. I guess one of the
 10 big discussion points that exists around Starfield now
 11 is the Xbox and PC exclusivity is finally confirmed --
 12 PETE HINES: Mm-hmm.
 13 TAMOOR HUSSAIN: -- and I guess the question
 14 around that is at what point did that become a
 15 consideration for you in over the course of
 16 development within Bethesda itself, and how did it
 17 impact the -- both the development and also as someone
 18 -- as something that you would know particularly,
 19 like, your plans for marketing, because you obviously
 20 go from speaking to a massive base of customers to
 21 kind of focusing it down a bit, right?
 22 PETE HINES: Mm-hmm.
 23 TAMOOR HUSSAIN: When did that become a
 24 consideration, and how did you approach that?
 25 PETE HINES: Well, it wasn't a consideration

13

1 until we got bought by Xbox, and then as part of Xbox
 2 and we looked at what we were doing, it is going to be
 3 exclusive on PC and within the Xbox ecosystem. And I
 4 think it's important to -- to phrase it like that,
 5 only because, you know, recently within the last week,
 6 Phil has talked about how they're looking to expand
 7 that, right, and -- and other ways they're looking to
 8 bring Xbox gaming to folks who don't own a Series S or
 9 X or even a PC but want to play the kinds of games
 10 that, you know, we're bringing to Game Pass and we're
 11 bringing to Xbox. So where -- wherever and however
 12 that Xbox ecosystem expands, obviously we're -- you
 13 know, we're excited about that.
 14 The flip side, the -- the other thing
 15 you asked about is, like, what is the impact on
 16 development. Well, I'm here to tell you -- and any
 17 dev will tell you this: you go to fewer platforms,
 18 your development gets more streamlined. You're not
 19 worrying about, well, how does it work on this box
 20 versus how does it work on that box. We're not making
 21 it on that box, so it just needs to run as well as
 22 possible on this one, on a PC. You know, narrow focus
 23 always helps.
 24 Same is true, by the way, for a game like
 25 DEATHLOOP, right? When we decided to do a partnership

14

1 with -- with Sony on -- on DEATHLOOP and that game
 2 became exclusive to that platform, that development
 3 got more streamlined because we said PS5 and PC,
 4 that's what we're focusing on. So I think in that way
 5 it does free up the developers a little bit in terms
 6 of what they're trying to get the thing to be the best
 7 game on. When you have fewer of those, it's going to
 8 go a little better.
 9 TAMOOR HUSSAIN: Like, you mentioned
 10 DEATHLOOP there, and it's -- it's kind of a wild
 11 position that Bethesda is in right now because you are
 12 owned by Microsoft and Xbox but you have exclusive
 13 games for both platforms now, which is -- which is
 14 interesting and awkward.
 15 And I don't know, this question is a tricky
 16 one to answer, but I still think it's kind of
 17 important, like how -- I'm sure you can do it because
 18 you're a master of answering questions like this, but
 19 the -- the kind of reality of the situation is, you
 20 know, Bethesda has released games on various other
 21 platforms, and now they're in a position where, you
 22 know, they felt supported in a lot of ways, like
 23 Skyrim's been on everything, Fallout's been on
 24 everything, Dishonored, that kind of stuff, but now
 25 they're in a situation where that investment in their

15

1 platform is kind of gone with Starfield.
 2 How -- it's a difficult pill to swallow,
 3 right, for PlayStation fans. How do you -- how do
 4 they reconcile what's happening, given where they
 5 are?
 6 PETE HINES: If you're a big fan of stuff we
 7 make and a game that we're making is no longer
 8 available on your platform, I totally understand if
 9 you're unhappy or pissed or whatever, like I get it.
 10 Those are all real feelings and frustrations. How
 11 should you deal with that, I have -- I haven't the
 12 foggiest idea. I would never presume to say, oh,
 13 here's how you can make it better and feel better.
 14 At the same time, you know, there's only so
 15 much time I can spend on being focused on what we're
 16 not doing, right? I'm trying to focus on, yes, we're
 17 not, but the actual problem is we are making it for
 18 these other platforms and how is that going and where
 19 are we and when are we ready to talk about, to your
 20 previous question, these different elements of the
 21 game and what does that plan look like and do we need
 22 to evolve the plan or change the plan based on the
 23 timing of things coming into the game or when they're
 24 -- when they're ready to show.
 25 So I tend to focus a little bit more on the,

16

1 like, well, that I can solve; that I can have a
 2 conversation around. Should we talk, how are we going
 3 to talk about this feature, how are we going to
 4 explain how this part of the game works, because those
 5 are things, like, I just -- I don't know how to allay
 6 the fears and concerns of PlayStation 5 fans, other
 7 than to say, well, I'm a PlayStation 5 player as well,
 8 and I've played games on that console, and there's
 9 games I'm going to continue to -- to play on it, but,
 10 you know, if you want to play Starfield PC and Xbox,
 11 sorry, I --
 12 TAMOOR HUSSAIN: Yeah.
 13 PETE HINES: -- but all I can really say is
 14 I -- I apologize, because I'm -- I'm certain that
 15 that's frustrating to folks, but there's not a whole
 16 lot I can do about it.
 17 TAMOOR HUSSAIN: It's a good thing that
 18 Microsoft makes Game Pass such a compelling
 19 proposition that kind of, you know, now more than
 20 ever, the idea of getting into the Xbox ecosystem is
 21 so appealing.
 22 And speaking of Game Pass, as a company, as
 23 -- as someone who's been within Bethesda, how has your
 24 kind of perception of Game Pass changed, if at all,
 25 because it's gone from being this kind of interesting

PETE HINES DIVES INTO STARFIELD AND REDFALL PLAY FOR ALL 2021

Microsoft-Activision

6/16/2021

17

1 idea to, like, absurdly successful extremely quickly,
 2 right?
 3 PETE HINES: Absurdly successful, yeah.
 4 TAMOOR HUSSAIN: Yeah, it's like unreal.
 5 PETE HINES: Well, you can trace it all back
 6 to -- to one decision, which predates us joining Xbox.
 7 I haven't even gotten around to asking anybody, like,
 8 hey, how did this happen to come about, but all of the
 9 folks who decided, hey, we're going to start putting
 10 our studio titles in Game Pass day one, when they're
 11 also available for sale, that changed everything.
 12 It's -- it's remarkable how different Game Pass is.
 13 Now, when you understand that, like, you
 14 don't have to wait, because the old way of doing it
 15 would have been, like, well, a year from now, you
 16 know, maybe that game gets added or two years from
 17 now. Even our own participation was always well post-
 18 launch. You know, they would say, hey, what do you
 19 think about putting, you know, Fallout this or a Doom
 20 that into Game Pass or ESO, but it was always well
 21 after that content came out.
 22 And shifting to Game Pass day one and how
 23 many people are going to play your titles, you know,
 24 the number of folks we've seen going into games like
 25 Prey or Dishonored or DOOM 64 or whatever it is, is

18

1 remarkable, and getting to now talk to that Game Pass
 2 team and -- and really all of Xbox as a first party,
 3 which is still weird to say, and just learning how
 4 they think about it and approach it and -- and what
 5 Game Pass can do for your title in terms of player
 6 base and -- and people active in your game is -- is
 7 pretty amazing.
 8 TAMOOR HUSSAIN: Hmm.
 9 PETE HINES: And I'm super excited for where
 10 they are, and I'm even more excited for where they're
 11 heading and -- and what they have planned. Like you
 12 said, I -- I just think it's -- and it's an obscene
 13 value. Somebody said to me on social media the other
 14 day, like, you could spend a lot of time trying to
 15 find every Bethesda title that you might want for, you
 16 know, for your collection, or you can just sign up to
 17 Game Pass and, like, almost everything they've made is
 18 sitting in there waiting to be played.
 19 It's -- it's a ridiculous value on top of
 20 everything else that -- that comes out, and it's in
 21 there. So I've -- I've become a massive fan. I mean,
 22 I was a subscriber to Game Pass before, but I would
 23 sort of graze it. I play a ton of it now, especially
 24 the xCloud stuff. I find that to be a really fun way
 25 to be able to take my games with me.

19

1 TAMOOR HUSSAIN: Hmm.
 2 PETE HINES: And I've been using it a ton
 3 over the last six, seven months.
 4 TAMOOR HUSSAIN: Did the conversation around
 5 it change from the Bethesda side in the same way that
 6 it did for people who are on the outside looking at
 7 it? You know, like, people looked at it and they
 8 were, like, hmm, not really sure if this has worked?
 9 The idea of launching games into it seems
 10 like it's weird, and could that really hamper the
 11 performance of a game to now where it's like it makes
 12 perfect sense? Was it similar in the case of you,
 13 where you're like, do we want to be putting Starfield
 14 on this for free basically to now being like, oh, it
 15 makes perfect sense?
 16 PETE HINES: A hundred percent, like for
 17 sure, because if you don't understand it, then you
 18 don't understand the mechanics of what's taking place
 19 behind the curtain and how are player behaviors
 20 actually manifesting themselves versus you or me or
 21 anybody else going, well, I assume if it's in Game
 22 Pass nobody's going to buy it. And they go, no, no,
 23 no, no, hold on, let -- let us show you what we've
 24 seen from these. Like, that's what really proved it
 25 is they had this idea and then they proved, hey, we

20

1 can launch something day one in Game Pass.
 2 And, of course, there's some
 3 cannibalization. It's ridiculous to suggest
 4 otherwise, right? I haven't bought a first-party
 5 Xbox title in a couple of years because when Gears
 6 came out, I just played it through Game Pass. And
 7 when Halo comes out, I'm just playing it through Game
 8 Pass, but when you look at the larger picture of the
 9 sheer volume of people playing your game and how they
 10 engage with your content and how Game Pass is doing,
 11 like, it's -- honestly Bethesda's mantra in all of the
 12 almost 22 years I've been here is pretty simple. We
 13 want to make great games, and we want as many people
 14 to play it as possible.
 15 Now, okay, put aside the exclusive thing for
 16 half a second, because we already talked about that,
 17 but the number of people Game Pass now brings to a
 18 title and what your day one launches look like in
 19 terms of just how many people are playing your game,
 20 it's multiple factors, you know, above where we would
 21 have been before. And the idea of that many people
 22 playing your game on the day that it comes out is
 23 ultimately what we're all about, right?
 24 It's just -- I want lots and lots of people
 25 to play whatever Arkane Austin has spent years of

PETE HINES DIVES INTO STARFIELD AND REDFALL PLAY FOR ALL 2021

Microsoft-Activision

6/16/2021

21

1 their lives working on. I want a ton of people to --
 2 to play it, enjoy it, give it a try. And I think Game
 3 Pass is allowing us to do that exponentially better
 4 than we were before, I think.
 5 TAMOOR HUSSAIN: Phil said it himself where,
 6 you know, it has an uplifting effect on purchases, as
 7 well as people buying it, you know, and OTRIDERS was
 8 used as kind of like the example of that, where people
 9 saw their friends getting to OTRIDERS through Game
 10 Pass and were like, well, I don't have Game Pass, so I
 11 guess I'll have to buy it. And, then, it's a very
 12 clever funnel and you got to respect the business
 13 acumen put behind that.
 14 PETE HINES: Yeah, absolutely.
 15 TAMOOR HUSSAIN: And --
 16 PETE HINES: And, honestly, we've seen it.
 17 We've seen it in ESO and 76, by the way, tomorrow,
 18 like that --
 19 TAMOOR HUSSAIN: Hmm.
 20 PETE HINES: -- that not only are people
 21 buying the game but also just staying in the game.
 22 Like, we might think of it as, well, you're getting
 23 that for free, but that's not how they think about it.
 24 They think I'm signing up for this thing and I'm going
 25 to spend untold number of hours playing things that

22

1 are in Game Pass.
 2 TAMOOR HUSSAIN: Hmm.
 3 PETE HINES: And -- and it really has
 4 changed how we think about those players and our
 5 relationship to them in our games.
 6 TAMOOR HUSSAIN: Redfall, really interesting
 7 concept. I guess my main question with that game is
 8 from what -- the trailer was really fascinating. The
 9 one thing I was kind of looking for in it is how the
 10 kind of Arkane lineage or Arkane design ethos is going
 11 to be represented in the game. Obviously, they're
 12 known for immersive sims. Is there anything you can
 13 say or speak to about how that will be the case? Is
 14 it -- is it -- is it --
 15 PETE HINES: Absolutely.
 16 TAMOOR HUSSAIN: -- the case that it will
 17 have that?
 18 PETE HINES: Absolutely. Yeah, look, this
 19 is an evolution, by their own admission, of Arkane
 20 Austin and how they think about those kinds of games,
 21 right? And if you think about what they do, how do
 22 you break down a Dishonored or Prey into sort of basic
 23 fundamental levels, what they're doing?
 24 Well, one is very much nonscripted, right?
 25 They're -- they're big believers in systems-based

23

1 games where they create some systems and they put them
 2 all together, and then whatever the player wants to do
 3 in those worlds, whatever -- however they want to try
 4 and approach different situations is entirely okay,
 5 right?
 6 You want to jump off a giant building in
 7 Dishonored and before you splat on the ground manage
 8 to possess a fish and suddenly be swimming in the
 9 water, like, that's not a gameplay-intended feature.
 10 That was a tester who figured out that the systems in
 11 the game allowed them to do it. And then Arkane said
 12 no, we got to take that out because you're going to
 13 break the game. We said, well, now we got to support
 14 if you manage to possess a fish and what -- right? --
 15 what is the player now going to do.
 16 So in a lot of those same ways, Redfall is
 17 very similar. It's -- it's -- you know it's systems-
 18 based. Arkane does a great job of creating a sense of
 19 place. Whether it's in Prey or Dishonored, it feels
 20 like a a very realistic, tangible world, and I think
 21 that's the case in Redfall.
 22 And then just the way that they've gone
 23 about approaching the gameplay, whether you're playing
 24 it by yourself -- you know you can play it essentially
 25 single-player, solo it, and play it by yourself, or

24

1 you can play it with other folks, but it's going to
 2 very much -- you're going to feel that Arkane DNA as
 3 you're playing through the game with how the game
 4 works.
 5 You know, they've talked about ever changing
 6 the idea is that that you know you're in a game world
 7 that really isn't ever the same every -- every time
 8 you play it, you're -- you're getting something
 9 different, that the world is changing from the last
 10 time you played it in ways that are meaningful from a
 11 gameplay standpoint, like that -- that a certain
 12 location isn't always the same thing every single time
 13 you play the game. The one time you played it might
 14 be one thing, and the next time you play it, it might
 15 be something else.
 16 And how you interact with that, whether
 17 there's a quest related to it, whether there's stuff
 18 in there you want to go get for exploration, it's
 19 really more give the player the tools and then let
 20 them experience our story in the way that they want to
 21 experience it and -- and have it be feeling like it's
 22 constantly changing, evolving. And I think once you
 23 get a chance to play it, you're going to be, like, I
 24 totally see where all that Arkane DNA is popping its
 25 head up across all these different parts of the game.

PETE HINES DIVES INTO STARFIELD AND REDFALL PLAY FOR ALL 2021

Microsoft-Activision

6/16/2021

25

27

1 TAMOOR HUSSAIN: Honestly, I'm glad that
 2 you're going for vampires instead of the low-hanging
 3 fruit these days, which is zombies. I'm very excited
 4 about that.
 5 The other thing I wanted to kind of touch on
 6 is what wasn't there. MachineGames, a massive studio
 7 for you, great studio --
 8 PETE HINES: Mm-hmm.
 9 TAMOOR HUSSAIN: -- that produces some
 10 excellent games. What does the -- a lot of people,
 11 especially in our community, very excited to figure
 12 out or understand or see what the future of
 13 Wolfenstein looks like. Is there anything you can
 14 tell us about, you know, where that franchise is at
 15 and where even the studio MachineGames is at? Is it
 16 time for them to look elsewhere, or is it -- you know,
 17 they're working on a few things, so what is the
 18 future?
 19 PETE HINES: Well, they're working on the --
 20 they're working on the Indiana Jones game that we --
 21 we just talked about earlier this year. And,
 22 obviously, we literally just announced that deal, so
 23 you can make your own guesses at how far along that
 24 game is. They're in the very, very, very early stages
 25 of working on the Indiana Jones game.

1 for Doom Eternal, but MachineGames is doing Indiana
 2 Jones. We just announced Arkane Austin's Redfall.
 3 Arkane Lyon is working on DEATHLOOP. Tango was
 4 working on Ghostwire. So if you go through our
 5 studios, you actually find, oh, yeah, I know what most
 6 of them are actively working on right now.
 7 So we don't have a lot of folks sitting
 8 around going, well, let's make something new, and
 9 should it be a sequel, or should it be a new IP.
 10 We're just not at a point in this moment to start
 11 saying, okay, what's ever -- like because we already
 12 have plans that have been laid out for what are these
 13 studios doing for years at a time.
 14 TAMOOR HUSSAIN: Hmm.
 15 PETE HINES: And one of the things Xbox said
 16 was we are not messing with what you're doing or what
 17 you have going on, so there's been no change to any of
 18 our current plans because their thing is just do what
 19 you're planning on doing and, you know, we want to
 20 work with you, obviously we want to understand what
 21 those are, right? Like, they're not just like, oh,
 22 Redfall.
 23 You know, Matt Booty is always like, hey,
 24 how's it going and, you know, talking to Harvey Smith.
 25 So, you know, those conversations are happening, but

26

28

1 Where we are for Wolfenstein or, quite
 2 honestly, any other franchise that we don't have
 3 announce plans on, will have to wait until we get to
 4 the point of wanting to talk about it, but you can put
 5 me at the head of the list of people who want to see
 6 another Wolfenstein game, so no -- no worries there.
 7 TAMOOR HUSSAIN: And I imagine as a creative
 8 team, a lot of people are, like, let's do something
 9 new and different, but at the same time, the fans are
 10 out there being, like, I want a new Wolfenstein, I
 11 want another Doom, I want another Dishonored, I want
 12 another XYZ game. How do you -- how do you approach
 13 finding that balance, especially now that you're owned
 14 by Microsoft and also you're working --
 15 PETE HINES: Yeah, I think -- I think we'll
 16 have to find out because, again, what you have to
 17 remember is we didn't have teams sitting around doing
 18 nothing waiting for us to be acquired by Xbox so that
 19 we can then figure out, okay, let's figure out what
 20 you're going to work on next, right? BGS is already
 21 working on Starfield, then they're going to make TES
 22 6. ZeniMax Online is doing ESO. They've talked about
 23 they're working on another project.
 24 We haven't talked about what it is up to, is
 25 they've, you know, finished doing updates and support

1 we're not really having the "what is Studio X going to
 2 work on next?" because everybody already knows what
 3 they're working on for the next number of years. So I
 4 think those things will end up manifesting themselves
 5 as -- as we go along.
 6 TAMOOR HUSSAIN: Final question, very
 7 quickly. You mentioned the -- what's the deal with
 8 Ghostwire Tokyo, when we're going to see that again?
 9 Please, Pete, I'm begging you, let it out, let it come
 10 out and play.
 11 PETE HINES: I don't know.
 12 TAMOOR HUSSAIN: Ugh, horrible, horrible. I
 13 like it.
 14 PETE HINES: Look, off the content -- the
 15 content drives it. The content drives it. And when
 16 we feel like that game is -- is -- is ready, you know,
 17 we've got plans, but all of those plans are based on
 18 dev. And as you know, nobody's development is going
 19 exactly the same as when we were all in the office
 20 together. So, you know, we have to be patient and --
 21 and let teams take the time to make what they're
 22 planning on making in very different circumstances
 23 than we've been dealing with for the last year and a
 24 half.
 25 TAMOOR HUSSAIN: Pete, thank you so much for

7 (Pages 25 to 28)

29

1 your time and thank you so much for being here with
2 us.
3 PETE HINES: Absolutely.
4 TAMOOR HUSSAIN: If you want to keep your
5 eyes on GameSpot.com, you will be treated with plenty
6 more E3 coverage content stay tuned. See you soon.
7 (The video recording was concluded.)
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25

30

1 CERTIFICATE OF TRANSCRIPTIONIST
2
3 I, Sara J. Vance, do hereby certify that the
4 foregoing proceedings and/or conversations were
5 transcribed by me via digital recording, and reduced
6 to typewriting under my supervision; that I had no
7 role in the recording of this material; and that it
8 has been transcribed to the best of my ability given
9 the quality and clarity of the recording media.
10 I further certify that I am neither counsel
11 for, related to, nor employed by any of the parties to
12 the action in which these proceedings were
13 transcribed; and further, that I am not a relative or
14 employee of any attorney or counsel employed by the
15 parties hereto, nor financially or otherwise
16 interested in the outcome of the action.
17
18 DATE: 3/17/2023 s/Sara J. Vance
19 SARA J. VANCE, CERT
20
21
22
23
24
25

<p>A</p> <p>ability 30:8</p> <p>able 6:5,23 7:2 8:23 10:6 11:5 12:7 18:25</p> <p>absolutely 5:23 21:14 22:15,18 29:3</p> <p>absurdly 17:1,3</p> <p>acquired 26:18</p> <p>action 30:12,16</p> <p>active 18:6</p> <p>actively 27:6</p> <p>actual 15:17</p> <p>acumen 21:13</p> <p>added 17:16</p> <p>admission 22:19</p> <p>AKA 4:8,9</p> <p>allay 16:5</p> <p>allowed 23:11</p> <p>allowing 21:3</p> <p>alpha 11:17</p> <p>amazing 18:7</p> <p>amount 6:20 10:13</p> <p>and/or 30:4</p> <p>announce 26:3</p> <p>announced 25:22 27:2</p> <p>answer 14:16</p> <p>answering 14:18</p> <p>anybody 11:8 17:7 19:21</p> <p>apologize 16:14</p> <p>appealing 16:21</p> <p>approach 12:24 18:4 23:4 26:12</p> <p>approached 8:9</p> <p>approaching 23:23</p> <p>arbitrarily 9:11</p> <p>Arkane 20:25 22:10 22:10,19 23:11,18 24:2,24 27:2,3</p> <p>art 11:22</p> <p>aside 20:15</p> <p>asked 13:15</p> <p>asking 17:7</p>	<p>assets 7:3</p> <p>assume 19:21</p> <p>attempt 4:23</p> <p>attention 9:5</p> <p>attorney 30:14</p> <p>Austin 20:25 22:20</p> <p>Austin's 27:2</p> <p>available 15:8 17:11</p> <p>awesome 7:12</p> <p>awkward 14:14</p> <hr/> <p style="text-align: center;">B</p> <hr/> <p>back 4:5 8:17 17:5</p> <p>balance 26:13</p> <p>base 12:20 18:6</p> <p>based 11:10 15:22 23:18 28:17</p> <p>basic 22:22</p> <p>basically 10:14 19:14</p> <p>began 5:1</p> <p>begging 28:9</p> <p>beginning 6:13</p> <p>behaviors 19:19</p> <p>believer 11:11</p> <p>believers 22:25</p> <p>best 4:13 5:19 6:5 14:6 30:8</p> <p>Bethesda 4:8,9,23 5:10,16 7:16 8:5 12:16 14:11,20 16:23 18:15 19:5</p> <p>Bethesda's 5:6 20:11</p> <p>better 14:8 15:13,13 21:3</p> <p>BGS 26:20</p> <p>big 4:24,24 5:11 11:11 12:10 15:6 22:25</p> <p>bit 11:23 12:21 14:5 15:25</p> <p>Booty 27:23</p> <p>bought 13:1 20:4</p> <p>box 13:19,20,21</p> <p>boy 5:4</p> <p>break 22:22 23:13</p>	<p>brilliant 5:25</p> <p>bring 13:8</p> <p>bringing 13:10,11</p> <p>brings 20:17</p> <p>building 23:6</p> <p>business 21:12</p> <p>buttons 10:1,3</p> <p>buy 19:22 21:11</p> <p>buying 21:7,21</p> <hr/> <p style="text-align: center;">C</p> <hr/> <p>C 4:1</p> <p>cadence 10:19</p> <p>cannibalization 20:3</p> <p>case 19:12 22:13,16 23:21</p> <p>center 5:1</p> <p>CERT 30:19</p> <p>certain 16:14 24:11</p> <p>certainly 7:8</p> <p>CERTIFICATE 30:1</p> <p>certify 30:3,10</p> <p>chance 24:23</p> <p>change 15:22 19:5 27:17</p> <p>changed 16:24 17:11 22:4</p> <p>changing 24:5,9,22</p> <p>circumstances 28:22</p> <p>clarity 30:9</p> <p>classic 8:7</p> <p>clever 21:12</p> <p>close 6:19</p> <p>closing 6:3</p> <p>coding 8:18</p> <p>collaborate 5:20</p> <p>collection 18:16</p> <p>come 5:3 17:8 28:9</p> <p>comes 18:20 20:7,22</p> <p>coming 4:24 5:1 15:23</p> <p>comments 9:5</p> <p>COMMISSION 1:2 2:1 3:1</p>	<p>comms 4:8</p> <p>community 25:11</p> <p>company 16:22</p> <p>compelling 16:18</p> <p>components 9:18</p> <p>concept 11:22 22:7</p> <p>concerns 16:6</p> <p>concluded 29:7</p> <p>conference 4:24</p> <p>confirmed 12:11</p> <p>consideration 12:15 12:24,25</p> <p>console 16:8</p> <p>constantly 24:22</p> <p>content 5:11 6:14 17:21 20:10 28:14 28:15,15 29:6</p> <p>context 8:2</p> <p>continue 8:13 16:9</p> <p>conversation 16:2 19:4</p> <p>conversations 27:25 30:4</p> <p>counsel 30:10,14</p> <p>couple 20:5</p> <p>course 11:9 12:15 20:2</p> <p>coverage 4:6 29:6</p> <p>covering 6:6</p> <p>create 11:24 23:1</p> <p>creating 23:18</p> <p>creative 26:7</p> <p>current 27:18</p> <p>curtain 19:19</p> <p>customers 12:20</p> <hr/> <p style="text-align: center;">D</p> <hr/> <p>D 2:2 4:1</p> <p>Damn 4:22</p> <p>DATE 1:8 30:18</p> <p>day 11:7 17:10,22 18:14 20:1,18,22</p> <p>days 25:3</p> <p>deal 15:11 25:22 28:7</p> <p>dealing 28:23</p> <p>DEATHLOOP 13:25 14:1,10 27:3</p>	<p>decide 5:11</p> <p>decided 5:19 13:25 17:9</p> <p>decision 17:6</p> <p>demand 10:15</p> <p>design 22:10</p> <p>detail 10:4</p> <p>dev 13:17 28:18</p> <p>developers 14:5</p> <p>development 12:16 12:17 13:16,18 14:2 28:18</p> <p>different 15:20 17:12 23:4 24:9,25 26:9 28:22</p> <p>difficult 9:12 10:11 10:12 15:2</p> <p>digital 3:12 30:5</p> <p>Dis- 4:17</p> <p>discussion 12:10</p> <p>Dishonored 4:19 14:24 17:25 22:22 23:7,19 26:11</p> <p>Dives 1:12 2:5 4:3</p> <p>DNA 24:2,24</p> <p>doing 4:10,11 13:2 15:16 17:14 20:10 22:23 26:17,22,25 27:1,13,16,19</p> <p>Doom 17:19,25 26:11 27:1</p> <p>drives 28:15,15</p> <hr/> <p style="text-align: center;">E</p> <hr/> <p>E 2:2 4:1,1</p> <p>E3 4:6 29:6</p> <p>earlier 25:21</p> <p>early 25:24</p> <p>ecosystem 13:3,12 16:20</p> <p>effect 21:6</p> <p>Elder 8:4</p> <p>elements 15:20</p> <p>employed 30:11,14</p> <p>employee 30:14</p> <p>ends 7:10</p>
--	---	--	---	---

engage 20:10	26:9	26:2	gaming 13:8	Harvey 27:24
engine 7:3 11:16	fantasy 8:7	free 14:5 19:14	Gears 20:5	head 24:25 26:5
enjoy 21:2	far 7:5 25:23	21:23	getting 8:10 10:3	heading 18:11
entirely 23:4	fascinating 22:8	friends 21:9	16:20 18:1 21:9,22	heard 8:24
envisioned 10:7	fears 16:6	front 5:1 7:11	24:8	helps 13:23
Erin 6:13	feature 12:3 16:3	fruit 25:3	Ghostwire 27:4 28:8	hereto 30:15
ESO 17:20 21:17	23:9	frustrating 16:15	giant 23:6	hey 5:19,21,23 6:15
26:22	FEDERAL 1:2 2:1	frustrations 15:10	give 11:19 21:2	11:7,16 17:8,9,18
especially 18:23	3:1	fun 6:16 18:24	24:19	19:25 27:23
25:11 26:13	feel 10:5 11:19	fundamental 22:23	given 9:7 15:4 30:8	high 8:7
essentially 23:24	15:13 24:2 28:16	funnel 21:12	gives 11:22	Hines 1:12 2:5 4:3,7
Eternal 27:1	feeling 24:21	further 30:10,13	glad 25:1	4:11,18,21 5:8
ethos 22:10	feelings 15:10	future 25:12,18	global 4:8	7:21,23 8:1 9:10
everybody 28:2	feels 9:16 23:19		go 8:9,11,15 11:25	10:16 11:3,6,14
everyone's 10:22	felt 5:13 9:3,22	G	12:20 13:17 14:8	12:12,22,25 15:6
evolution 22:19	14:22	G 4:1	19:22 24:18 27:4	16:13 17:3,5 18:9
evolve 15:22	fewer 13:17 14:7	game 6:23 7:3,14,16	28:5	19:2,16 21:14,16
evolving 24:22	fi 8:22	7:17,20 8:12,15,16	going 4:13,15,16	21:20 22:3,15,18
exactly 28:19	figure 25:11 26:19	8:19,19,22 9:1,2,2	5:12 6:14 10:20,20	25:8,19 26:15
example 21:8	figured 23:10	10:10,11 11:11,16	10:24 13:2 14:7	27:15 28:11,14
excellent 25:10	file 3:12	11:24 12:3,6,6,7	15:18 16:2,3,9	29:3
excited 13:13 18:9	Final 28:6	13:10,24 14:1,7	17:9,23,24 19:21	hmm 9:9 18:8 19:1
18:10 25:3,11	finally 7:14 12:11	15:7,21,23 16:4,18	19:22 21:24 22:10	19:8 21:19 22:2
exclusive 13:3 14:2	financially 30:15	16:22,24 17:10,12	23:12,15 24:1,2,23	27:14
14:12 20:15	find 18:15,24 26:16	17:16,20,22 18:1,5	25:2 26:20,21 27:8	hold 19:23
exclusivity 12:11	27:5	18:6,17,22 19:11	27:17,24 28:1,8,18	honest 6:19
execute 10:6	finding 26:13	19:21 20:1,6,7,9	good 16:17	honestly 9:4 10:5
exists 12:10	finished 26:25	20:10,17,19,22	gotten 17:7	20:11 21:16 25:1
expand 13:6	first 4:22 8:5 18:2	21:2,9,10,21,21	graze 18:23	26:2
expands 13:12	first-party 6:10 20:4	22:1,7,11 23:11,13	great 4:7 5:10 7:5	honor 6:18
expect 8:20	fish 23:8,14	24:3,3,6,13,25	9:12 20:13 23:18	horrible 28:12,12
experience 24:20,21	five 9:6,7	25:20,24,25 26:6	25:7	hour 5:12,16
explain 16:4	flip 13:14	26:12 28:16	ground 23:7	hours 5:17 21:25
exploration 24:18	flipping 10:3	game's 6:25	guess 10:8,18 12:9	how's 27:24
exponentially 21:3	floodgates 10:14	gameplay 9:12	12:13 21:11 22:7	huge 6:20
extremely 17:1	focus 13:22 15:16,25	10:23,24,25 23:23	guesses 25:23	hundred 19:16
eyes 29:5	focused 15:15	24:11		HUSSAIN 4:5,13,19
F	focusing 12:21 14:4	gameplay-intended	H	4:22 7:7,22,24 9:9
factors 20:20	foggiest 15:12	23:9	half 5:17 20:16	10:8,17 11:4,13
failed 4:22	folks 8:20 9:13	games 6:6 8:18 13:9	28:24	12:9,13,23 14:9
Fallout 8:10,12,20	11:19 12:5 13:8	14:13,20 16:8,9	Halo 20:7	16:12,17 17:4 18:8
8:21 17:19	16:15 17:9,24 24:1	17:24 18:25 19:9	hamper 19:10	19:1,4 21:5,15,19
Fallout's 14:23	27:7	20:13 22:5,20 23:1	happen 17:8	22:2,6,16 25:1,9
family 5:7	following 3:11	25:10	happening 4:20	26:7 27:14 28:6,12
fan 15:6 18:21	foregoing 30:4	GameSpot's 4:5	15:4 27:25	28:25 29:4
fans 10:10 15:3 16:6	franchise 8:14 25:14	GameSpot.com	hard 4:15	
		29:5	harshly 11:18	I

I'll 21:11	kind 4:24 5:2,21 7:13,19 8:19,19 12:21 14:10,16,19 14:24 15:1 16:19 16:24,25 21:8 22:9 22:10 25:5	lived-in 9:15	meaningful 7:15 24:10	oh 7:12 15:12 19:14 27:5,21
I'm 4:11,13,15,16 4:18 9:10 10:9 11:7 13:16 14:17 15:16 16:7,9,14,14 18:9,10 20:7 21:24 21:24 25:1,3 28:9	kinds 13:9 22:20	lives 21:1	means 12:5	okay 20:15 23:4 26:19 27:11
I've 4:14,16 16:8 18:21,21 19:2 20:12	knew 7:1	location 9:22 24:12	mechanics 19:18	old 17:14
idea 6:1,2,3 10:19 15:12 16:20 17:1 19:9,25 20:21 24:6	knocked 9:24	long 5:17	media 18:13 30:9	once 5:19 10:13 24:22
imagine 26:7	know 4:15,21,25 5:2 5:4 6:12,13,21 7:16 8:3,7,16,24 9:4,16,24 11:17,22 11:23,24,25 12:18 13:5,10,13,22 14:15,20,22 15:14 16:5,10,19 17:16 17:18,19,23 18:16 19:7 20:20 21:6,7 23:17,24 24:5,6 25:14,16 26:25 27:5,19,23,24,25 28:11,16,18,20	longer 15:7	mentioned 14:9 28:7	ones 5:23
immersive 22:12	known 8:6 22:12	look 5:10 6:10 11:19 15:21 20:8,18 22:18 25:16 28:14	mess 5:18	Online 26:22
impact 12:17 13:15	knows 28:2	looked 13:2 19:7	messaging 27:16	open 5:22 6:19
importance 11:14	L	looking 11:1 13:6,7 19:6 22:9	Microsoft 4:23 14:12 16:18 26:14	opening 10:14
important 7:4 8:2 13:4 14:17	laid 27:12	looks 9:25 25:13	Microsoft-Activis... 1:6 3:4	outcome 30:16
Inaudible 11:6	larger 20:8	Losi 6:13	minutes 9:6,7	OUTRIDERS 21:7 21:9
incessant 10:25	launch 9:17,23 17:18 20:1	lot 5:8 6:16 7:9,11 8:2 9:15 10:4 14:22 16:16 18:14 23:16 25:10 26:8 27:7	Mm-hmm 10:16 12:12,22 25:8	outside 19:6
Indiana 25:20,25 27:1	launches 20:18	lots 20:24,24	moment 4:24 27:10	owned 14:12 26:13
inside 9:14	launching 19:9	love 5:24 6:23	months 19:3	P
interact 24:16	learning 18:3	loved 9:7	Morrowind 8:21	P 4:1,8
interested 10:10,11 30:16	let's 26:8,19 27:8	low-hanging 25:2	multiple 7:16 20:20	PAGE 2:4
interesting 14:14 16:25 22:6	letting 5:11	Lyon 27:3	N	PAGES 1:9
interviewed 4:14	level 10:4	M	N 2:2 4:1	paid 9:5
investment 14:25	levels 22:23	MachineGames 25:6,15 27:1	narrow 13:22	part 4:6 9:19 12:6,7 13:1 16:4
IP 27:9	license 8:10	main 22:7	need 12:7 15:21	participation 17:17
it's 23:17	lift 8:22	making 7:18,22,25 8:18 11:17,18 13:20 15:7,17 28:22	needed 5:13	particularly 12:18
J	liked 6:3	manage 23:7,14	needs 13:21	parties 30:11,15
J 30:3,18,19	lineage 22:10	manifesting 19:20 28:4	neither 30:10	partnership 13:25
job 23:18	lingering 10:25	mantra 20:11	never 15:12	parts 24:25
joined 4:7	list 26:5	marketing 4:8 12:19	new 26:9,10 27:8,9	party 18:2
joining 17:6	literally 25:22	massive 12:20 18:21 25:6	nobody's 19:22 28:18	Pass 13:10 16:18,22 16:24 17:10,12,20 17:22 18:1,5,17,22 19:22 20:1,6,8,10 20:17 21:3,10,10 22:1
Jones 25:20,25 27:2	little 9:18 11:23 14:5 14:8 15:25	matter 1:5 3:3,4 12:4	nonscripted 22:24	patient 28:20
judge 11:17		mean 4:25 5:5 7:7 7:18,21 18:21	notes 9:18	PC 12:11 13:3,9,22 14:3 16:10
jump 23:6			number 17:24 20:17 21:25 28:3	people 7:9,11 9:16 17:23 18:6 19:6,7 20:9,13,17,19,21 20:24 21:1,7,8,20 25:10 26:5,8
June 1:8 3:7			obscure 18:12	percent 11:10 19:16
K			obvious 6:12	perception 16:24
keep 4:11 29:4			obviously 6:22 10:22 12:19 13:12 22:11 25:22 27:20	perfect 19:12,15
keeper 4:9			office 28:19	
			OFFICIAL 1:1	

<p>performance 19:11 Pete 1:12 2:5 4:3,7 4:10,11,17,18,21 5:8 7:21,23 8:1 9:10 10:16 11:3,6 11:14 12:12,22,25 15:6 16:13 17:3,5 18:9 19:2,16 21:14 21:16,20 22:3,15 22:18 25:8,19 26:15 27:15 28:9 28:11,14,25 29:3 Phil 5:3 13:6 21:5 phrase 7:19 13:4 picture 20:8 piece 5:3 11:21 pieces 9:24 pill 15:2 pissed 15:9 pitched 6:2 place 5:6 8:8 9:4,21 11:1 19:18 23:19 plan 11:1,9,9 15:21 15:22,22 planned 18:11 planning 27:19 28:22 plans 12:19 26:3 27:12,18 28:17,17 platform 14:2 15:1 15:8 platforms 13:17 14:13,21 15:18 play 1:13 2:6 4:4,6 12:6 13:9 16:9,10 17:23 18:23 20:14 20:25 21:2 23:24 23:25 24:1,8,13,14 24:23 28:10 played 16:8 18:18 20:6 24:10,13 player 16:7 18:5 19:19 23:2,15 24:19 players 22:4 playing 8:8 20:7,9 20:19,22 21:25</p>	<p>23:23 24:3 PlayStation 15:3 16:6,7 Please 28:9 pleased 6:21,22 7:6 pleasing 7:6 pleasure 4:7 plenty 29:5 point 12:14 26:4 27:10 points 12:10 popping 24:24 position 5:2 14:11 14:21 possess 23:8,14 possible 13:22 20:14 post- 17:17 Post-apocalyptic 8:8 predates 17:6 press 4:23 presume 15:12 pretty 18:7 20:12 previous 15:20 Prey 17:25 22:22 23:19 probably 5:14 problem 15:17 PROCEEDING 1:1 proceedings 30:4,12 produced 3:11 produces 25:9 project 26:23 proposition 16:19 proved 19:24,25 provided 3:12 pry 4:14 PS5 14:3 punching 10:2 purchases 21:6 put 11:21 20:15 21:13 23:1 26:4 putting 17:9,19 19:13</p>	<p>quality 30:9 quest 24:17 question 7:13 10:18 12:13 14:15 15:20 22:7 28:6 questions 10:24 14:18 quickly 17:1 28:7 quite 10:4 26:1</p> <hr/> <p style="text-align: center;">R</p> <hr/> <p>R 4:1 reaction 7:5 ready 12:3 15:19,24 28:16 real 6:18 9:3,3,22 15:10 realistic 23:20 reality 14:19 really 5:23 6:3,16,20 6:22 7:18 8:12 9:2 9:20,23 10:10 16:13 18:2,24 19:8 19:10,24 22:3,6,8 24:7,19 28:1 reasons 6:12 reconcile 15:4 Record 3:12 RECORDED 1:8 recording 2:4 29:7 30:5,7,9 Redfall 1:12 2:5 4:3 6:3 22:6 23:16,21 27:2,22 reduced 30:5 related 24:17 30:11 relationship 22:5 relative 30:13 released 14:20 remarkable 17:12 18:1 remember 26:17 represent 7:19 8:23 represented 22:11 requires 10:4 respect 21:12 responsibility 6:20</p>	<p>rest 6:9 ridiculous 18:19 20:3 right 5:12 8:25 9:15 10:8,22 11:12,13 12:9,21 13:7,25 14:11 15:3,16 17:2 20:4,23 22:21,24 23:5,14 26:20 27:6 27:21 role 30:7 role- 8:7 rooting 4:18 run 13:21</p> <hr/> <p style="text-align: center;">S</p> <hr/> <p>S 4:1 13:8 s/Sara 30:18 sale 17:11 Sara 30:3,19 saw 7:15 9:15 21:9 saying 27:11 says 5:6 sci- 8:21 sci-fi 8:16 9:2 Scrolls 8:4 second 20:16 secrets 4:9,12 see 4:17 5:3,15 6:11 6:16 7:6 9:6 10:17 10:23 12:6 24:24 25:12 26:5 28:8 29:6 seen 17:24 19:24 21:16,17 sense 9:21,25 11:20 19:12,15 23:18 sequel 27:9 Series 13:8 seven 19:3 sheer 20:9 shifting 17:22 ship 9:14,17,23 shortcut 11:20 show 5:1,10,12,13 5:14,15,17,24 6:3 6:8,19,21,24 7:2</p>	<p>8:25 9:11,13 10:13 10:20,21,25 11:4 12:2,3,5,7 15:24 19:23 showing 9:13 11:7 11:12 shown 9:10 shows 11:22 showstopper 7:8 side 10:9 13:14 19:5 sign 18:16 signing 21:24 similar 7:13 19:12 23:17 simple 20:12 sims 22:12 single 24:12 single-player 23:25 sit 9:23 sitting 18:18 26:17 27:7 situation 14:19,25 situations 23:4 six 19:3 Skyrim 8:21 Skyrim's 14:23 small 10:13 Smith 27:24 snap 7:12 social 18:13 solo 23:25 solve 16:1 somebody 9:17 18:13 Sony 14:1 soon 5:1 29:6 sorry 16:11 sort 6:5 8:7 9:14 18:23 22:22 space 9:1 speak 6:7 22:13 speaking 12:20 16:22 spend 15:15 18:14 21:25 spent 20:25 splat 23:7</p>
	<p style="text-align: center;">Q</p> <hr/> <p>qualities 9:15</p>			

<p>spotlights 6:6 stages 25:24 standpoint 6:10 24:11 Starfield 1:12 2:5 4:3 5:25 6:22 7:4,9 11:8 12:10 15:1 16:10 19:13 26:21 start 5:24 8:24 17:9 27:10 started 7:8 stay 29:6 staying 21:21 stick 7:1 story 24:20 streamlined 13:18 14:3 studio 6:14 17:10 25:6,7,15 28:1 studios 27:5,13 stuff 5:13,16 6:11 11:15 14:24 15:6 18:24 24:17 subscriber 18:22 successful 17:1,3 suddenly 23:8 suggest 20:3 super 7:4 18:9 supervision 30:6 support 23:13 26:25 supported 14:22 sure 9:10 14:17 19:8 19:17 SVP 4:7 swallow 15:2 swimming 23:8 systems 23:1,10 systems- 23:17 systems-based 22:25</p> <hr/> <p style="text-align: center;">T</p> <hr/> <p>take 4:15 18:25 23:12 28:21 talk 5:14 7:2 8:24 12:1 15:19 16:2,3 18:1 26:4</p>	<p>talked 8:1 13:6 20:16 24:5 25:21 26:22,24 talking 7:24 9:16 27:24 TAMOOR 4:5,13 4:19,22 7:7,22,24 9:9 10:8,17 11:4 11:13 12:9,13,23 14:9 16:12,17 17:4 18:8 19:1,4 21:5 21:15,19 22:2,6,16 25:1,9 26:7 27:14 28:6,12,25 29:4 tangible 23:20 Tango 27:3 tape 9:24 team 5:5 9:20 10:5 10:13 11:23 18:2 26:8 teams 26:17 28:21 teaser 7:15 tech 8:22 tell 13:16,17 25:14 telling 11:12 tend 15:25 terms 8:22 14:5 18:5 20:19 TES 26:21 tester 23:10 thank 28:25 29:1 that's 6:25 they're 22:25 thing 5:11 6:25 7:10 8:11,25 11:18 13:14 14:6 16:17 20:15 21:24 22:9 24:12,14 25:5 27:18 things 6:6 9:24 10:3 10:4 12:1,2 15:23 16:5 21:25 25:17 27:15 28:4 think 5:6 6:4,18 7:3 7:9,11 8:2,18 9:13 9:19 11:20 13:4 14:4,16 17:19 18:4</p>	<p>18:12 21:2,4,22,23 21:24 22:4,20,21 23:20 24:22 26:15 26:15 28:4 thinking 6:15 7:9 third-party 6:11 thought 5:9 6:21 8:3 thoughts 11:25 time 15:14,15 18:14 24:7,10,12,13,14 25:16 26:9 27:13 28:21 29:1 times 7:16 timing 12:1 15:23 tinkered 8:17 title 1:6 18:5,15 20:5 20:18 titles 17:10,23 today 11:8,21 Todd 4:25 5:24 8:1 8:17,24 Tokyo 28:8 told 11:15 tomorrow 21:17 ton 18:23 19:2 21:1 tone 11:21 tools 24:19 top 5:16 18:19 totally 15:8 24:24 touch 6:7 25:5 trace 17:5 TRADE 1:2 2:1 3:1 trailer 7:17 22:8 training 4:16 transcribed 1:8 30:5 30:8,13 transcript 1:1 3:11 TRANSCRIPTIO... 30:1 transformative 8:25 treated 29:5 tricky 10:8 14:15 true 13:24 try 21:2 23:3 trying 4:11 9:12 11:23 14:6 15:16 18:14</p>	<p>tuned 29:6 two 5:17 8:16 17:16 typewriting 30:6</p> <hr/> <p style="text-align: center;">U</p> <hr/> <p>Ugh 28:12 ultimately 12:2 20:23 Uncle 4:8 understand 15:8 17:13 19:17,18 25:12 27:20 unhappy 15:9 unreal 17:4 untold 21:25 updates 26:25 uplifting 21:6</p> <hr/> <p style="text-align: center;">V</p> <hr/> <p>value 18:13,19 vampires 25:2 Vance 30:3,18,19 various 14:20 versus 13:20 19:20 video 29:7 volume 20:9</p> <hr/> <p style="text-align: center;">W</p> <hr/> <p>wait 17:14 26:3 waiting 18:18 26:18 want 8:12,13 9:6 10:17 11:8,19 12:1 12:4 13:9 16:10 18:15 19:13 20:13 20:13,24 21:1 23:3 23:6 24:18,20 26:5 26:10,11,11,11 27:19,20 29:4 wanted 6:7 7:1 8:6,9 8:15,19 9:2 25:5 wanting 26:4 wants 23:2 wasn't 8:25 12:25 25:6 watching 9:17 water 23:9 way 5:9,20 6:4 7:15</p>	<p>8:9,23 13:24 14:4 17:14 18:24 19:5 21:17 23:22 24:20 ways 11:25 13:7 14:22 23:16 24:10 we'll 26:15 we're 6:15 9:12 11:11,17,18 13:10 13:10,12,13,20 14:4 15:7,15,16 17:9 20:23 28:1,8 we've 11:9 17:24 19:23 21:16,17 28:17,23 We're 27:10 we've 5:12 wear-and-tear 9:19 week 13:5 weight 6:8 weird 18:3 19:10 Welcome 4:5 went 5:20 8:14 wild 14:10 Wolfenstein 25:13 26:1,6,10 work 6:5,9,16 10:1 11:7 13:19,20 26:20 27:20 28:2 worked 5:9 19:8 working 8:4 21:1 25:17,19,20,25 26:14,21,23 27:3,4 27:6 28:3 works 5:19 16:4 24:4 world 23:20 24:6,9 worlds 23:3 worries 26:6 worrying 13:19 worth 5:13</p> <hr/> <p style="text-align: center;">X</p> <hr/> <p>X 2:2 13:9 28:1 Xbox 5:7,15 6:9 12:11 13:1,1,3,8 13:11,12 14:12 16:10,20 17:6 18:2</p>
---	---	--	--	---

PETE HINES DIVES INTO STARFIELD AND REDFALL PLAY FOR ALL 2021

Microsoft-Activision

6/16/2021

[36]

20:5 26:18 27:15	6			
xCloud 18:24	6 26:22			
XYZ 26:12	64 17:25			
Y	7			
yeah 4:23 6:18 7:7,7	76 21:17			
7:23,24 11:3 16:12				
17:3,4 21:14 22:18	8			
26:15 27:5				
year 4:16 7:1,15	9			
17:15 25:21 28:23	99 8:5			
years 7:17,22,25				
17:16 20:5,12,25				
27:13 28:3				
Yesterday 11:14				
you're 24:8 25:2				
Z				
ZeniMax 26:22				
zombies 25:3				
0				
1				
1 1:9				
10 3:13				
100 11:10				
16 1:8 3:7				
18 1:8				
2				
2021 1:8,13 2:6 3:7				
4:4,6				
2023 1:8 3:13				
22 20:12				
2210077 1:5 3:4				
25 7:17,22,25				
3				
3 4:19 8:21				
3/17/2023 30:18				
30 1:9				
4				
4 2:6 8:20				
5				
5 16:6,7				