

KGx Numen — Developer Pathways Application

Choose your pathway (Homebrew or Licensed Developer) and complete all sections. Please print, fill, and submit per instructions on the last page.

1) Applicant Information

Full Name

Email

Organization / Team (optional)

2) Pathway (select one)

■ Homebrew Pathway — flash ROMs to cartridges for testing on real hardware; ideal for hobby/indie development.

■ Licensed Developer — for officially licensed titles at scale; full publishing pipeline.

3) Project Information

Project / Working Title

Genre / Engine (optional)

Brief Pitch (what are you making; what makes it special?)

4) Team & Timeline

Team Size

Target Timeline (e.g., Q3 2026)

Relevant Links (portfolio, repo, trailers) — one per line

5) Experience & Needs

Experience (past shipped games, engines/tools used, relevant work)

What do you need from us? (dev kit access, SDK features, publishing support, etc.)

6) Acknowledgements

- ☐ I acknowledge that pathway access is not guaranteed and is subject to review.
- ☐ I acknowledge that releases must meet originality, completeness, and quality standards.
- ☐ I agree to follow KCEA submission guidelines and development policies.

Applicant Signature

Date

Please print and sign. Keep a copy for your records.

Submission Instructions

Send your completed application by one of the following methods:

Email (preferred): `dev@your-domain.com`

Attach scans/photos (PDF preferred). Use subject: Numen Developer Application — [Your Title].

Postal Mail: KCEA / Developer Pathways

123 Example Way, Suite 100

Your City, ST 00000, USA

Questions: *For any questions prior to submission, contact `dev@your-domain.com`.*

We honor openness and creativity while safeguarding quality standards, ensuring every release on the Numen is complete, original, and true to the legacy of the platform.