#### **Game Developers Conference®**

February 28 - March 4, 2011 Moscone Center, San Francisco www.GDConf.com

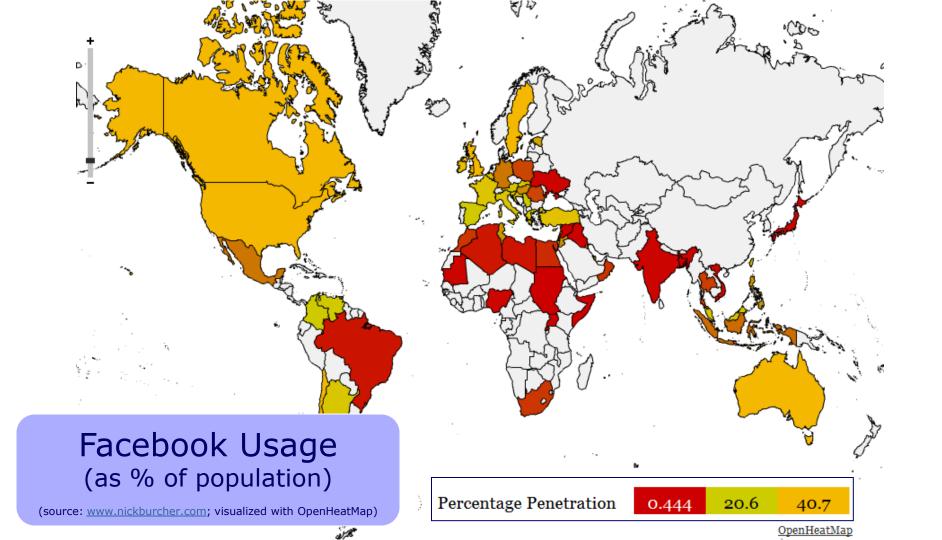


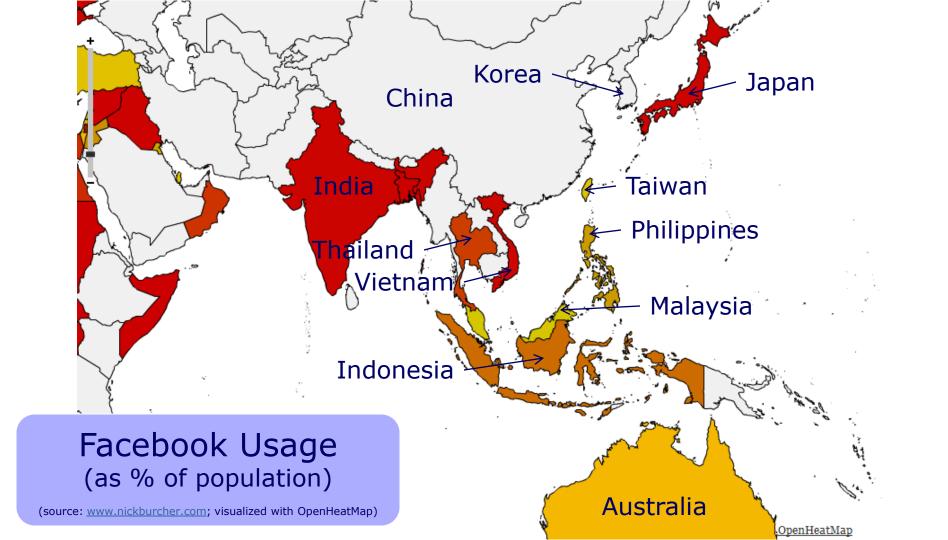


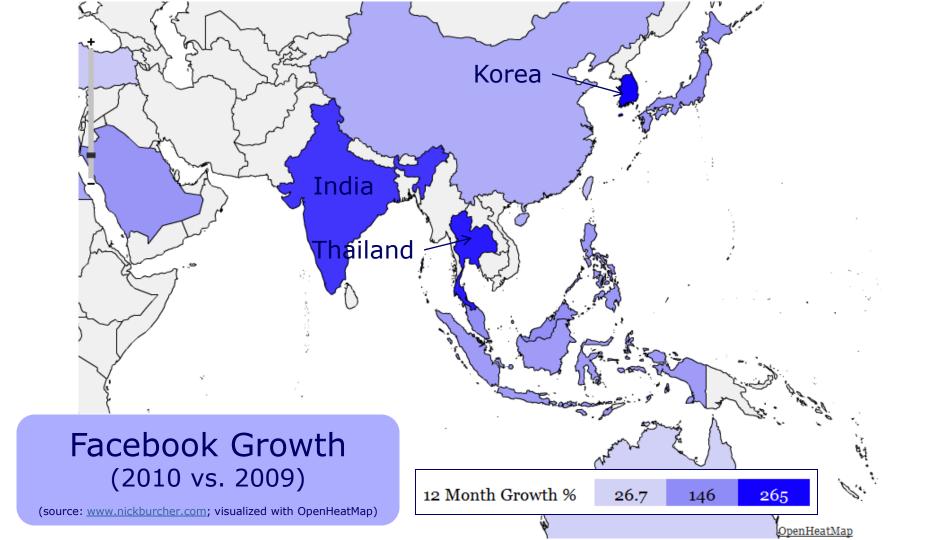


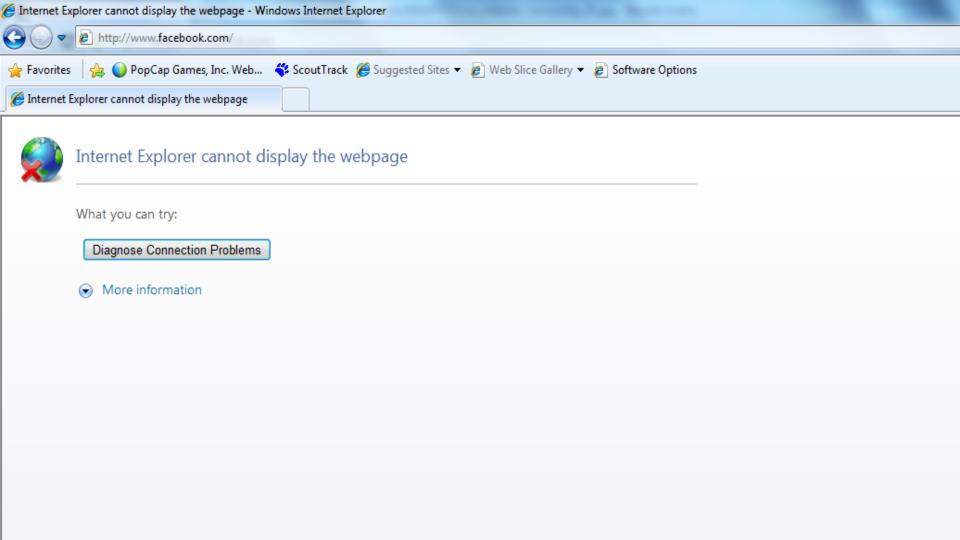


# 500 MILLON









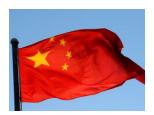
# China Market Overview







Many competing platforms



Heavily regulated (esp. for foreign companies)

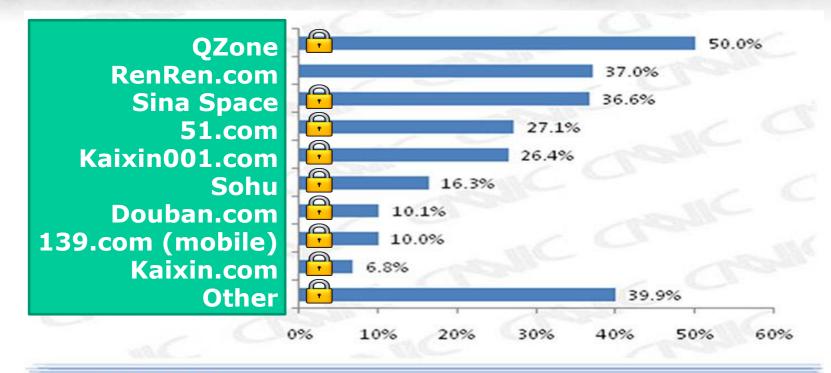


High DAU; Low ARPU

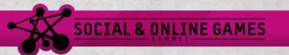


Predominately PC focused









# User behaviors China's platforms

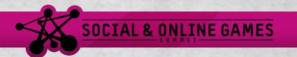
Stealing



#### **Facebook**

Cooperating





# Art style China



#### **Facebook**





# Viral feeds QZone

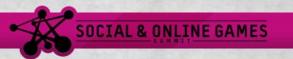
No app feeds



#### RenRen

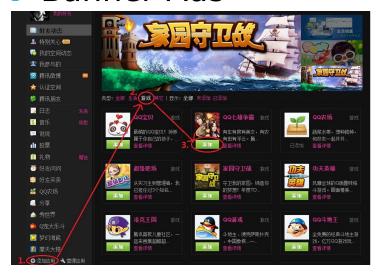
- App Feeds
- App Invites





# App Discovery QZone

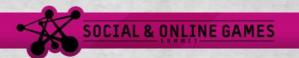
- App Directory
- Banner Ads



#### RenRen

- App Directory
- Ads





# Platform currency QZone RenRen

QB





#### RenRen Beans

银行卡	支付宝	手机充值卡	手机话费	MyCard (台币)	人人/骏网一卡	通 固定电话	其他充值方式 ▼										
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# Happy Tower

"Farmville meets Cake Mania"

- Manage a shop
- Service your customers
- Steal from your friends

. DAU: 15M

ARPU: \$.005 / DAU

Monthly revenue: \$2.5M



# Core Mechanic

- 1. Rent a floor to open a shop
- 2. Serve guests and get coins
- 3. Spend coins to upgrade and expand
- 4. Steal coins and guests from friends
- 5. Finish daily tasks for bonus rewards











# **Business Model**

- Buy items to:
- Attract more customers
- Shorten service time
- Improve customer satisfaction



## Viral Growth

Friend invites



# Fantasy Seabed



# **Business** model

- Buy items to:
- Shorten growth time
- Extend harvest time
- Buy special fish



# Viral Growth

Friend Invites



# Little War

- Grow, decorate village
- Make war on others
- Build magic powers
- Prank friends



# **Business Model**

- Buy:
- Building materials
- Magic energy
- Special decorations
- Shorten growth time



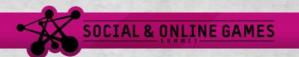


### Viral Growth

- Friend invites
- Form feeds







# Japan Market Overview







High (US\$2-\$3) ARPU

Limited social features: activity feeds, messaging, avatars



# GREE vs DENA: Feature Phone



As of Feb 7, 2011

As of Feb 11, 2011





**Kaitou Royale** 







**Nouen Hokkorina** 







Kaizoku Treasure







Hoshitsuku







El Ark



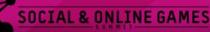
- More collaborative games
- Few titles from GREE
- Titles related to "love" and "boy" are popular
- More like Sony Computer Entertainment



- More competitive games
- Top 5, all from DeNA / 8 DeNA titles in Top 10
- More like Nintendo









#### **Dragon Collection**

- Card collection and battle game
- Popular with women as men









#### **Kaitou Royale**

- "Mafia Wars" style RPG
- . "Mafia Wars" not popular in Japan
- Released as "Bandit Nation" in US; not especially successful

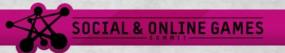














#### 100 Mannin no sangokushi

- Strategy RPG" game
- Reunify ancient China
- Simple battle mechanics; no real fight interaction







#### **Nouen Hokkorina**

Farming game

















#### Omiseyasan

- Shopkeeper game
- Visit friends' shops, etc







#### Kaizoku Treasure

- Seafaring Pirates
- Ship Battles
- Treasure hunting











#### SOCIAL & ONLINE GAMES



- Life drama game
- Main character works in nail salon
- At the turning point of your life, choose between love and job!
- Pay per-episode model









#### Hoshitsuku

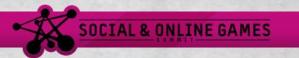
- Planet-building game
- Develop the culture on your planet
- Spend energy to go to other players' planets and find items
- Use found items to boost your culture











#### GREE vs DENA: SMARTPHONE



In service now
Flash emulation
Original web browser
Native apps for Gree API





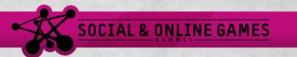




To be launched on April Using NG moco's engine "ngCore", which is Android-iPhone cross-platform capable





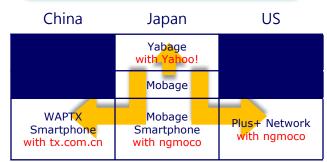


#### GREE vs DENA: PC SOCIAL



China US Japan No Game but simple SNS **GRFF** GREE GREE GREE platform for platform for platform for Smartphone Smartphone Smartphone with Tencent as GREE USA

Focusing on smartphone, not PC



Partnering with Yahoo (Yabage) to go after PC



PC

WAP

**Smartphone** 

PC

WAP

Smartphone



# App Discovery & Virality

- Discovery through promotion or charts (new, top selling, recommended)
- Virality limited to activity feeds & messaging
- Low click-through on game-related invites (25%)



# Q4 2010 Mobile & PC trends

Mobile

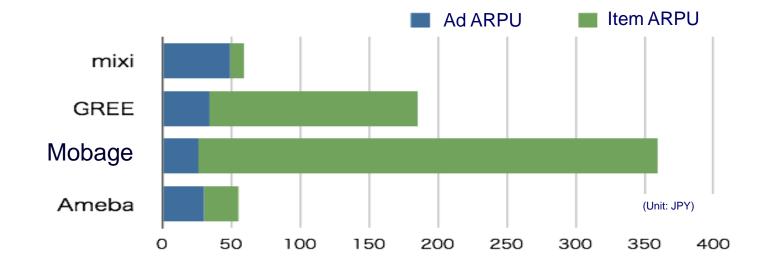
KX.	イン	Reach rate	Average PV	Minutes spent
mixi mob	ile	28.4%	1,285	670
GREE		36.1%	3,959	936
mobage		30.6%	7,741	1,319
Ameba mo	bile	33.1%	1,400	366

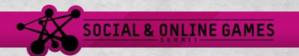
Minutes spent ドメイン Reach rate Average PV 306 182 mixi 16.5% Yabage 6.5% 428 206 Ameba pigg 25 4.5% 19 Hangame 3.8% 213 151

PC



# Q42010 ARPU





#### Western Companies Competing in Asia

#### **Zynga**

- © China: purchased Beijing social game studio (XPD); developing primarily for Facebook
- Japan: \$150M Softbank investment,; bought 120 people studio (Unoh); launched Farmville on Mixi platform (PC); working on mobile titles

#### Crowdstar

Partnership with Drecom in Japan to launch social titles on mobile

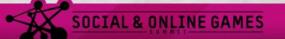
#### <u>EA</u>

Growing Playfish Beijing studio; opening iPhone studio in Beijing; planning to enter China market

#### **PopCap**

- Built 80 person Shanghai studio; partnering in Japan, Korea, China
- Announced social-mobile "PopTower" project for Japan





#### February 28 -

## Predictions...

- <\$100 Android handsets</p>
- Huge competition on social/mobile in China
- Facebook will partner to enter China



Questions?