

the golden rule of indie games promotion

SNECARES ABOUT YOUR GAME

system that is a quality check for communcations and assets



Thomas Relsenegger

Future Friends Games, Co-founder



Worked on over 100 games including:

Vampire Survivors, The Forgotten City, Exo One, What the Golf, Omno, Laysara, art of rally, Cloudpunk, Frog Detective etc.



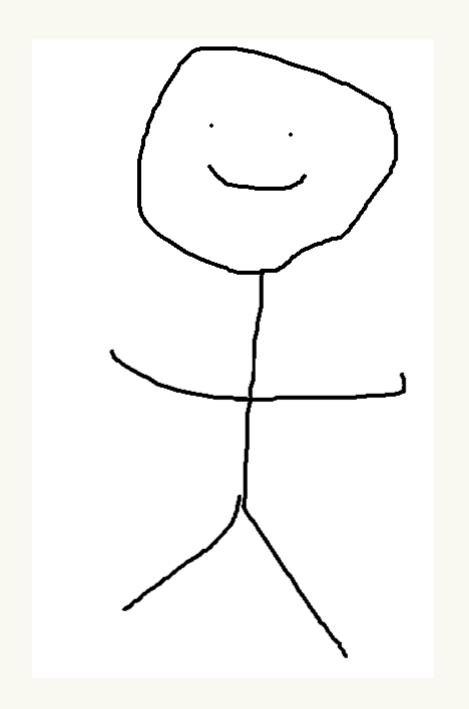
Today we will talk about

- 1. The avengers problem (and fix it)
- 2. 'No one cares mindset' on a micro level (social posts, emails etc.)
- 3. 'No one cares mindset' on a macro level (whole campaign)







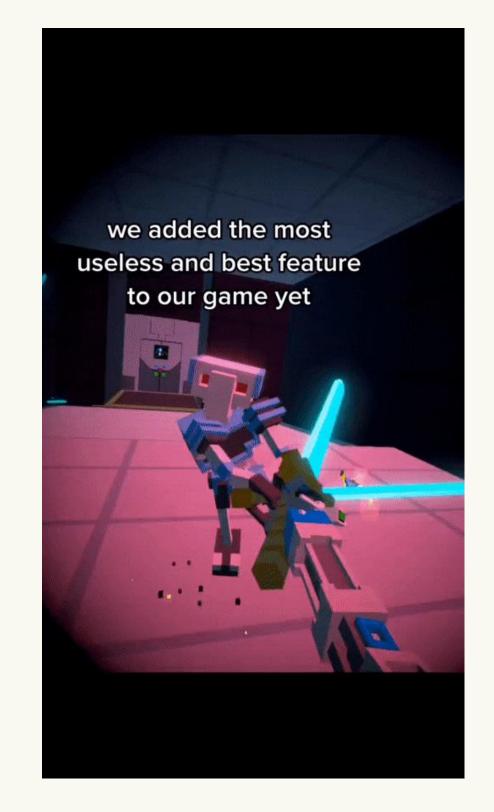




Micro Level

Rule 1: Get to the point quick





320k views / 26k likes

Rule 1: Get to the point quick



Instant town building toy

RECENT REVIEWS: Very Positive (109)

ALL REVIEWS: Overwhelmingly Positive (16,961)

EST, NET REVENUE: ~\$ 1.63 M

ABOUT THIS GAME

Features

- Unique visuals inspired by medieval manuscripts and medical books.
- · Hyper satisfying physical interactions with ingredients and equipment.
- Sandbox style gameplay where you have many different avenues available, and it's up to you to figure out the best way to complete each task.
- Sell your potions to the townsfolk while roleplaying as a noble artisan, a greedy weasel, an occult dark master, or whomever else you may wish to be!

Work with all sorts of ingredient

Leaves, flowers, berries, roots, fruits, minerals, and a plethora of mushrooms are at the ready for your mortar and pestle. Just like espresso, the fineness of the grind matters!



Learn the art of potion making

Concoct your potion plan. Grind ingredients and carefully mix them in your cauldron. Heat the coals. Boil and stir. Add the base: water, oil, or... something else. Congrats on your first potion! Was it easy to learn? Now try mastering it!



Rule 2: Works for newcomers



Vampire Survivors



907k views / 60k likes

Rule 2: Works for newcomers

Exo One publisher reveals Ghibli-inspired adventure game 'Europa > Inbox x



Thomas Reisenegger < thomas@futurefriendsgames.com> 19:20 (0 minutes ago) ☆ ← :

Hi {First Name},

We have very exciting news coming out of Future Friends HQ today, we're publishing a new game!

At today's Wholesome Snack Event, indie dev Helder Pinto and publisher Future Friends Games (Omno, Exo One) revealed 'Europa', a peaceful game of adventure, exploration and meditation.



About the game:

On the moon Europa, a lush terraformed paradise in Jupiter's shadow, an android named Zee sets out in search of answers. Run, glide and fly across the landscape, solve mysteries in the ruins of a fallen utopia, and discover the story of the last human alive.

Europa is coming to Steam and consoles in 2023.

Links:

- **NEW** Official reveal trailer
- NEW Steam page
- NEW Presskit

We're so excited to finally show off this very special project to you all. Launch won't be for a while, but if you'd like to sign up for a **review code** now then let me know and I'll get your name down.

Thanks so much!

Cheers, Grace ©(ò_ó)ூ



How much do people know your game per channel









YouTube







Store pages

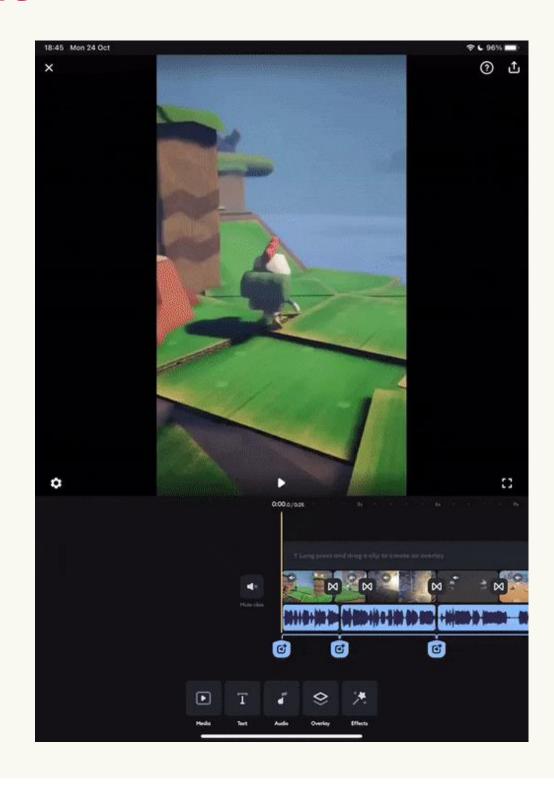
'First impression proof' is important

People are familiar with the game

GDC 2023 / @olima

Rule 3: Think of the environment





Rule 3: Think of the environment



1.1m views / 70k likes

Rule 4: Know your next step



- Always know where people should go next
- Call to actions are great! BUT can be mega cringe

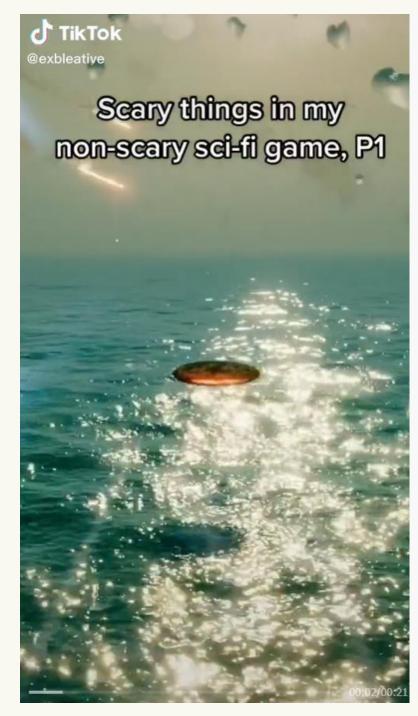
Micro Level Checklist

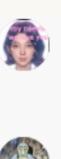
- 1. Does it get to the point in the first few seconds?
- 2. Does it work for newcomers?
- 3. Does it fit the platform and environment it's read/watched on?
- 4. Does it point to the next step?

Macro Level

Just show your game







naevis calling a 😇 what is the game called?

5-22 Reply



glitchmonkvr what is this game called

5-21 Reply



s it free?

5-21 Reply



TomyKex game name?

5-21 Reply



Dinkz.

Game name?

5-21 Reply



jloo **√**

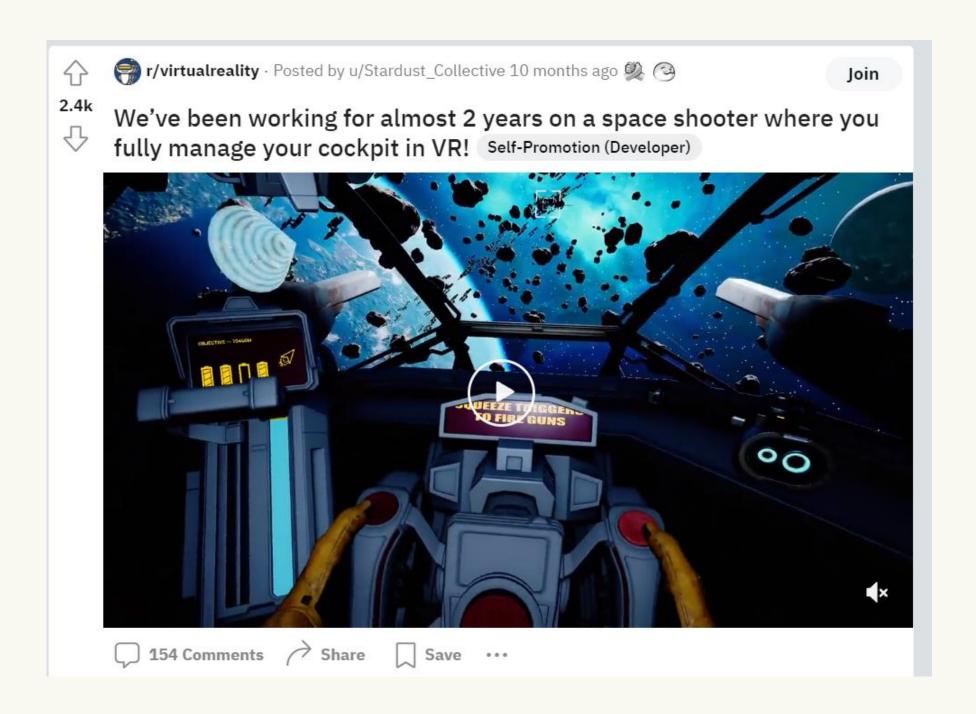
game name pls

F 24 D --- I

Just show your game



680k views / 80k likes



Just show your game



qazitv QaziTV

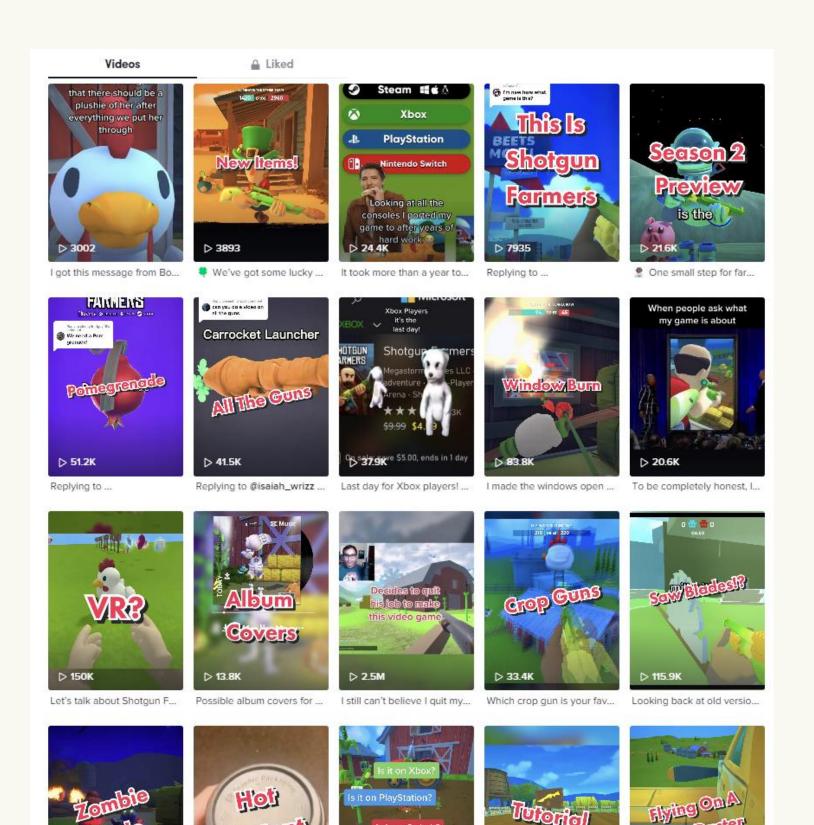
Messages



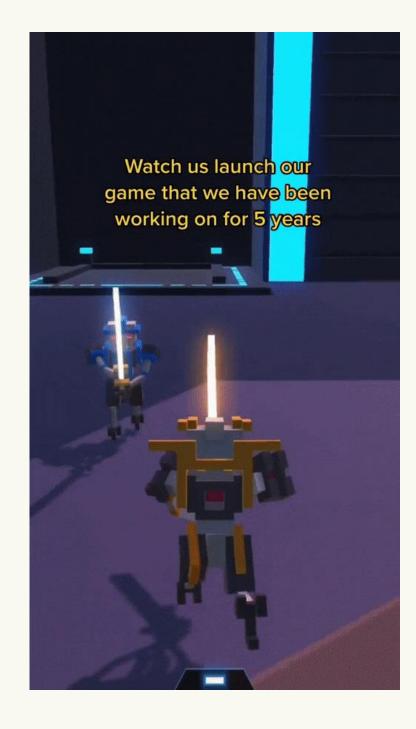
589 Following 1.4M Followers 52.3M Likes

I'm making Shotgun Farmers, out on Xbox, PlayStation, Steam, and Switch!

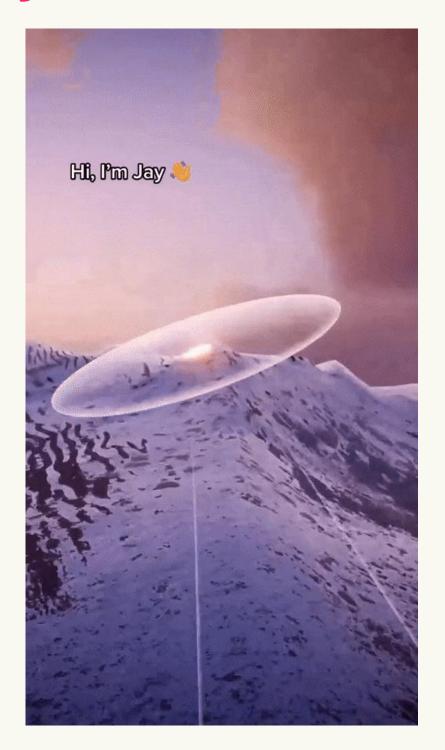
⊕ store.steampowered.com/ap...



Bonus rule: Know your money shot



2.3m views / 317k likes



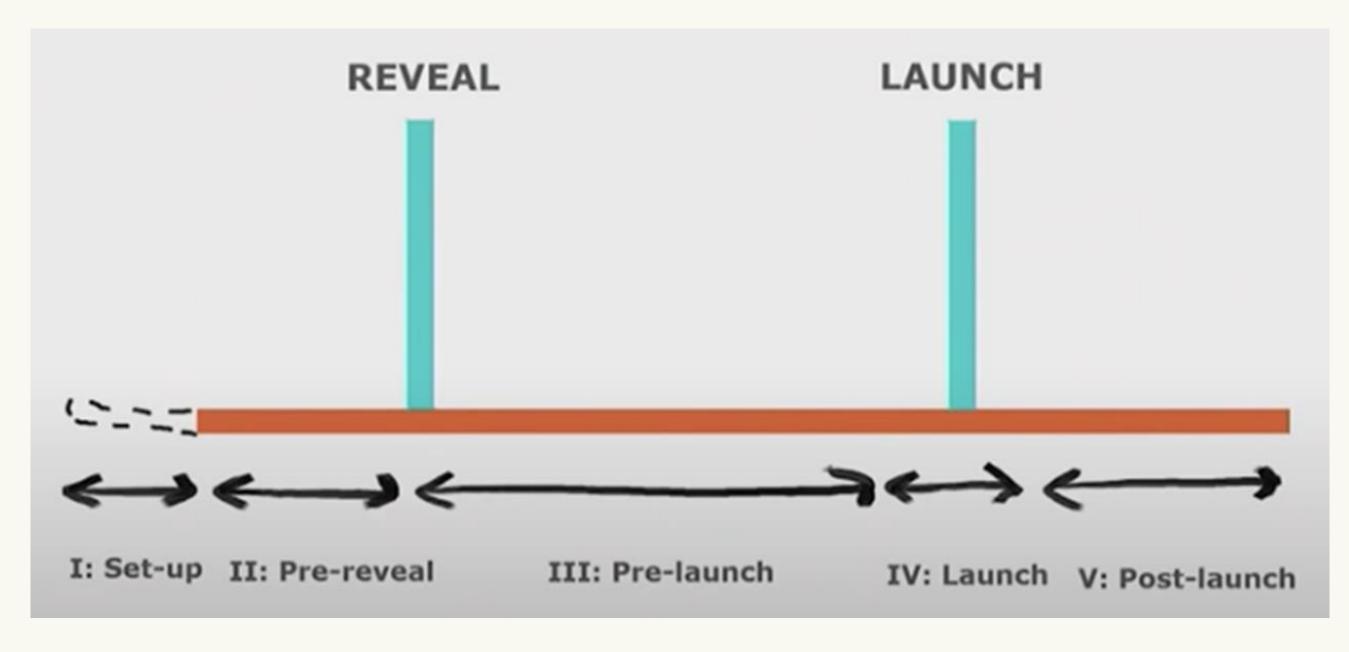
9.3 m views / 1.4m likes

PR campaign evolution



1: make game

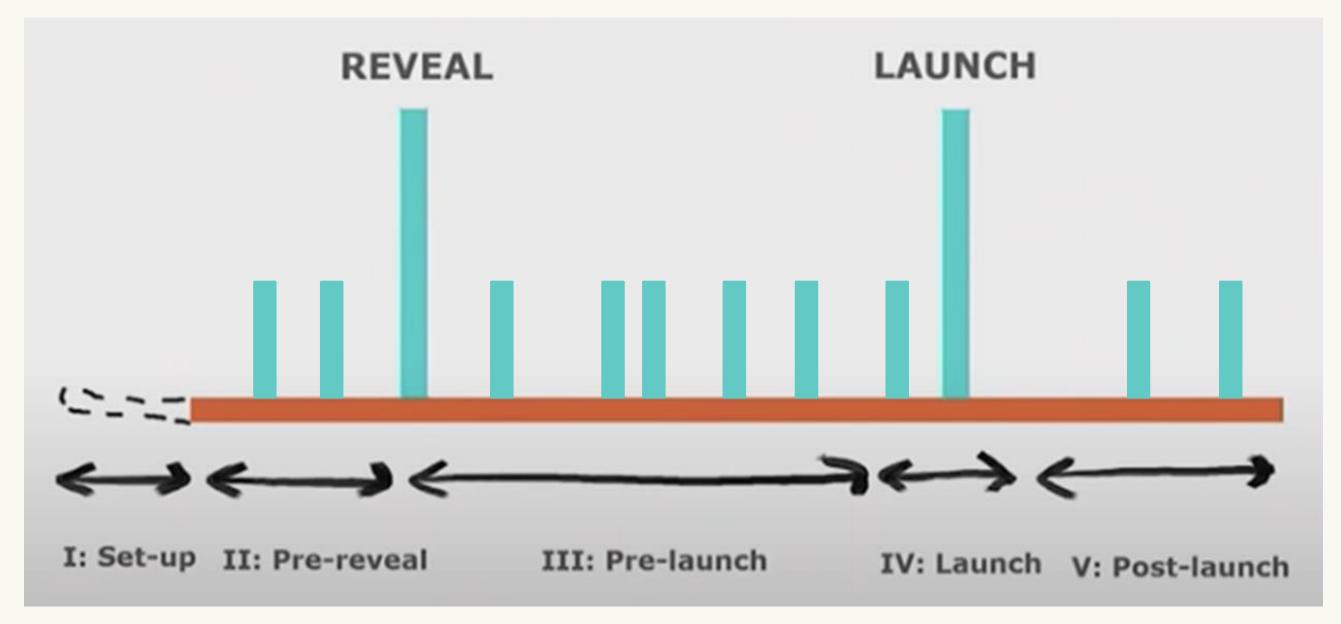
PR campaign evolution





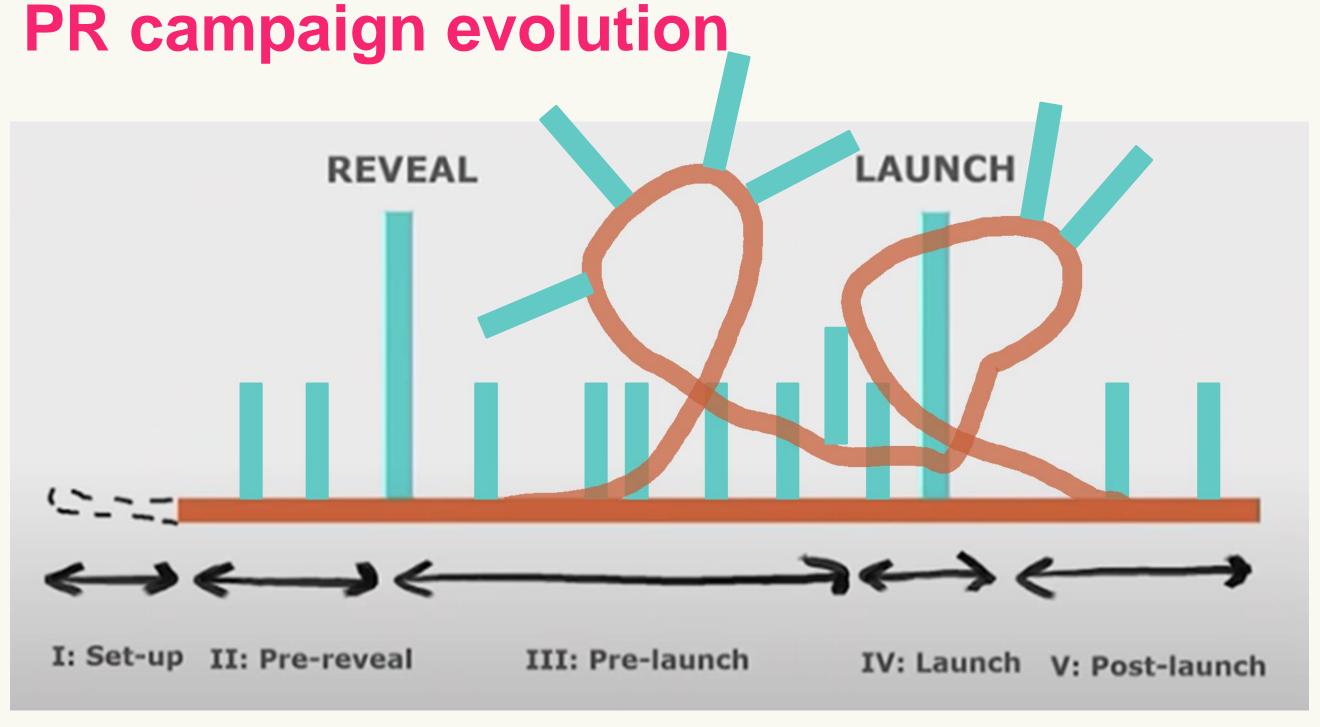
2:regular PR campaign

PR campaign evolution





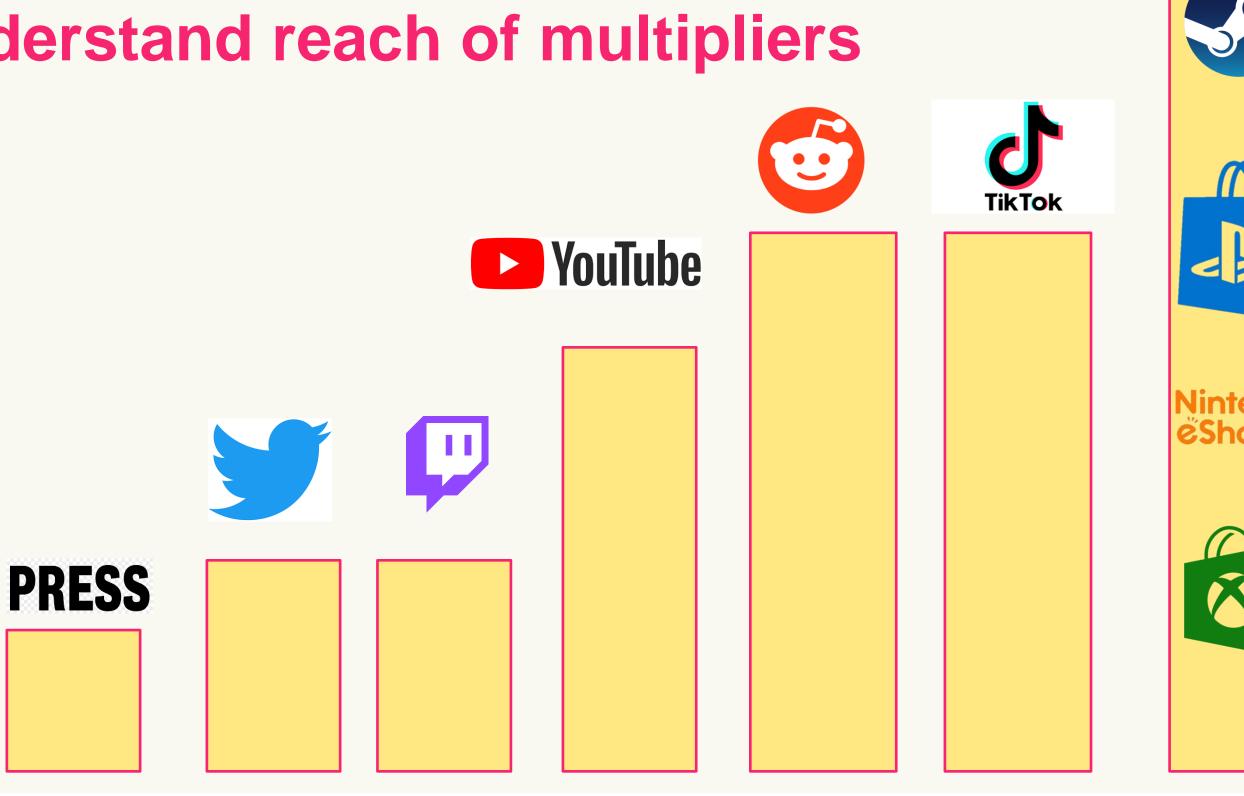
3: rinse, repeat

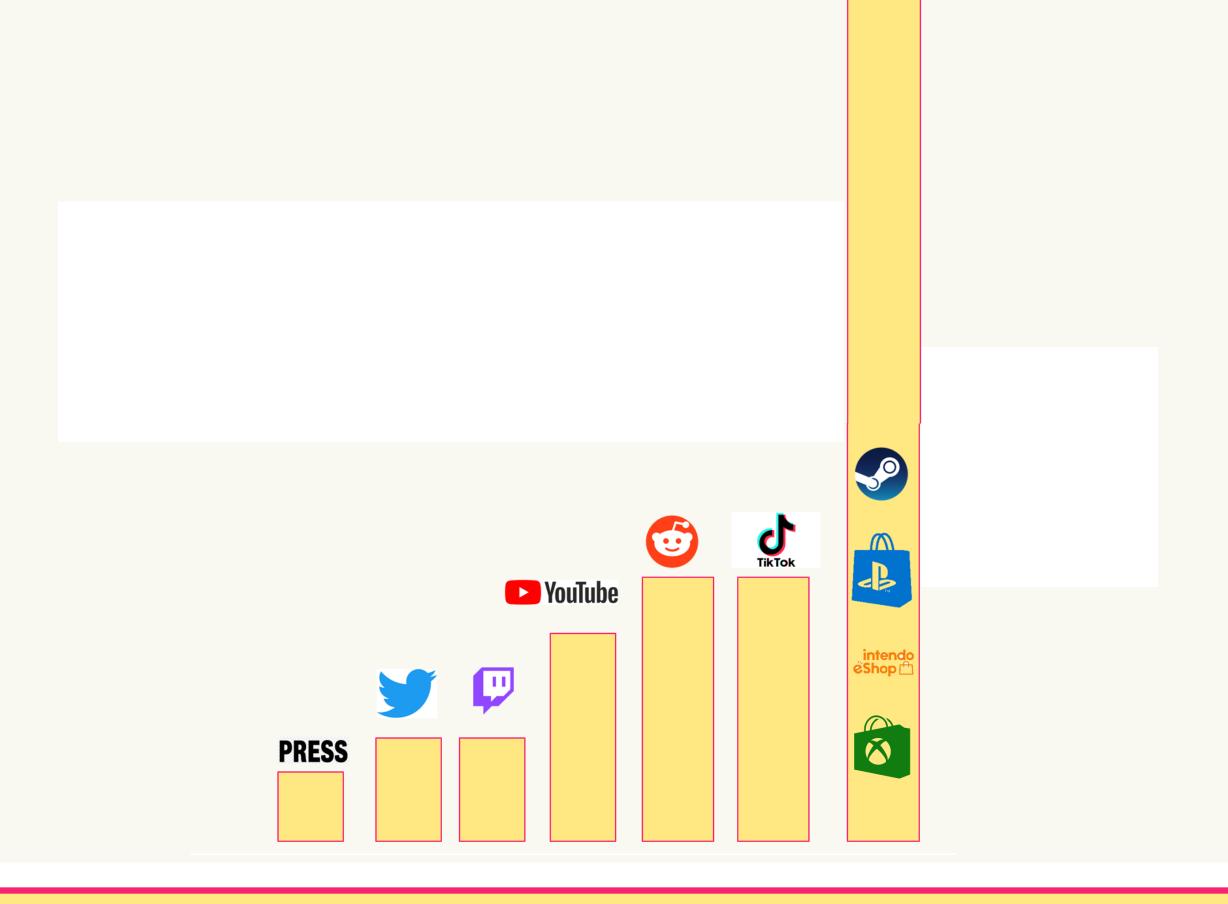


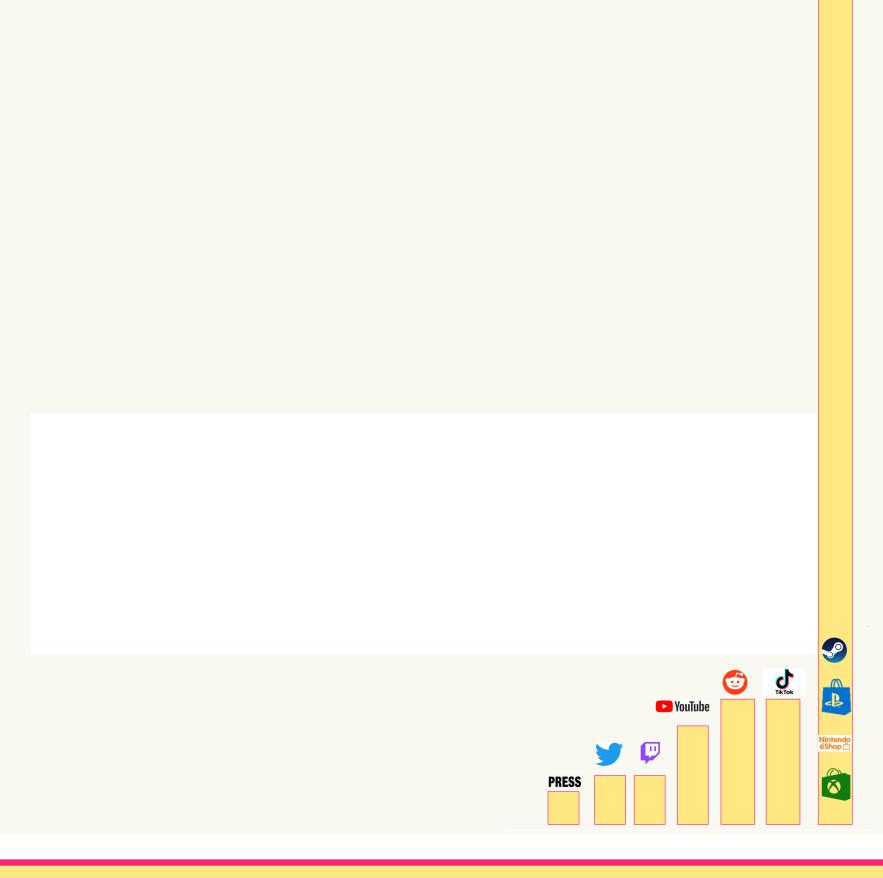


4: adapt

Understand reach of multipliers







Macro Level Checklist

- Just show your game
- Campaign planning
 - Keep reminding people forever! (many beats, there is no hype)
 - Reuse recycle, rinse repeat, experiment (No one cares about your game)
 - Embrace the chaos and adapt
- Figure out your multipliers

the golden rule of indie games promotion

SONECARES ABOUT YOUR GAME

thomas reisenegger // @olima // GDC 2023 thomas@futurefriendsgames.com