

This PCR is submitted for compliance with the Games Console Voluntary Agreement (SRI version 2.6.3).

For further information please see: <http://efficientgaming.eu/>

PCR version: 1.0

Date: 13/02/2019

## Product Compliance Report Summary

Signatory company	Microsoft Corporation			
Reporting period	Jan – Dec 2018			
Date submitted	28/02/2019			
Completed by	Tim Calland, Senior Manager, Product Safety & Energy			
Contact details	<a href="mailto:information@efficientgaming.eu">information@efficientgaming.eu</a>			
List of consoles within scope of SRI				
#	Model name	Model number	Console type	Status
A.	Xbox One S	1681	Ultra high-definition media capable	Existing console (provide link for previously submitted PCR below)
B.	Xbox One X	1787	Ultra high-definition gaming capable	Existing console (provide link for previously submitted PCR below)
The Signatory complies with the requirements of the SRI for:			100% of products sold	

#	Reference to previously submitted PCR for applicable models	Submitted on:
A.	<a href="http://efficientgaming.eu/fileadmin/user_upload/2017_Report/PCR/PCR_Microsoft_Xbox_One_S_Model_1681_reporting_period_2017.pdf">http://efficientgaming.eu/fileadmin/user_upload/2017_Report/PCR/PCR_Microsoft Xbox One S Model 1681 reporting period 2017.pdf</a>	28.02.2018
B.	<a href="http://efficientgaming.eu/fileadmin/user_upload/2017_Report/PCR/PCR_Microsoft_Xbox_One_X_Model_1787_reporting_period_2017.pdf">http://efficientgaming.eu/fileadmin/user_upload/2017_Report/PCR/PCR_Microsoft Xbox One X Model 1787 reporting period 2017.pdf</a>	28.02.2018

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## Product Compliance Report (A)

Please refer to the test reports cited on the first page.

A.	Model name		Model number			
Additional model information						

### Section 1.

The following information and documents are submitted in support of this declaration by the references provided		References to documentation / hyperlink
1.1	Information on the energy-saving potential of power management. (Section 3.1)	
1.2	Information on default low power mode when the Games Console is powered-down. (Section 3.1)	
1.3	Information on the default auto power-down time settings. (Section 3.1)	
1.4	Information on how to change time settings for auto power-down. (Section 3.1)	
1.5	References to further information on other available low power modes. (Section 3.1)	
1.6	Record of console power consumption in active modes. (Section 3.2)	
1.7	Record of console power consumption in standby mode and additional user-enabled low power modes. (Section 3.2)	
1.8	Information on availability of end-of-life processing, refurbishment, out-of-warranty services. (Section 3.3)	
1.9	Information on product life extension: explanation on how to keep the consoles in good working condition. (Section 3.3)	
1.10	Information on product life extension: how to delete personal data. (Section 3.3)	

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1.11	Information on product life extension: options available (if any) to consumers to upgrade the performance of their consoles. (Section 3.3)	
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## Section 2.

#	Reasons for non-compliance	Supporting documentation / reference / hyperlink
	N/A	

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Product Compliance Report (B)

B.	Model name	[model name]	Model number	[model number]	Console type	Choose an item.
Additional model information		Please refer to the test reports cited on the first page.				

Section 1.

The following information and documents are submitted in support of this declaration by the references provided		References to documentation / hyperlink
1.1	Information on the energy-saving potential of power management. (Section 3.1)	
1.2	Information on default low power mode when the Games Console is powered-down. (Section 3.1)	
1.3	Information on the default auto power-down time settings. (Section 3.1)	
1.4	Information on how to change time settings for auto power-down. (Section 3.1)	
1.5	References to further information on other available low power modes. (Section 3.1)	
1.6	Record of console power consumption in active modes. (Section 3.2)	
1.7	Record of console power consumption in standby mode and additional user-enabled low power modes. (Section 3.2)	
1.8	Information on availability of end-of-life processing, refurbishment, out-of-warranty services. (Section 3.3)	
1.9	Information on product life extension: explanation on how to keep the consoles in good working condition. (Section 3.3)	
1.10	Information on product life extension: how to delete personal data. (Section 3.3)	
1.11	Information on product life extension: options available (if any) to consumers to upgrade the performance of their consoles. (Section 3.3)	

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Section 2.

#	Reasons for non-compliance	Supporting documentation / reference / hyperlink
	N/A	Please refer to the test reports cited on the first page.

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### Notes for Independent Inspector

#	Notes	Regarding
	Please refer to the test reports cited on the first page.	