TPRnet
SCEE publisher & developer relations

Introduction to minis v1.0

minis

About this document

This document describes the minis initiative and describes the high level development/publishing process.

Changes in this revision:

- This is the first version of this document

Contents

1. What are minis?

So what exactly are minis?

minis are small games and applications for the PSP™(PlayStation®Portable).
They are:

- Fun
- Affordable
- Creative
- Easy to play
- Different

- 100MB maximum per game, making **minis** easy to store and quick to download and play

- **minis** require no additional peripherals

- **minis** can be any type or genre of game, the possibilities are endless!

- **minis** will appear in a new category coming to PlayStation®Store and will be available to PSP™ and PSP™go users.

Who can make minis?

Anyone! SCEE is committed to creating opportunities for existing developers and publishers whilst also welcoming new publishers into the family
- There is no requirement for content approval
- SCEE is 'open for business' and looking for **minis** developers right now
- Non-registered developers should sign up at www.tpr.scee.net

The QA process

All **minis** are subject to a QA process to ensure they function on PSP™ systems. SCEE aims to make this process as quick and simple as possible for developers, whilst at the same time ensuring PlayStation® consumers benefit from quality, fully functional games.
- **minis** benefit from a shortened QA cycle
- QA is transparent, trackable and predictable

PlayStation®Store

The store process for **minis** will be based on the solid, existing PlayStation®Store process that has proven popular with consumers.

Business terms

SCEE offers favourable business terms to **minis** publishers and developers.
- Competitive business model
- Revenue realised on a monthly basis
- No penalties for minimum sales
- No quota on number of games released on PlayStation®Store
- Publisher retains control of release dates
- No bandwidth charges

For more information

Please register your interest at www.tpr.scee.net

2. Step By Step Process

Sign Up

Complete the **minis** sign-up form located at www.tpr.scee.net.

You will be asked to include the following information. Company proposal, Company Contact Details and Legal Signatory information. You will also be asked to provide a Company Static IP address or IP range.

Develop Title

Once you have completed the signup process you will be able to order any required development hardware and develop your **minis** titles. The current price for a PSP™ Development Tool is €1200.

Submit Title

Submit your completed code and descriptive Store Metadata to SCEE. Store Metadata is basic descriptive text and images for your title. Metadata will need to be localised for certain Store countries. Code will be assessed by SCEE Format QA.

Publish Title

Your title is published on the **minis** section of the PlayStation®Store.