Steve Meretzky, VP Game Design, Playdom

Dave Rohrl, Creative Director, Playdom

March 6, 2012





Here is a gift of New Year's Champagne for you. Can you help me by sending one back?



Here is a gift of a Valentine's Day Heart for you. Can you help me by sending one back?



Accept

×



Here is a gift of a St. Paddy's Day Four Leaf Clover for you. Can you help me by sending one back?







Here is a gift of an Easter Egg for you. Can you help me by sending one back?



Here is a gift of a Memorial Day Star for you. Can you help me by sending one back?



Accept



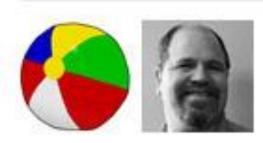
Here is a gift of a Start-of-Summer BBQ Grill for you. Can you help me by sending one back?







Here is a gift of a Fireworks for you. Can you help me by sending one back?



Here is a gift of a Beachball for you. Can you help me by sending one back?



Accept



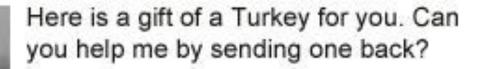
Here is a gift of a School Bus for you. Can you help me by sending one back?







Here is a gift of a Jack-O-Lantern for you. Can you help me by sending one back?





Accept



Here is a gift of a Dreidel for you. Can you help me by sending one back?



## A big 2012





### But first...

- Silence them thar devices
- Fill out them thar evaluation forms



#### A new format!



























#### Game #1

#### Take a Gamble





#### From Playtika



















### Welcome to the Bubble King Bonus Game

TOTAL WIN:

Blow four stages of bubble combinations to dethrown the Bubble King and seize his treasures.

Point the cannon to select a combination and shoot.

Beware of the bombs, they can blow your quest and end the game.





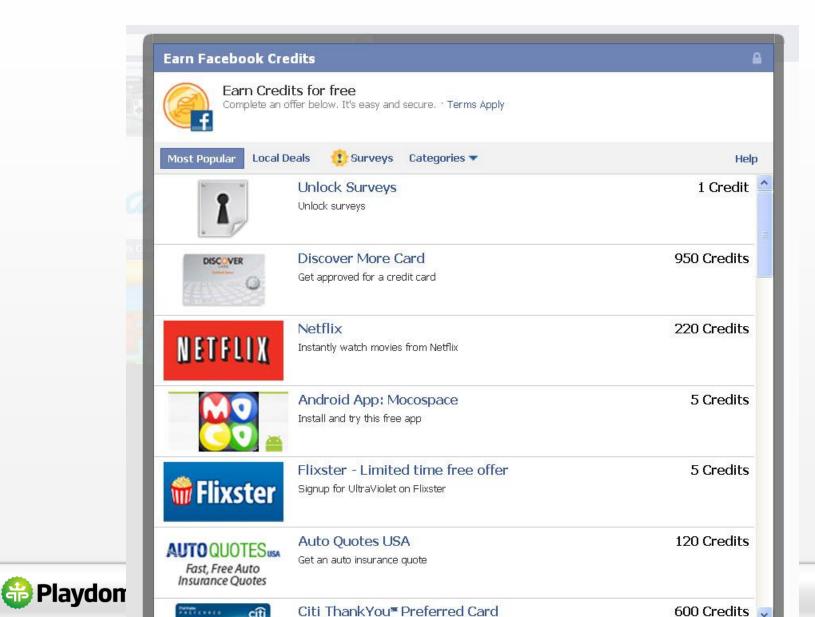


#### How does it monetize?

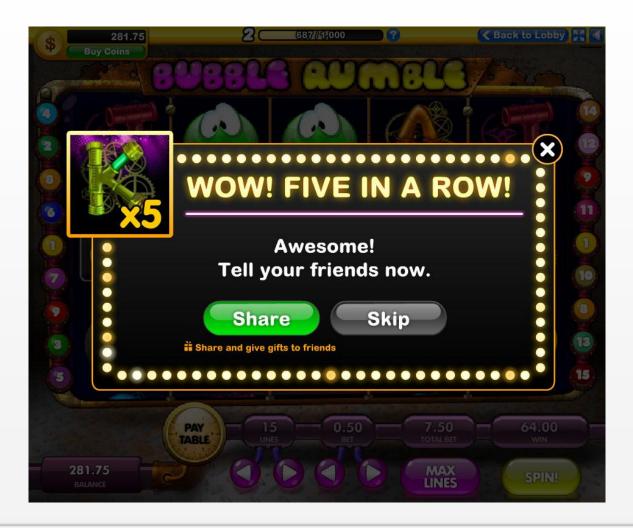




#### How does it monetize?

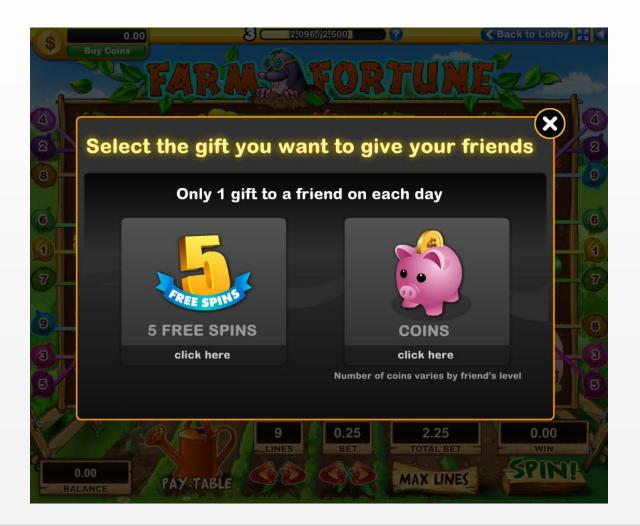


### How is it viral?





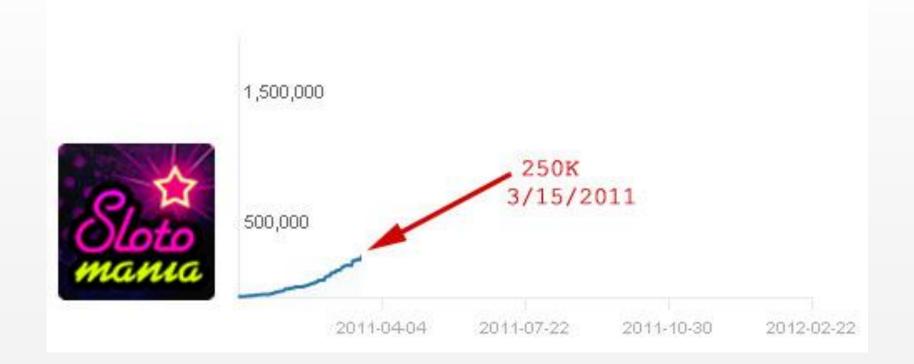
### How is it viral?



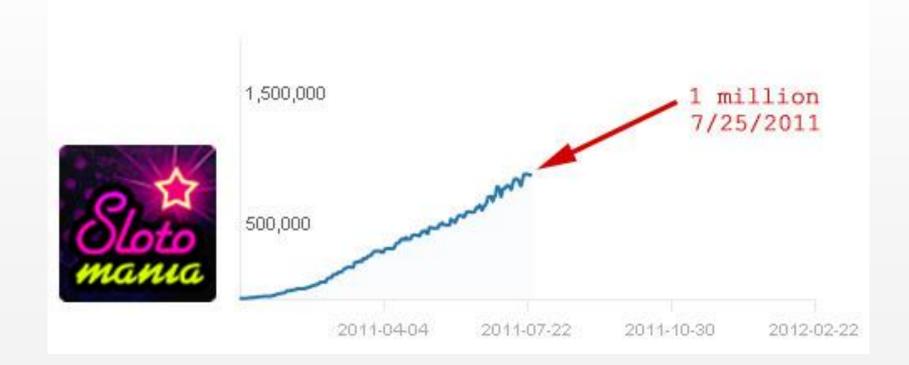




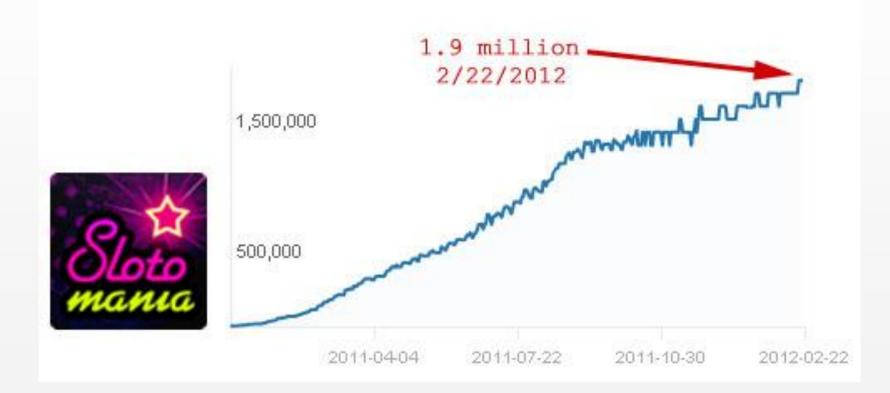
























#### Lessons

- This is a popular genre
- Growth opportunity
- Entry possibility for a small player
- Companies are positioning for potential legalization



#### Game #2: Zombie Lane





### What is Zombie Lane?

#### Arguably:







#### How Similar?



#### How Similar?



#### What's Different?





#### **Zombie Implications**





## Why Does This Matter?

- Frontierville mechanics = very casual
- Zombies = errrrr.....a little more blue



#### **Results?**

- 1.4M Peak DAU
- Still in live ops 1 year later



#### And More



#### 7M Peak DAU



# Learnings

- Blue themes can overlay on casual mechanics
- Significant audiences
- Boys like casual games too!



#### Game #3

#### The Casual Invasion





#### by King.com

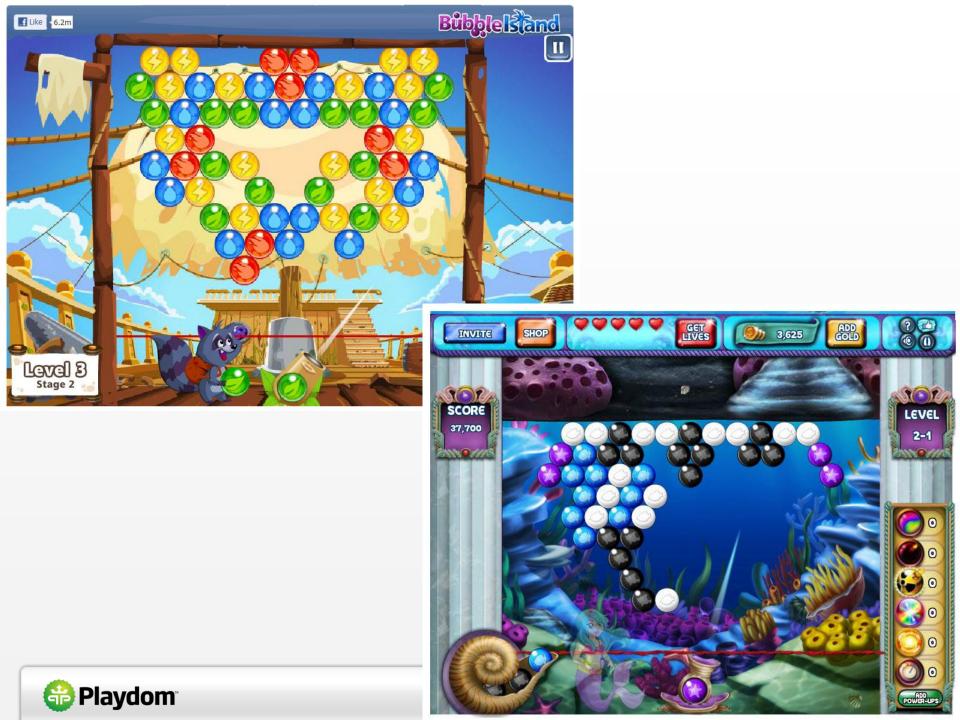


























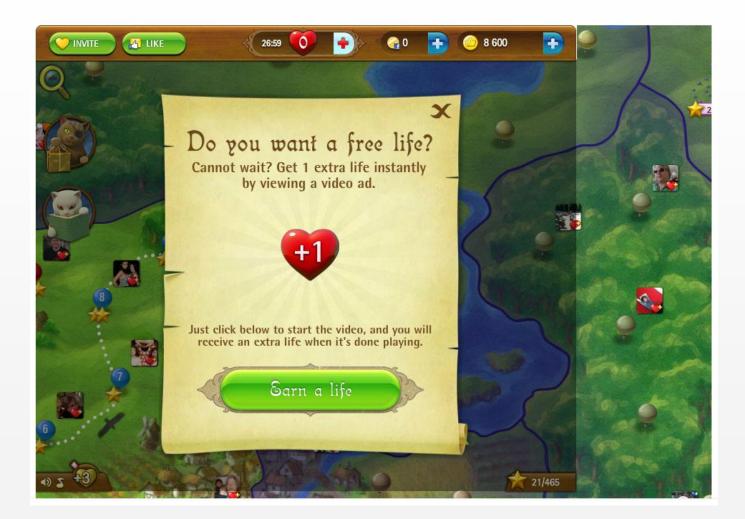


















#### How is it viral?



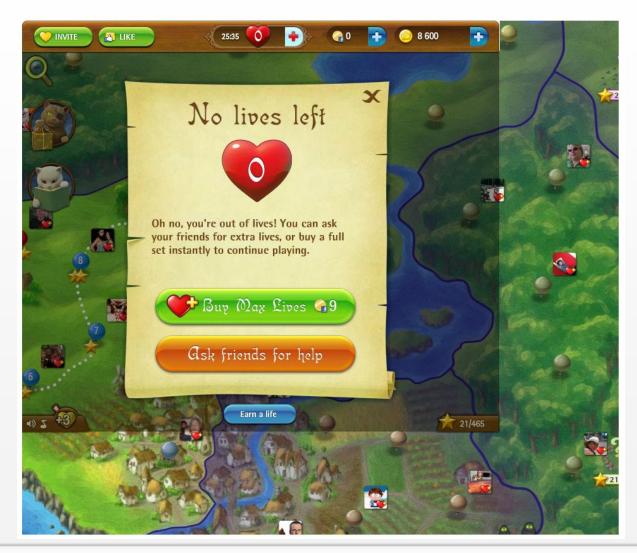


#### How is it viral?



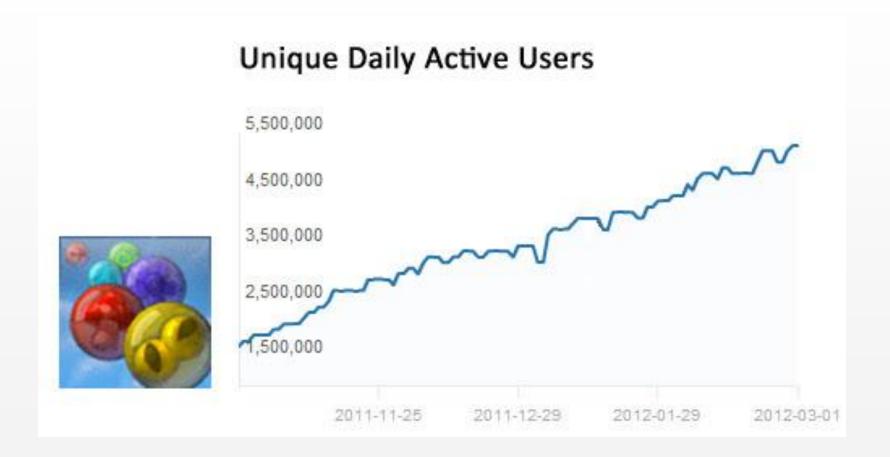


#### How is it viral?





### Why is it retentive?





## Why is it retentive?

- Balance of skill and luck
- Endless clear and achievable goals
- Casual competitiveness











#### Lessons

- Room for more than one entrant
- Lots of growth...
- ...but potential for more





#### Game #4: Gardens of Time



#### What is Gardens of Time?



#### Not the First



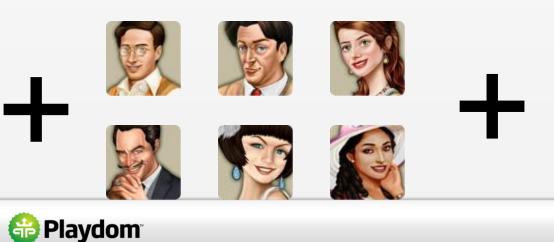


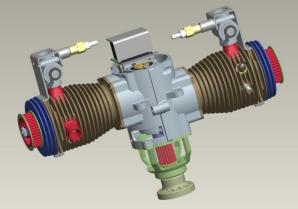


#### Why the Massive Success?





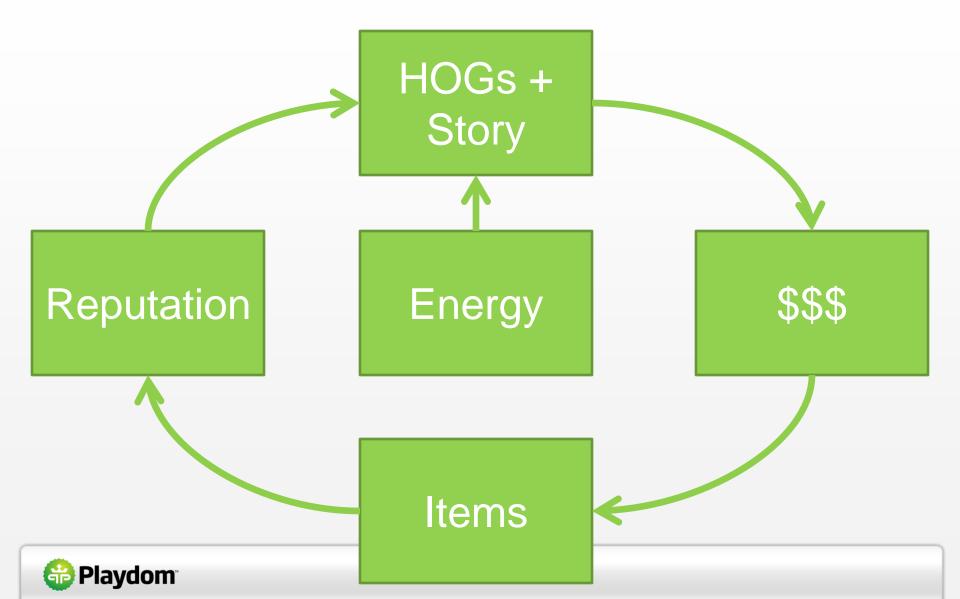






The new two-cylinder 60cc RCV engine designed for Micro UAV applications

#### In Other Pictures



#### **Casual Downloads**





#### **Facebook Players**



### How'd It Do?

- 4M Peak DAU
- #3 game on FB
- 23% DAU/MAU



#### And More...



#### Steady 7.2M DAU

Just Launched...

And Many, Many More...



# Learnings

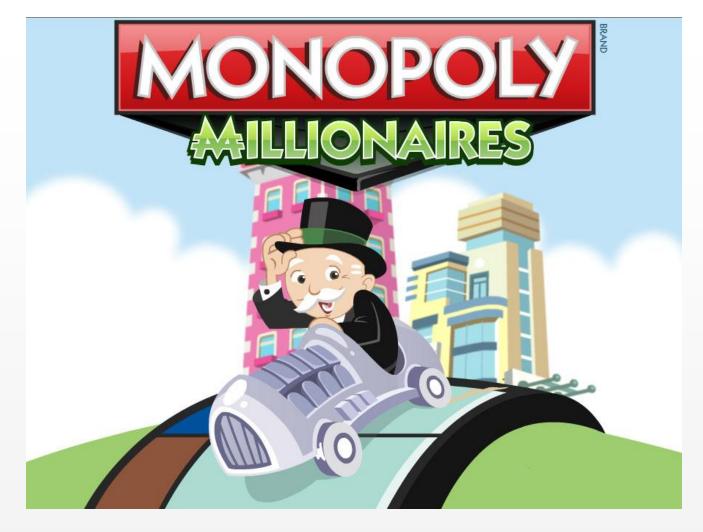
- HOGs have a place
- Takes real craft
- Big wins
- Serial consumption/Parallel play



#### Game #5

## IP Badly





#### by EA-Playfish























## What worked?

- Really captured the look and feel
- Easy to learn
- Dice rolls = energy
- Inherently social

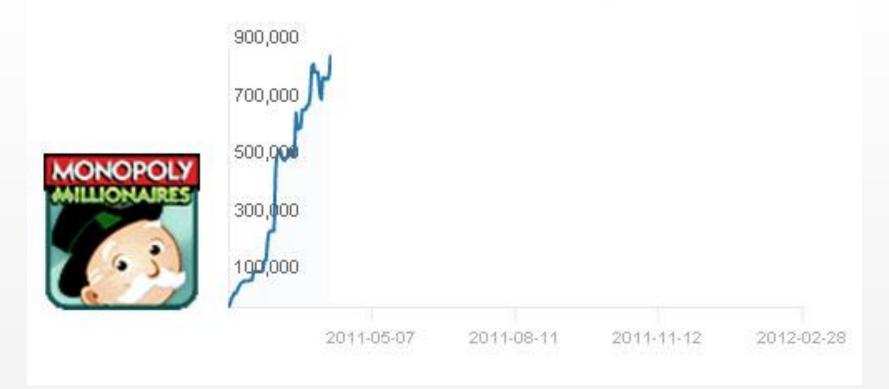


## What didn't work?

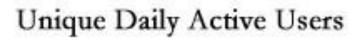
- Cooperative? Or competitive?
- No differentiation
- No elder gameplay

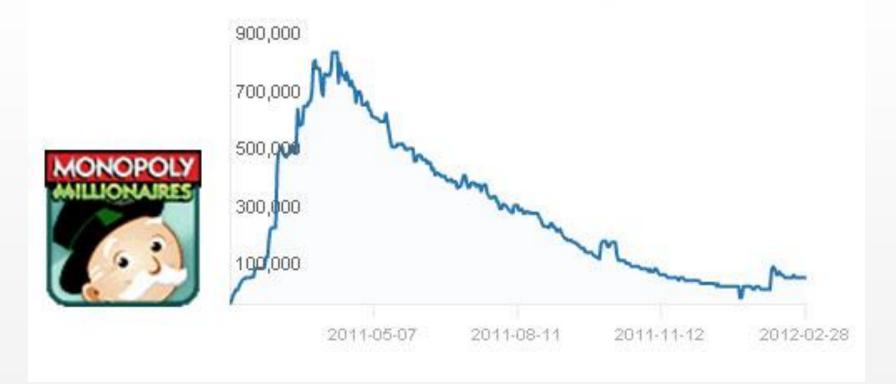


#### Unique Daily Active Users

















AT T

👌 🧪



### Lessons

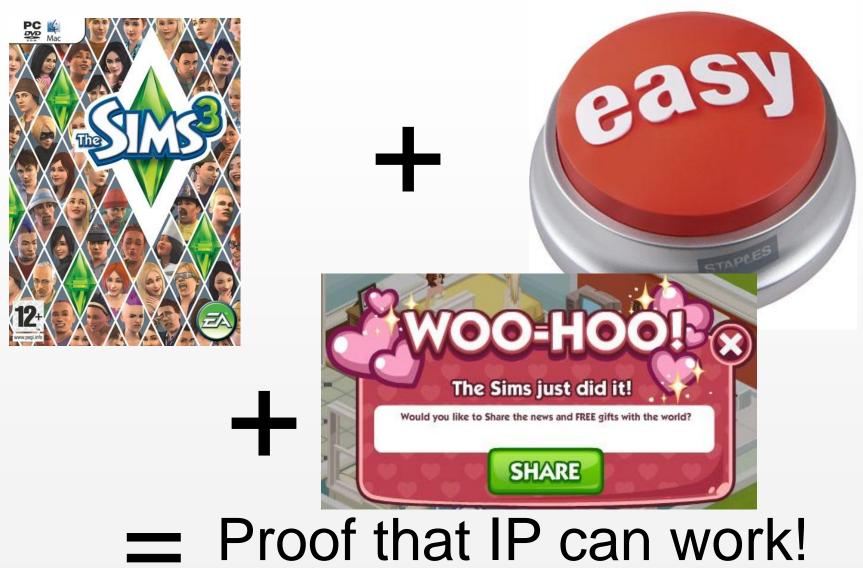
- IP is great for UA...
- ...but it won't keep 'em around
- Game development is hard...
- ...and social game development is even harder



### Game #6: The Sims Social



## What Is The Sims Social?





### Sims



## Simple











## Familiar





## **Great Viral/Social Play**









### More Games



NOTE: This is a cricket. Not a cockroach. Thank you for asking.



# Learnings

- Yield can be amazing
- Category killing
- Right IP, right execution, right support



#### Game #7

### Belly Up to the Production Bar













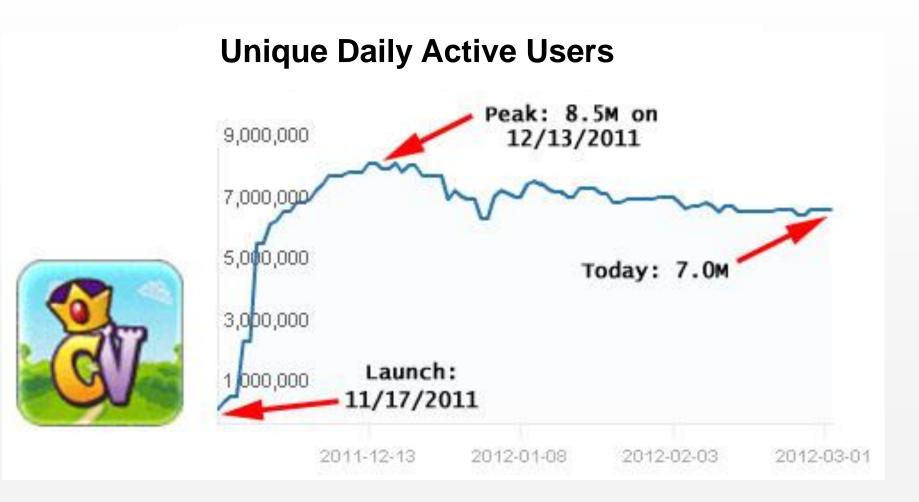






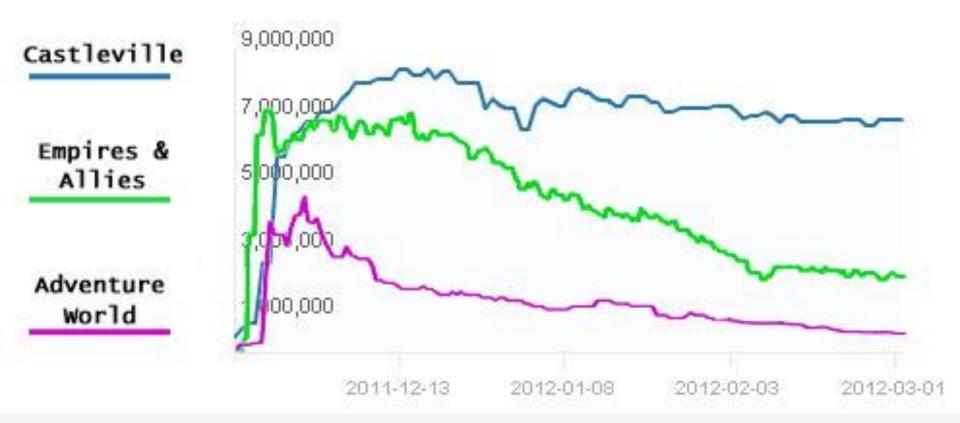


## How's it doing?





#### **Unique Daily Active Users**





#### From Zynga's press release of 10/11/2011:

CastleVille raises the bar on the production value of the "Ville" brand, with epic storytelling, highly detailed art and animation, and a completely original musical score that was recorded with a 75-piece orchestra and full choir.





### Lessons

- The market is maturing
- The production bar is rising (especially in established genres)
- This is *not* a newbie-friendly zone



## Game #8: Social Empires





## What Is Social Empires?





### How Is It Warcraft?

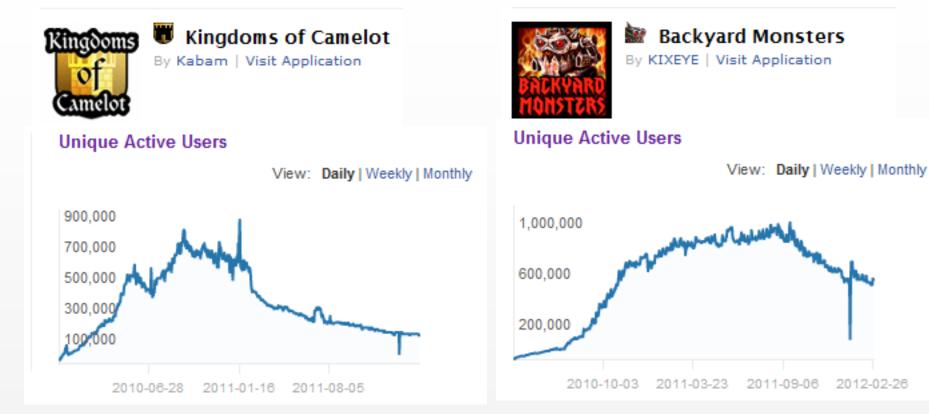


# How is it Cityville?





# What's the Story?





### But Then...



#### Social Empires - Land of Dragons & Castles

By Social Point | Visit Application

#### **Unique Active Users**



View: Daily | Weekly | Monthly



# Why The Big Result?

- Better execution of combat mechanic
- Flawless execution of core social mechs
  - Crewing
  - Gifting
  - Alliance Bonus
- Super-cute art style
- Great monetization support UA
  - Super buildings (offense, defense, resource troops)
  - Town expansion
  - -PvP
  - Scenario packs



### And More...



#### 320K and growing



300K and growing fast



# Learnings

- More developers coming in
- Even more players coming in – High monetizers
- Winners win big
- Still room to get big





### **Publish or Perish**





















### Enter the publisher...









### How does it monetize?





### How does it monetize?



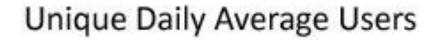


# How is it viral?



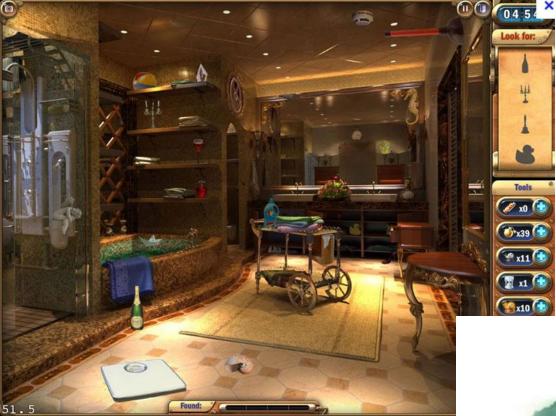


# How's it doing?











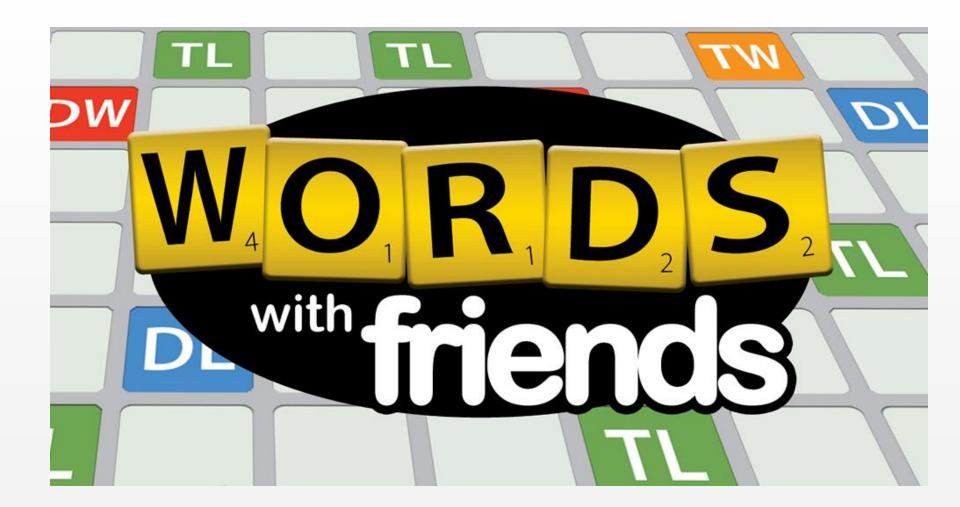


#### Lessons

- Publishing is coming (pros and cons)
- Innovation isn't a magic bullet [sob!]
- Developers are not the audience



# Game #10: Words with Friends





# What is Words with Friends?





# How Is It Scrabble?





# How Is It Viral/Social?





# How's It Doing?

	developerAnalytic	s SEARCH		by appname
Гор Ар	pplications			
Display	ying <b>1</b> - <b>25</b> of <b>156,277</b> results.	Next »		
	Application Name	Monthly Active Users	Daily Active Users	Reports
1	BlackBerry Smartphones App	51,900,000	31,500,000	📓 Buy
2	💐 Microsoft Live	22,200,000	19,000,000	📓 Buy
3	St Vaheet	50,000,000	0,700,000	📑 Buy
4	Words With Friends	20,400,000	8,900,000	Buy
5	l CityVille	16,000,000	0,000,000	📓 Buy
6	Hidden Chronicles	33,100,000	7,100,000	📓 Buy
7	🚳 CastleVille	28,800,000	7,000,000	🛅 Buy
8	Texas HoldEm Poker	33,500,000	6,700,000	📓 Buy
9	httc Sense	10,200,000	6,700,000	📓 Buy
10	📲 FarmVille	28,400,000	5,800,000	📓 Buy
11	🜲 Bubble Witch Saga	15,400,000	5,200,000	📓 Buy
12	Spotify	15,800,000	5,000,000	🛅 Buy

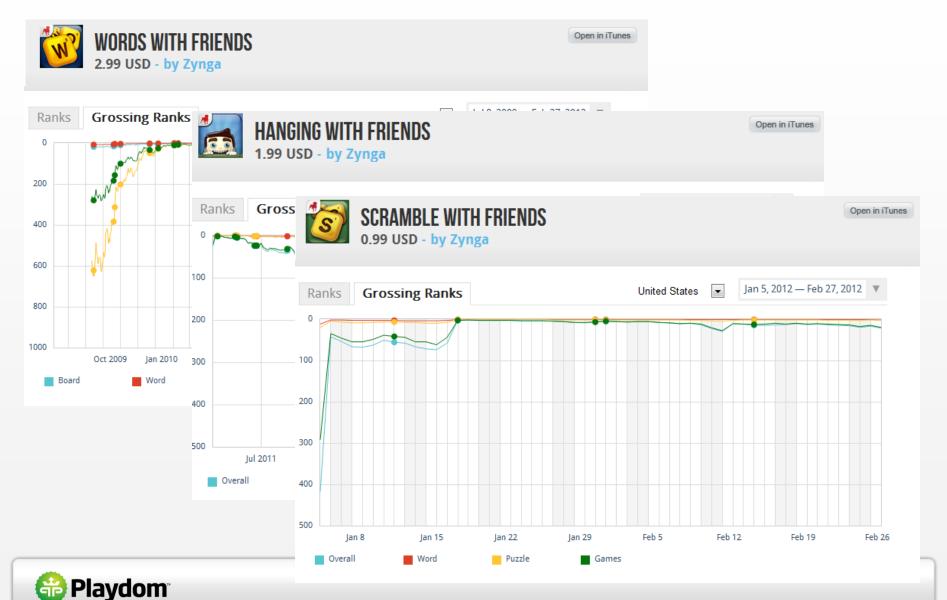


# Why?

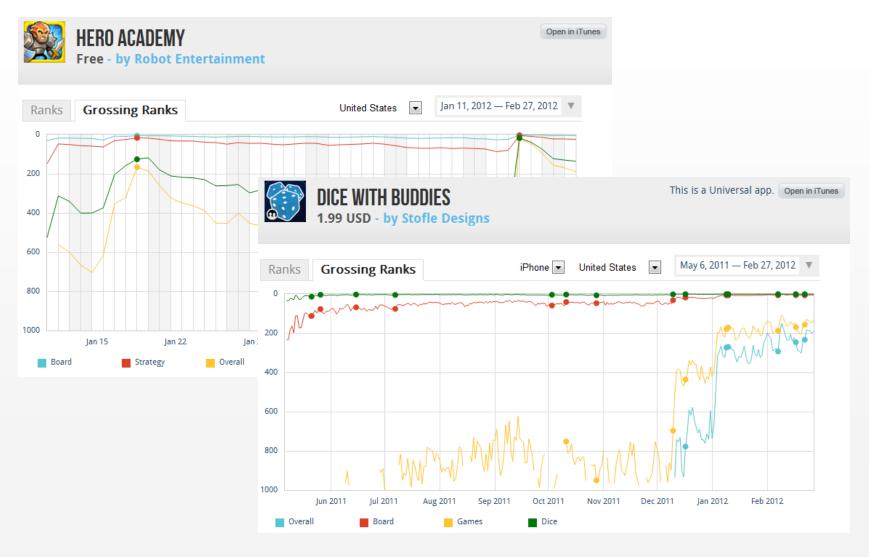
- Ridiculously accessible
- Incredibly sticky
   43% DAU/MAU!!!!



# Zynga iOS Turn Based



# And Others





# Learnings

- Category proven on iOS
  - Zynga
  - Indies
- Other play patterns have crossed over
- #1 game on FB
- Look out for many more in 2012



# Thank You!

- <u>Smeretzky@playdom.com</u>
- Drohrl@playdom.com

# QUESTIONS?



# Appendix #1 GAMES MENTIONED IN THIS TALK



Later -	1000		Peak		Current
Game	Company	Launch Date	DAU	Weeks to Peak	DAU
Slotomania	Playtika	12/23/2010	1.9M	61 and counting	1.9M
Jackpotjoy Slots	iwi	7/6/2011	430K	26	390K
Bingo Blitz	Buffalo Studios	11/4/2010	1.1M	68 and counting	1.1M
DoubleDown Casino	DoubleDown Interactive	6/27/2010	1.4M	87 and counting	1.4M
Slingo	Zynga	2/20/2012	140K	2 and counting	140K
Lucky Gem Casino	PopCap-EA	2/26/2012	70K	1 and counting	70K
Zombie Lane	Digital Chocolate	3/13/2011	1.4M	12	300K
Frontierville	Zynga	6/12/2010	8.0M		replaced by Pioneer Trail
Army Attack	Digital Chocolate	5/26/2011	700K	3	160K
Empires & Allies	Zynga	6/3/2011	7.8M	2	2.4M
Bubble Witch Saga	King.com	10/25/2011	5.3M	18 and counting	5.3M
Bubble Saga	King.com	4/22/2011	1.4M	33	1.2M
Bubble Island	wooga	2/6/2010	2.7M	107 and counting	2.7M
Bubble Atlantis	SGN	10/24/2011	240K	8	210K
Tetris Battles	Tetris Online	8/6/2010	4.0M	81 and counting	4.0M
Diamond Dash	wooga	3/19/2011	4.6M	49 and counting	4.6M
Diner Dash	PlayFirst	2/9/2011	250K	10	shut down
Wheel of Fortune	GSN	9/9/2010	270K	21	100K
Gardens of Time	Playdom	4/18/2011	4M	16	1.6M
Treasure Quest	Big Fish	6/16/2010	35K	1	shut down
Mystery Manor	Game Insight	3/17/2011	600K	25	300K
Hidden Chronicles	Zynga	1/30/2012	7.5M	2	7.1M
Blackwood & Bell Mysteries	Playdom	3/1/2012	420K	1 and counting	420K
Monopoly Millionaires	EA-Playfish	2/2/2011	870K	9	90K
ESPN Sports Bar & Grill	Playdom	8/30/2011	120K		10K
The Smurfs & Co.	Ubisoft	8/13/2011	1.4M	3	400K
Indiana Jones Adventure World	Zynga	9/12/2011	5.2M		590K
The Sims Social	EA-Playfish	8/10/2011	11.3M	6	3.6M
CastleVille	Zynga	11/17/2011	8.5M	4	7.0M
Ravenskye City	LOLapps	10/11/2011	1.5M	5	770K
Social Empires	Social Point	1/8/2011	1.2M	60 and counting	1.2M
Wasteland Empires	West Coast Gamers	10/7/2011	80K		50K
Marvel Avengers Alliance	Playdom	2/29/2012	230K	1 and counting	230k
Triple Town	Spry Fox	10/12/2011	50K	20 and counting	
Word with Friends	Zynga	6/6/2011	9.1M	37	8.9M