# “ReCore”

# Fact sheet

# June 2015

**Title:** “ReCore”

**Publisher:** Microsoft Studios

**Developers:** Armature Studio, comcept Inc.

**Genre:** Action-Adventure

**Platform:** Xbox One

**Price:**  TBD

**Age rating:** Pending

**Launch:** Spring 2016

**Product overview:** From the legendary creator Keiji Inafune and the makers of “Metroid Prime” comes “ReCore”, an action-adventure masterfully crafted for a new generation.

As one of the last remaining humans on a planet controlled by robotic foes bent on your destruction, you must forge friendships with a courageous group of robot companions, each with unique abilities and powers. Lead this band of unlikely heroes on an epic adventure through a mysterious, dynamic world.

You can’t save mankind alone.

**Features: All-New IP From Legendary Developers**

Legendary creator Keiji Inafune and his staff at comcept Inc. teams up with Armature Studio (the makers behind the critically acclaimed “Metroid Prime” franchise) and Microsoft Studios for a new original adventure. Developed for Xbox One, “ReCore” marries tried-and-true action-adventure gameplay with incredible visuals, a unique art style and an emotionally engaging story.

**A Band of Robot Companions**

Throughout the adventure, you will encounter a variety of enigmatic robots. Many will be foes bent on your destruction, but some will be courageous companions for you to bond with and lead in battles during your epic adventure.

**Innovative Blend of Exploration and Combat**

Developed by comcept Inc. and Armature Studio (the makers of “Metroid Prime”), and pulling from their collective years of expertise and inspiration from classic action-adventure games, “ReCore” provides a fresh gameplay experience full of exploration and strategic combat for action-adventure fans.

**A Mysterious and Dynamic World**

Explore a beautifully rendered and unique world as Joule, one of the last remaining humans on the planet. Access new dungeons and other locations within shifting sandstorms, and dive into a world full of hidden treasures.

**About Armature Studio**

Armature Studio is located in Austin, Texas and was founded by the key developers of the “Metroid Prime” franchise.

**About comcept Inc.**

At comcept, we generate strong, original concepts that will generate big business for you. Our CEO and chief conceptor, Keiji Inafune, is the mastermind behind a library of megahit video games. And no matter what the medium—games, film, books, comics, music, fashion—we make it our business to help our partners create and cultivate concepts that smash past genres and borders.

**About Xbox**

Xbox is Microsoft’s premier entertainment brand for the TV, phone, PC and tablet. In living rooms or on the go, Xbox is home to the best and broadest games, as well as one of the world’s largest libraries of movies, TV, music and sports. Your favorite games, TV and entertainment come to life in new ways through the power of Kinect, Xbox SmartGlass and Xbox Live, the world’s premier social entertainment network. More information about Xbox can be found online at <http://www.xbox.com>.

**About Microsoft**

Founded in 1975, Microsoft (Nasdaq “MSFT”) is the worldwide leader in software, services and solutions that help people and businesses realize their full potential.

**Assets**

Assets for “Kyoto” are available on Xbox Wire: news.xbox.com/media

**For more information, press only:**

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