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



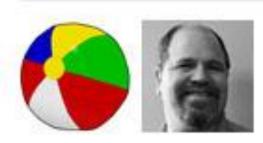
Here is a gift of a Start-of-Summer BBQ Grill for you. Can you help me by sending one back?







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



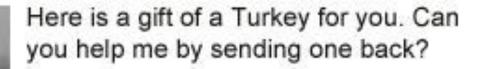
Here is a gift of a School Bus for you. Can you help me by sending one back?







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.





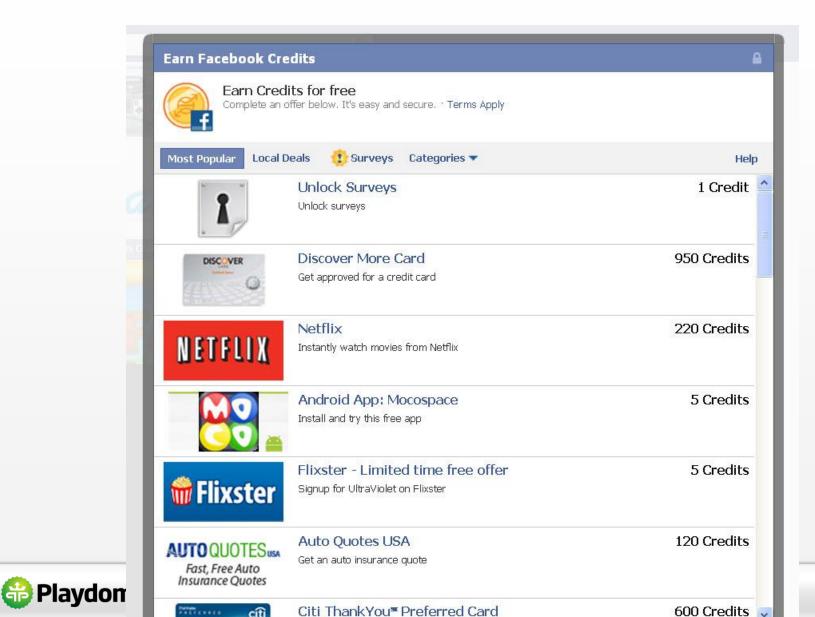


How does it monetize?

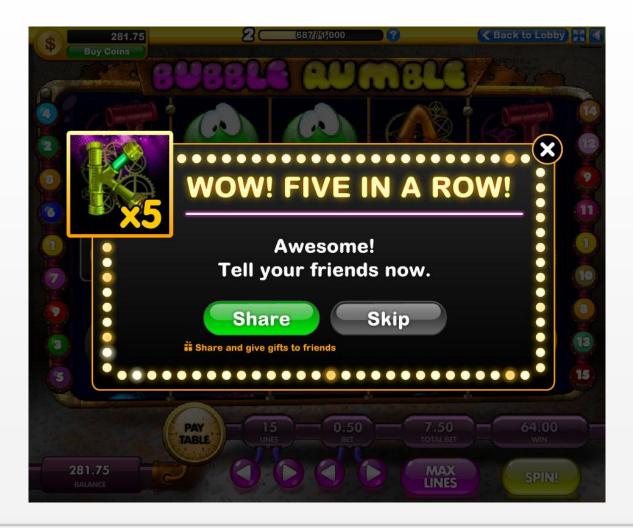




How does it monetize?

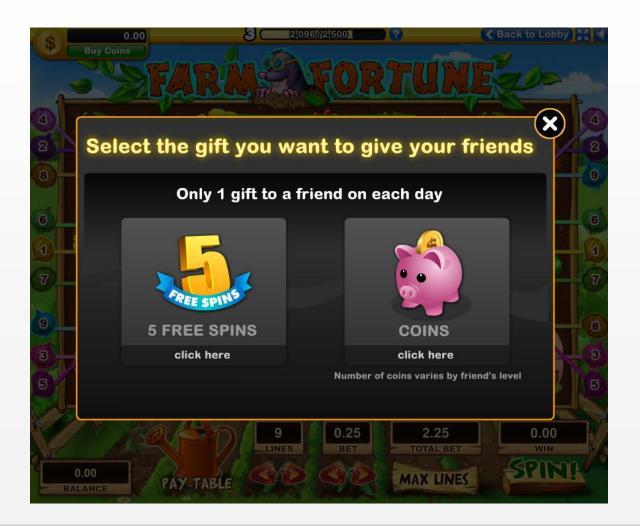


How is it viral?





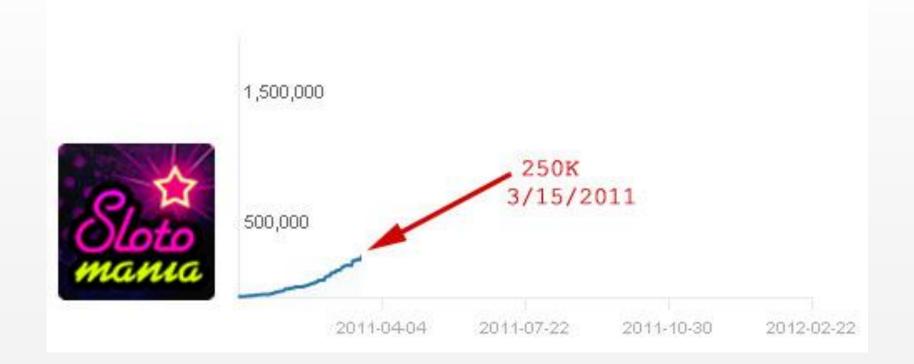
How is it viral?



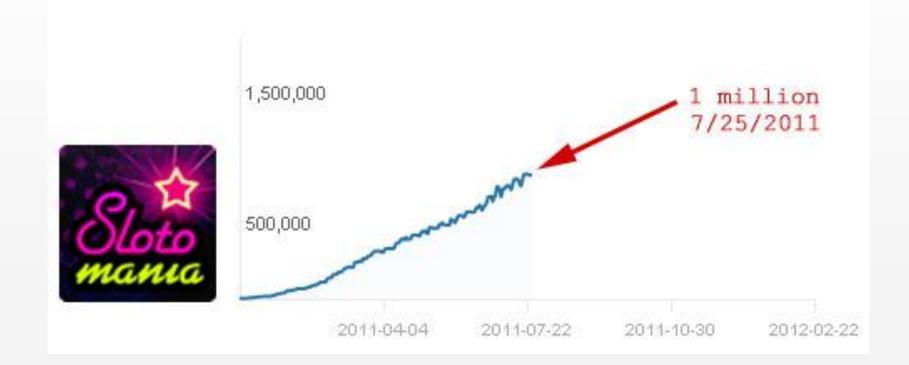




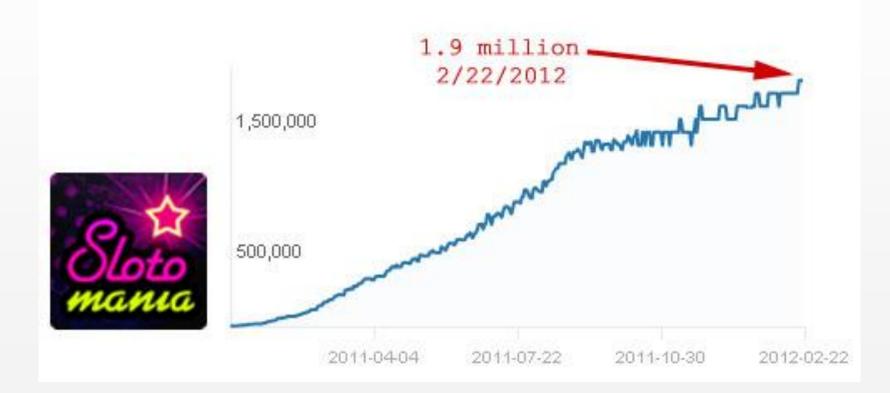
























Lessons

- 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

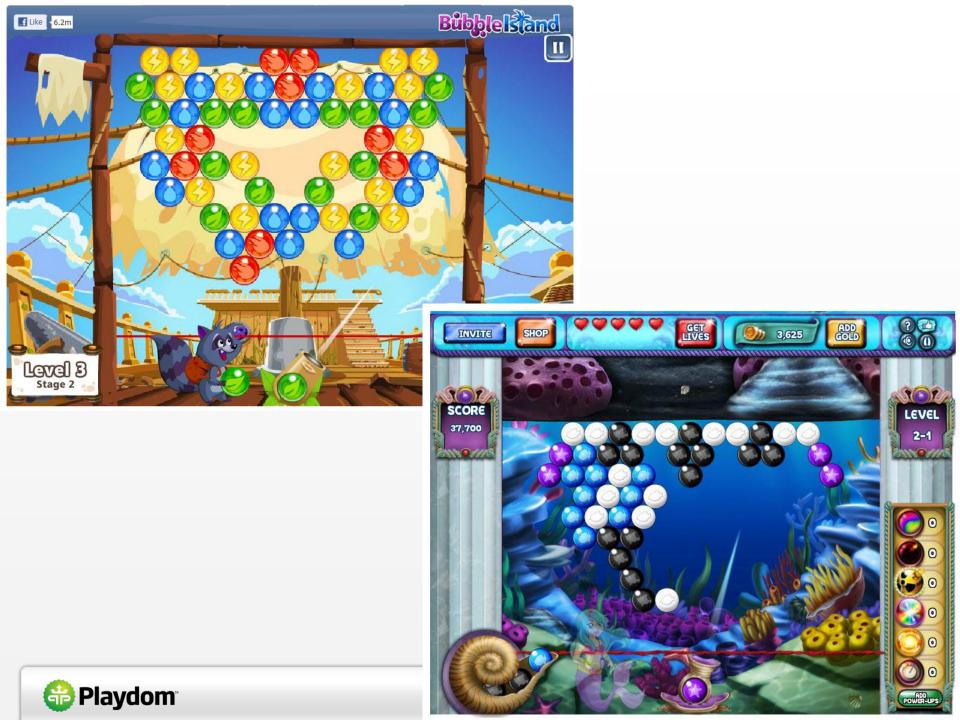


























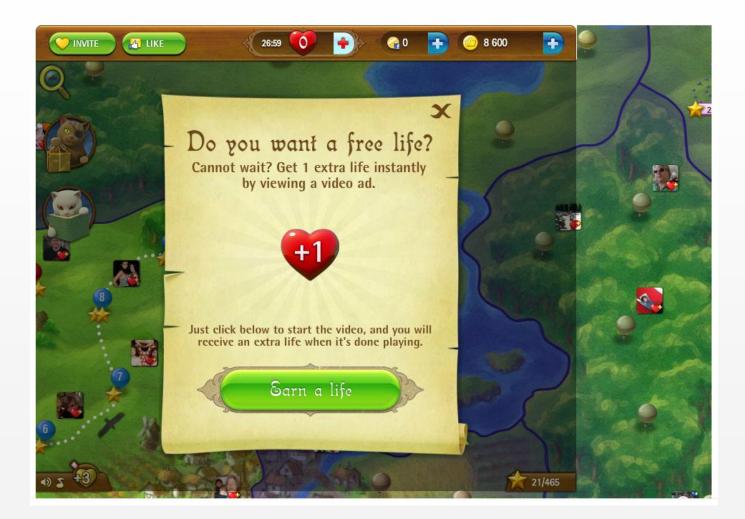


















How is it viral?



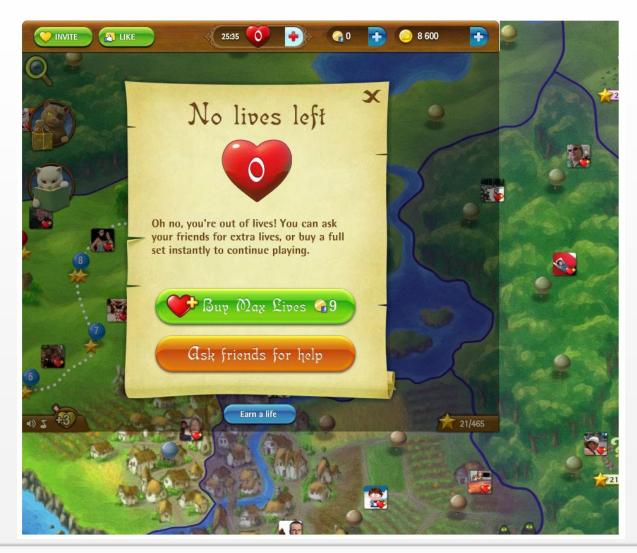


How is it viral?



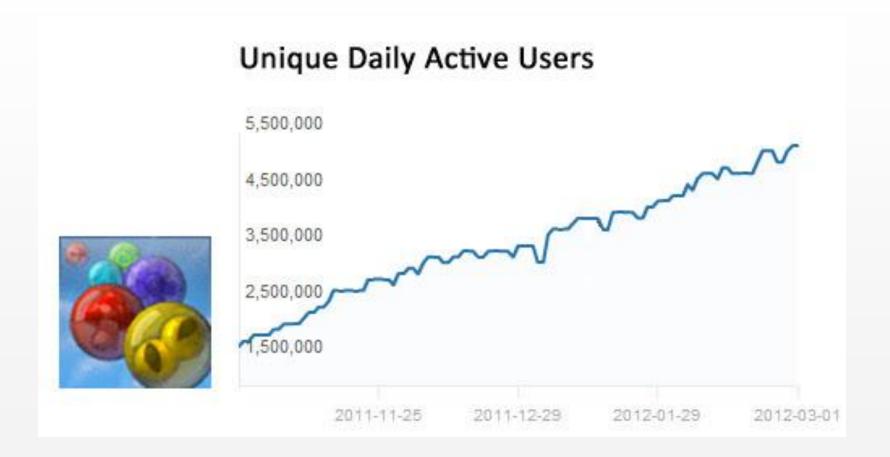


How is it viral?





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



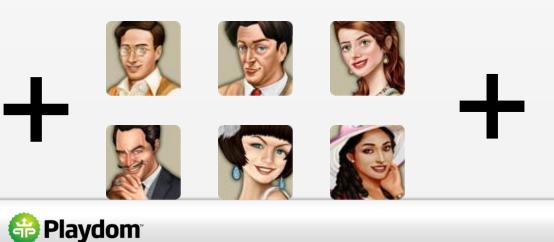


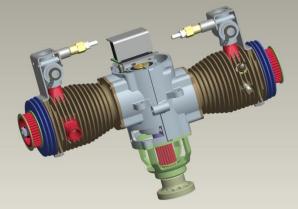


Why the Massive Success?





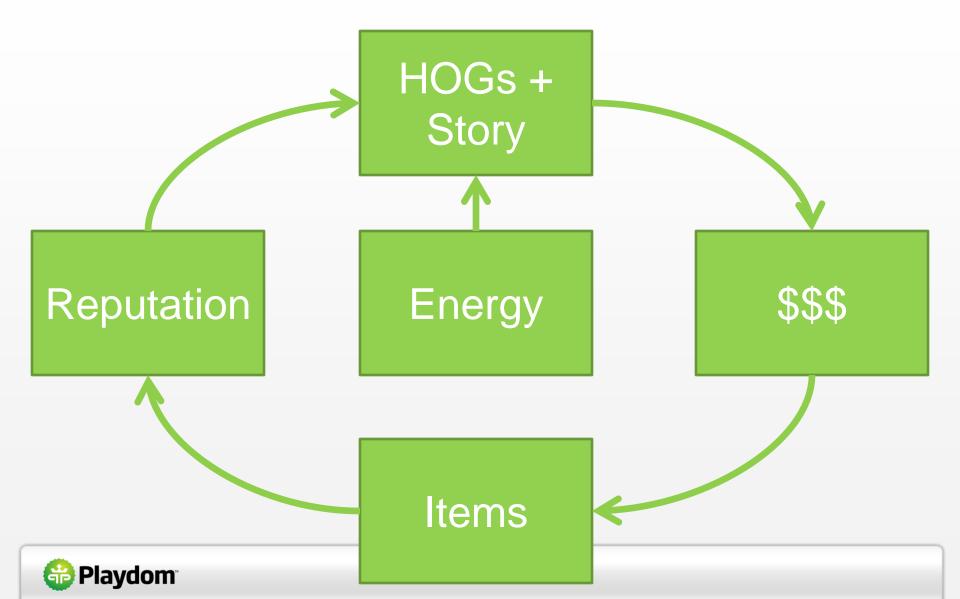






The new two-cylinder 60cc RCV engine designed for Micro UAV applications

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

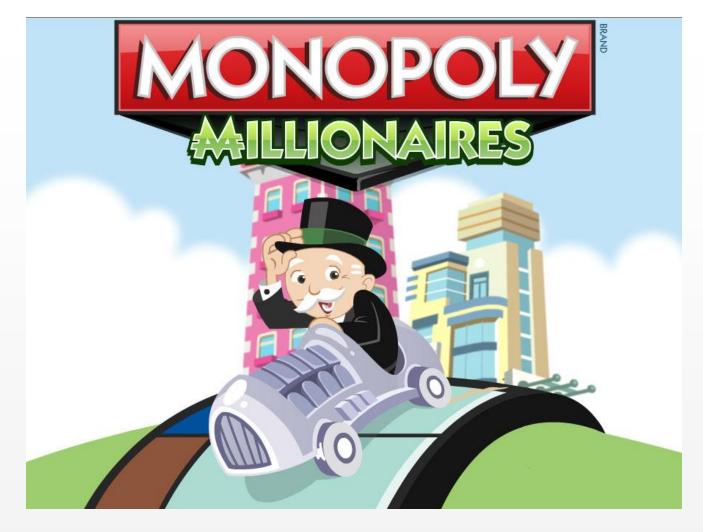
- HOGs have a place
- Takes real craft
- Big wins
- Serial consumption/Parallel play



Game #5

IP Badly





by EA-Playfish























What worked?

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

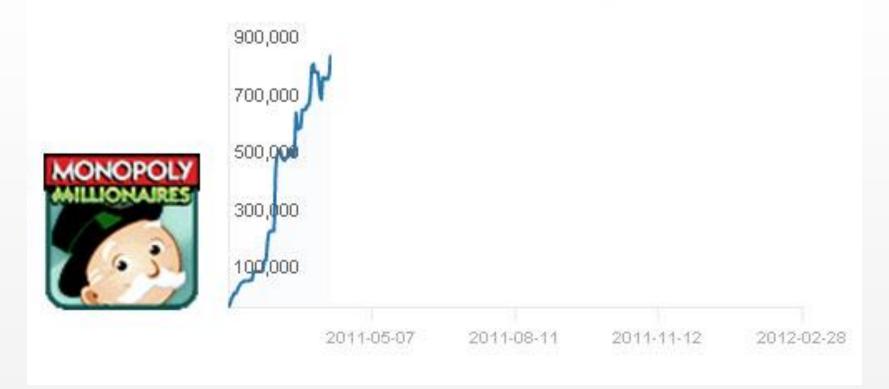


What didn't work?

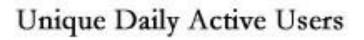
- Cooperative? Or competitive?
- No differentiation
- No elder gameplay

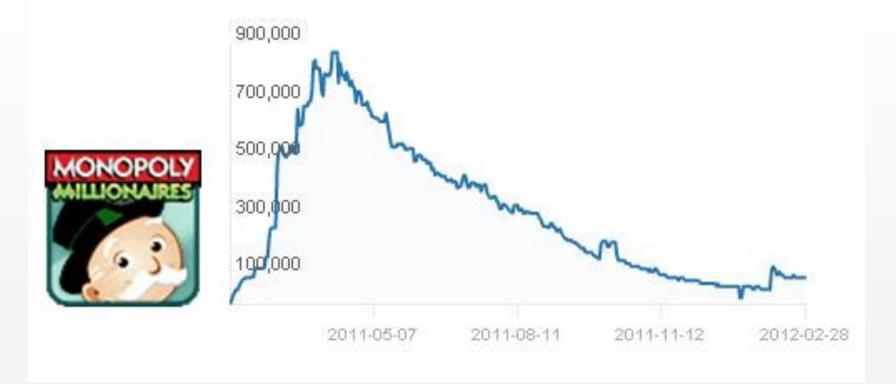


Unique Daily Active Users

















AT T

👌 🧪



Lessons

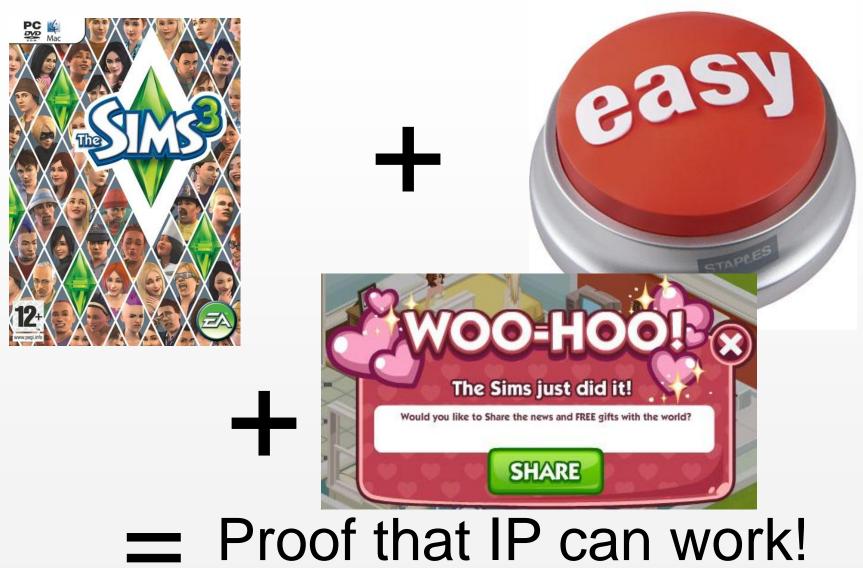
- IP is great for UA...
- ...but it won't keep 'em around
- Game development is hard...
- ...and social game development is even harder



Game #6: The Sims Social

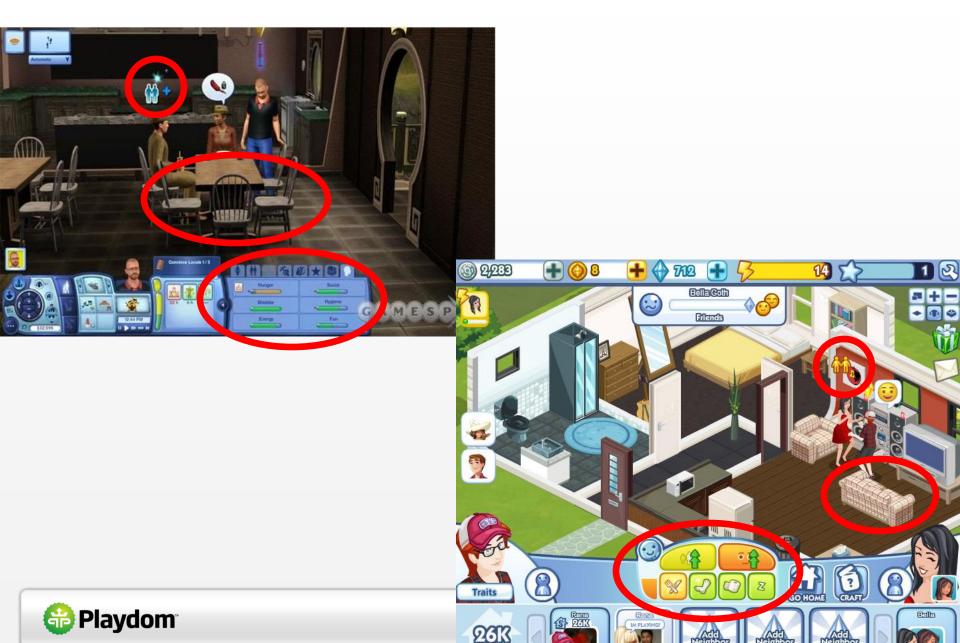


What Is The Sims Social?





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













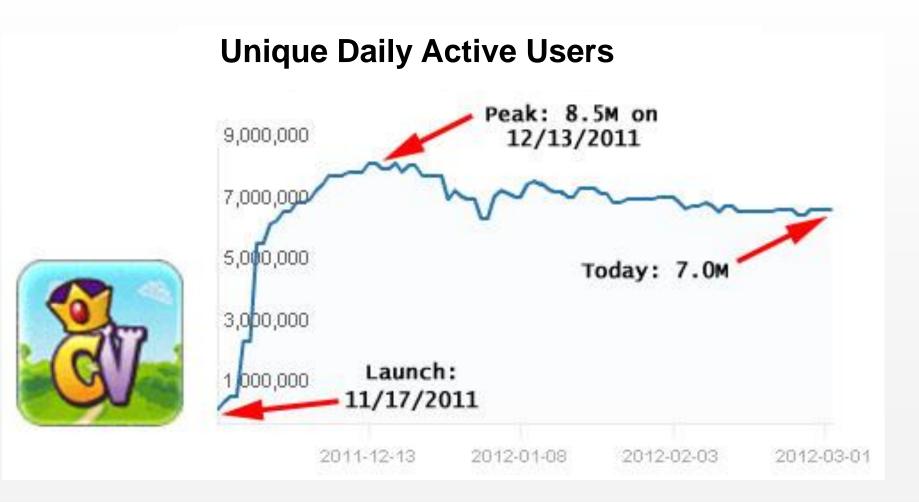






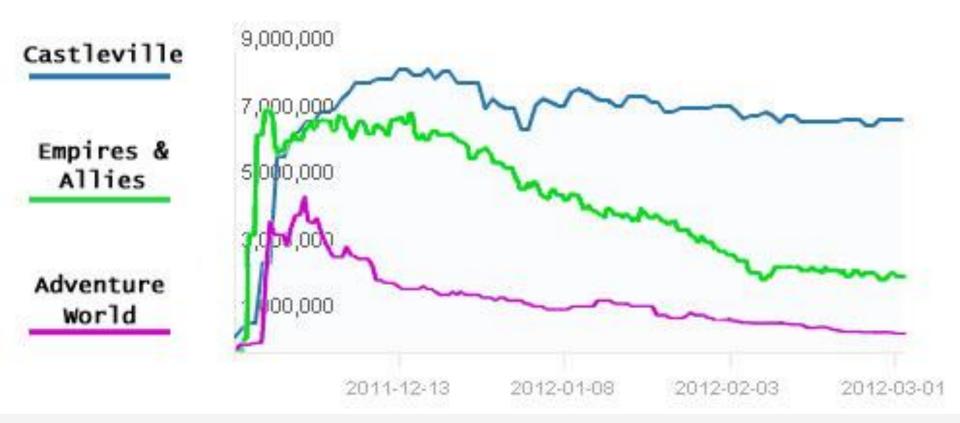


How's it doing?





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



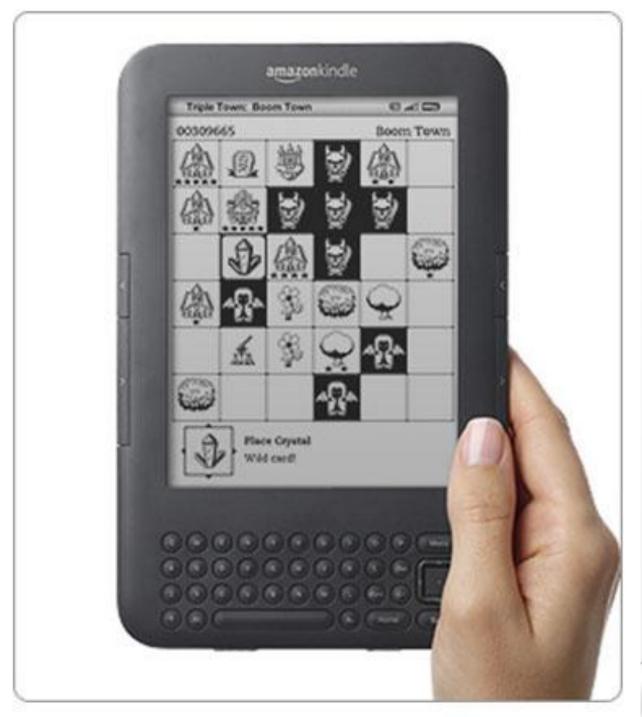


Publish or Perish





















Enter the publisher...









How does it monetize?





How does it monetize?



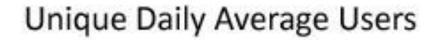


How is it viral?



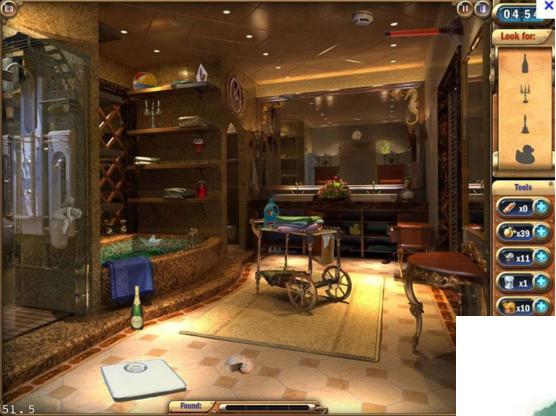


How's it doing?











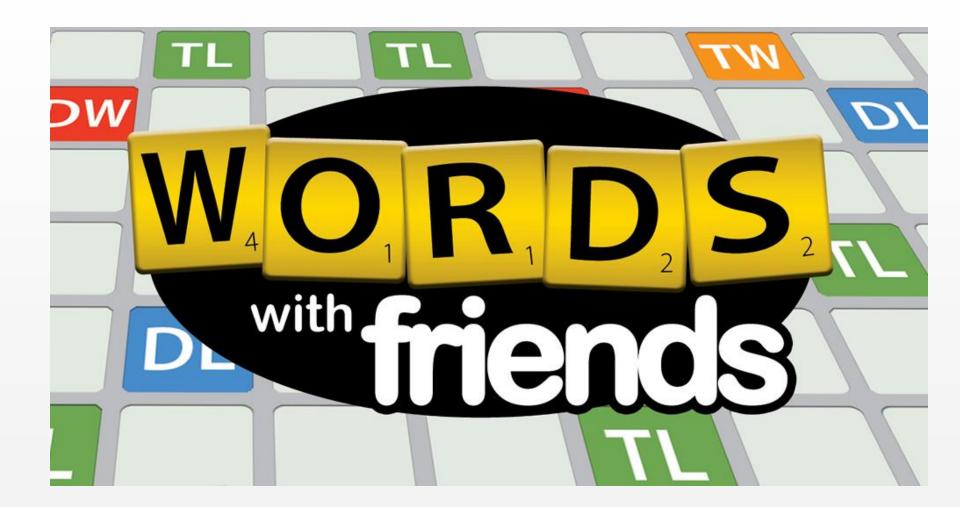


Lessons

- 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 1 - 25 of 156,277 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 |

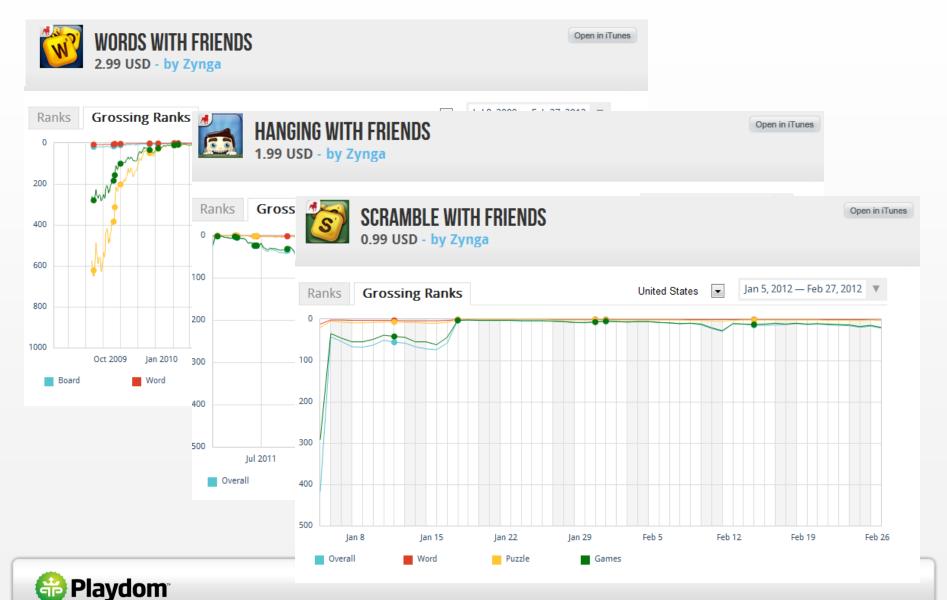


Why?

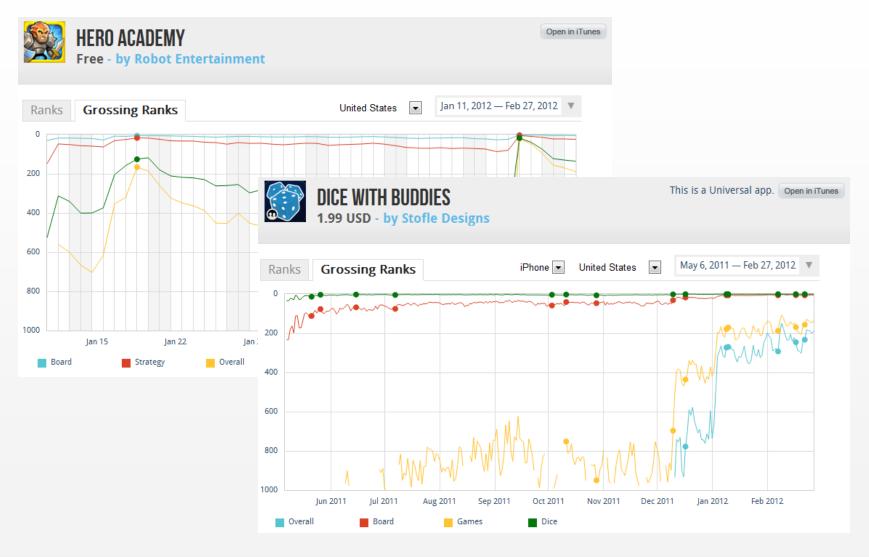
- Ridiculously accessible
- Incredibly sticky
 43% DAU/MAU!!!!



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 |