

Dolby

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Dolby Laboratories, Inc.

## Using Dolby Pro Logic II Technology with Wii

### Wii and Dolby Pro Logic II Technology

Because it is possible to use the Dolby Pro Logic II interactive encoding technology to implement five-channel surround sound, the Wii can express voices and sound effects during games as surround sound with a realistic presence.

Five-channel sound encoded with Dolby Pro Logic II is transmitted as a traditional two-channel stereo sound signal and is output as five-channel sound from five speakers by connecting the Wii to the Dolby Pro Logic II decoder.

Advantages of using Dolby Pro Logic II interactive encoding in Wii titles are as follows:

- The delay for the necessary encoding to express the surround sound is negligible.
- Sound can be output on all frequency bands also including the surround channel.
- Backward compatibility with monaural, stereo, and Dolby Pro Logic is obtainable when using ordinary analog audio connection.

Please consider using Dolby Pro Logic II interactive encoding to create game contents that support surround sound.

### Using the Dolby Pro Logic II Logo and Trademark

A trademark licensing agreement with Dolby is required when using the Dolby Pro Logic II logo or trademark on a screen, product packaging, disc label, or for any other marketing application. After concluding the contract, not only can the logo be used, by the trailer created by our company using the Dolby Pro Logic II logo can also be used. More information is available from the contact listed below.

When using the Dolby Pro Logic II logo or trademark in printed material, there is a service to verify before launch whether the display is performed correctly.

#### 1. Contract Outline

- Royalty: None
- Contracting Parties: Manufacturing companies that only do manufacturing do not fall under the category of a contracting party.
  - Licensor: Dolby Laboratory Licensing Corporation (Dolby Laboratories Inc. US San Francisco Headquarters)
  - Licensee: Developing/Publishing companies that assume full responsibility for the contents, and their subsidiaries with over 50% of the stake owned in stock and under direct control by those parent companies
- Contract Term; valid until the media lapses
- A separate contract for each title is unnecessary because this is a contract for each technology

## 2. Contract Procedure

- When making a contract, in addition to notifying Dolby (games@dolby.com) the following information in English, please also provide a simple description of the title. A contract will be prepared.

Company Name:

Address:

Telephone Number:

Fax Number:

Name of Representative: *Please specify the name of the person who will actually sign the contract.*

Department Name:

Position:

E-mail address of Representative:

Contact Name: *Please specify the name of the person who is responsible for communication regarding the contract.*

E-mail address of Contact:

## Game Developer Support

Dolby provides support to game developers at no charge. Please feel free to contact them with questions or concerns regarding surround sound production.

### Support Content:

- Seminars and Surround Sound Demos of Dolby Pro Logic II Technology Application  
The contents mainly target the sound production supervisor, but it is possible to match the seminar or demo content to other fields of the game development, if requested. We can go to your company or have you visit ours.
- Studio Construction Consulting/Setting/Calibration
- Equipment and Studio Rental
  1. Industrial Dolby Pro Logic II Hardware Encoder (For creating BGM/Movie Scenes)
  2. Dolby Pro Logic II Hardware Decoder (For monitor playback)
  3. Multi-channel Surround Sound Production Studio

There is a limit on the number of encoder and decoder units that can be loaned; in particular, please understand that high demand equipment may already be loaned out.

For equipment or studio rentals, please have scheduling flexibility when making a request because prior coordination of supervisors and dates is required.

- Sound advice and review for game titles supporting Dolby Pro Logic II

Our staff will offer cautions and answer questions that arise during sound production with Dolby Pro Logic II and will provide proposals for resolutions. Please feel free to contact us even during title production. Furthermore, we provide verification in our studios for actual created titles before creating the master and also perform sound review for created surround sound.

Please allow some flexibility in your scheduling when contacting us about these services.

### Marketing Support

We provide surround sound playback devices for free for launch events or exhibitions for titles that use Dolby Pro Logic II. This method is the most effective to deliver to the users and press the realistic surround sound of the title. Please inquire at any time.

### Contact Information

The contact information for support for Dolby Pro Logic II for Wii titles is shown below.

Please feel free to contact us.

Dolby Laboratories, Inc.  
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San Francisco, CA 94103  
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