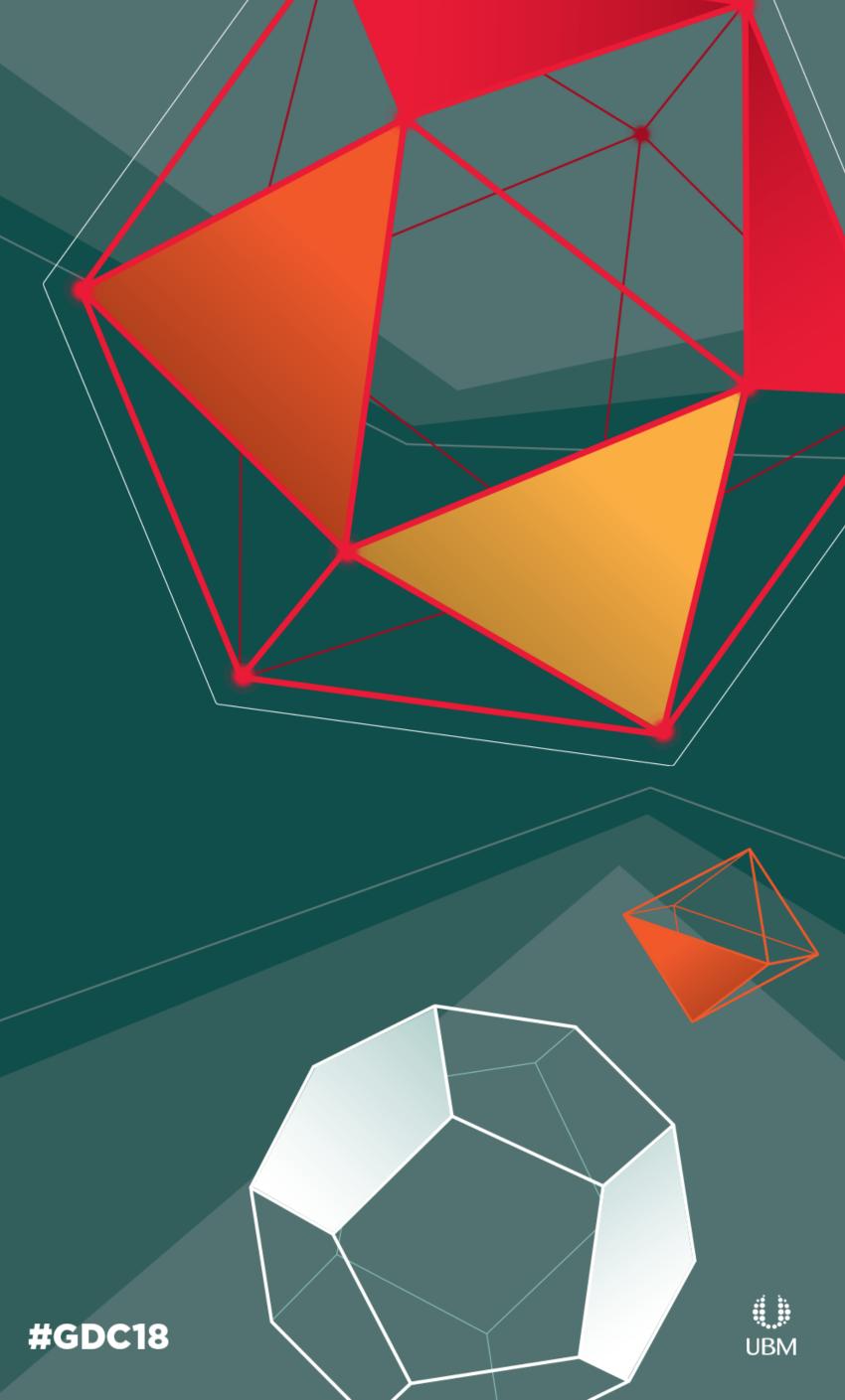


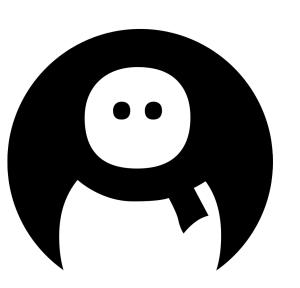
Indistinguishable from Magic: Lessons Learned from Creating Merchandise for Alto's Adventure

Eli Cymet Lead Producer Snowman

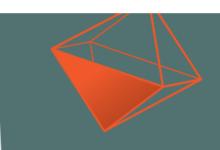








A small studio at the centre of artful experiences















WHERE CARDS FALL

SKATE CITY

DISTANT









Designed to capture a feeling













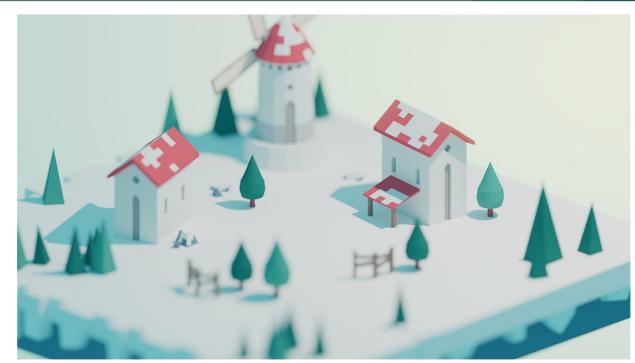








































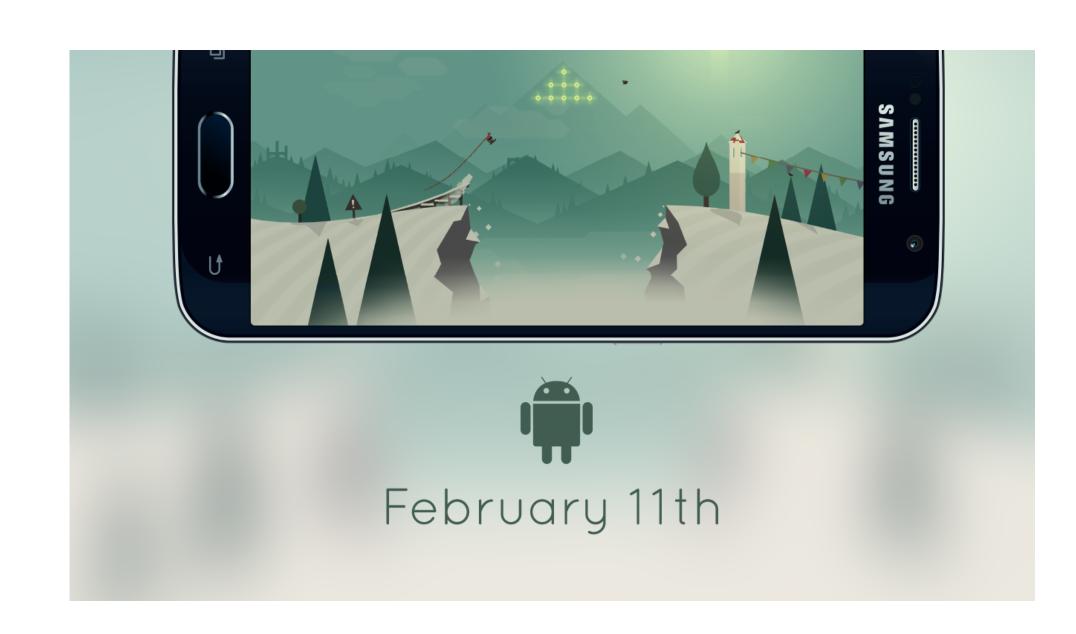
The Road to Merchandise



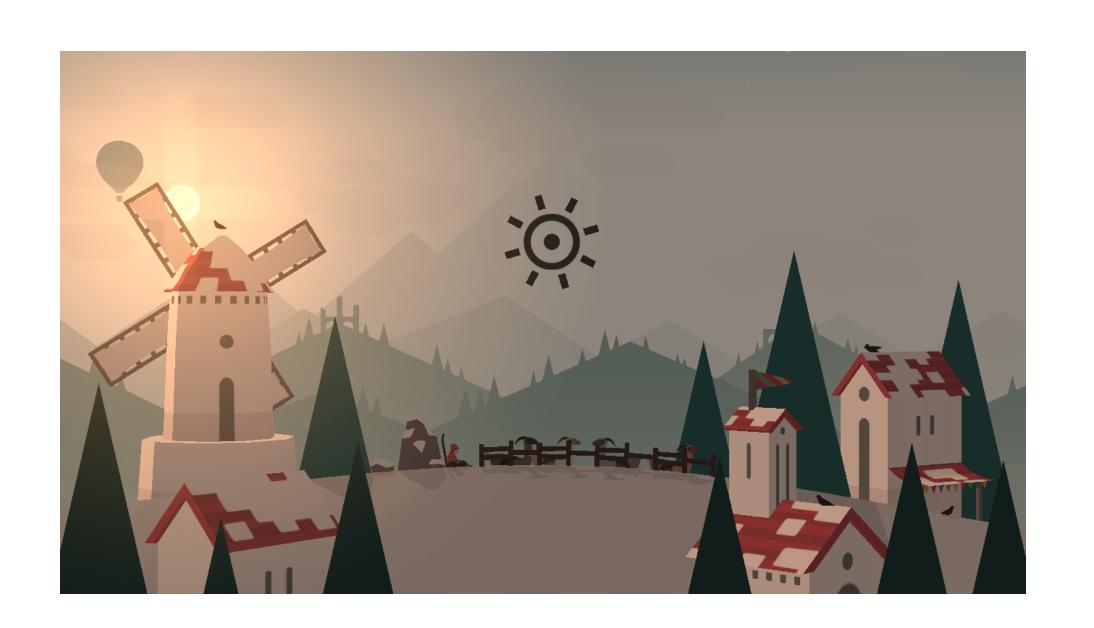




Your game has to come first







Zen Mode









Do it mostly yourself













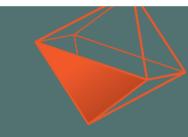


Do it mostly with help











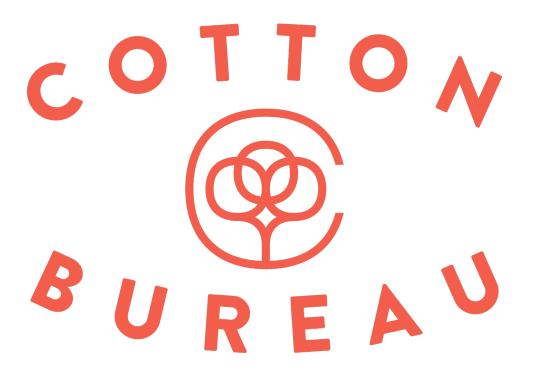


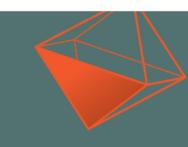


Remember: there is no "one size fits all" solution















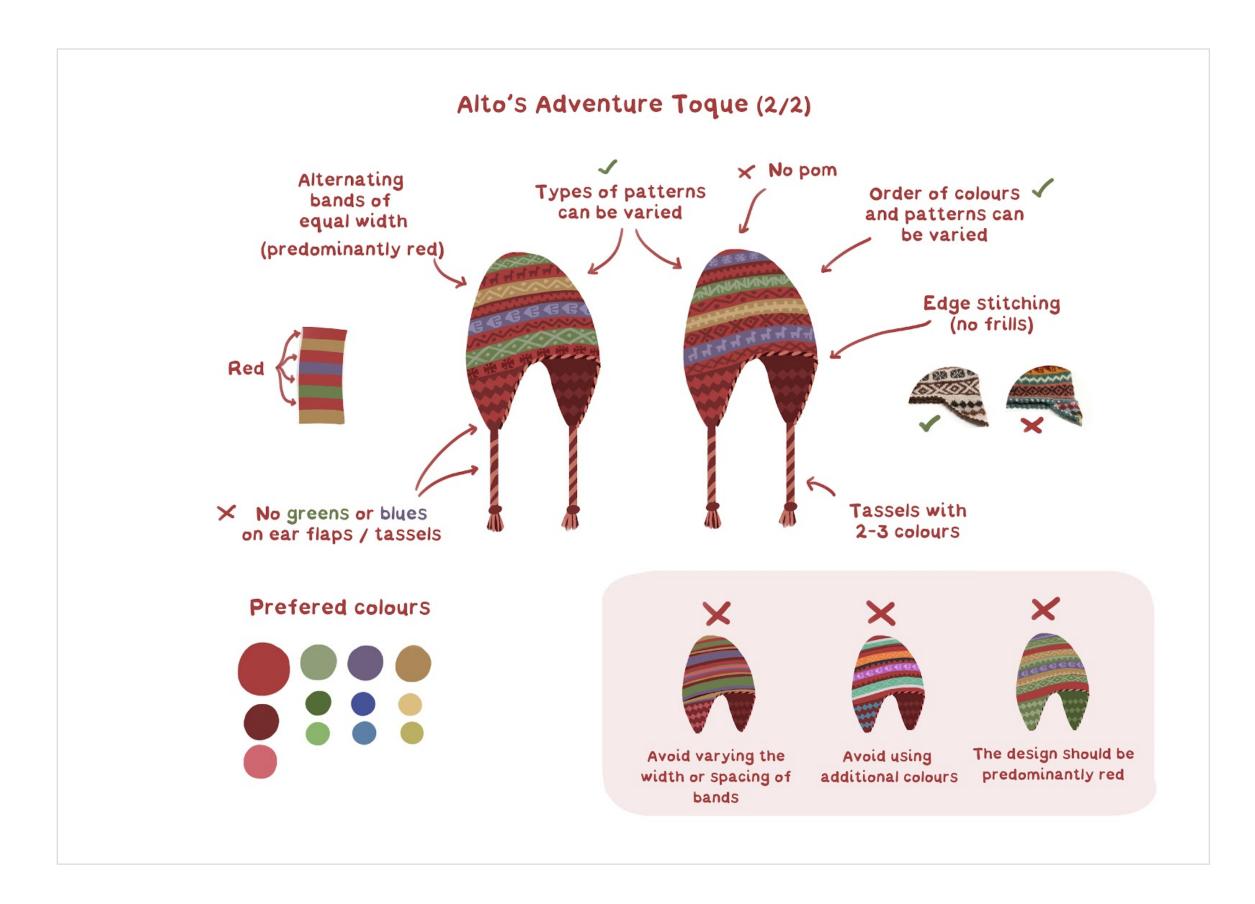
The Alto Collection

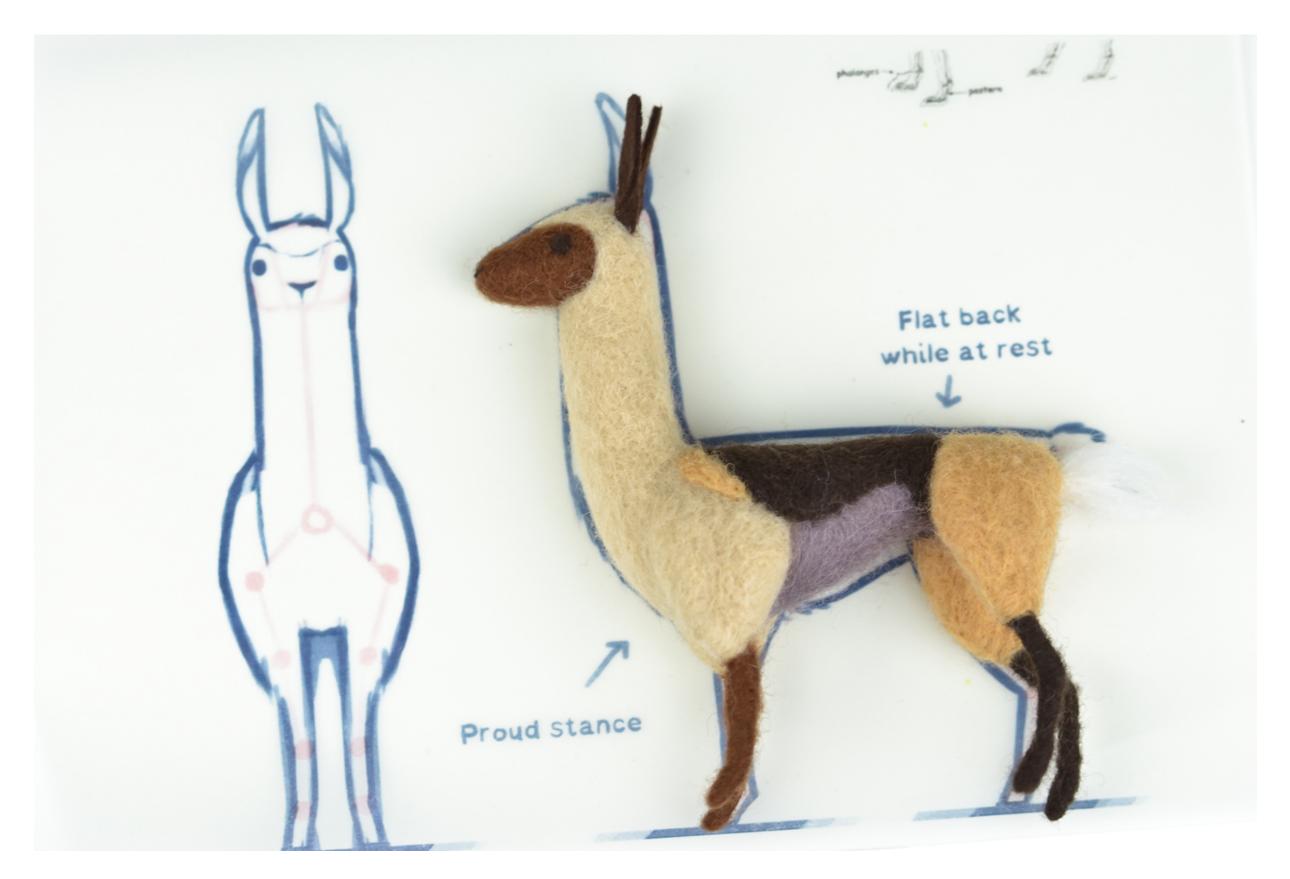


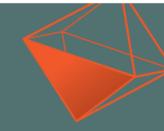




Artisan Products





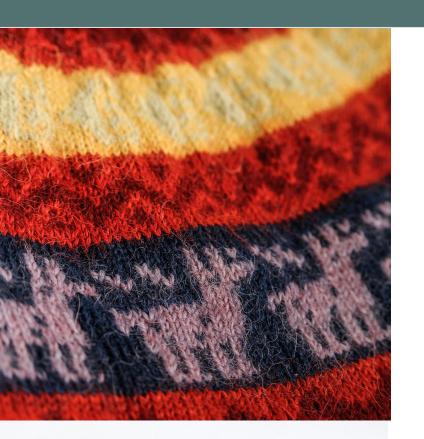




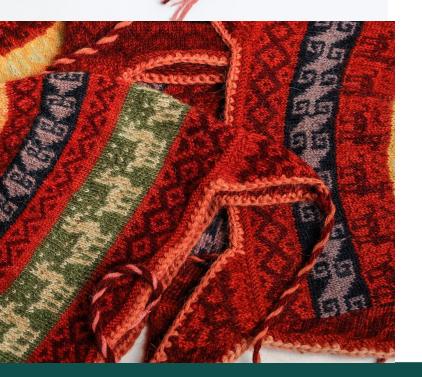






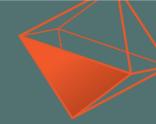




































Bespoke Designs













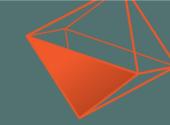






Standard Fare











Cost Breakdown

```
Toques \times 50 = $2,184

Llamas \times 100 = $1,855

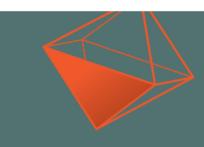
Socks \times 240 = $2,148

Prints \times 100 = $6,000

Tees \times 500 = $3,756
```

Total Cost Profit Potential \$15,944 \$35,000

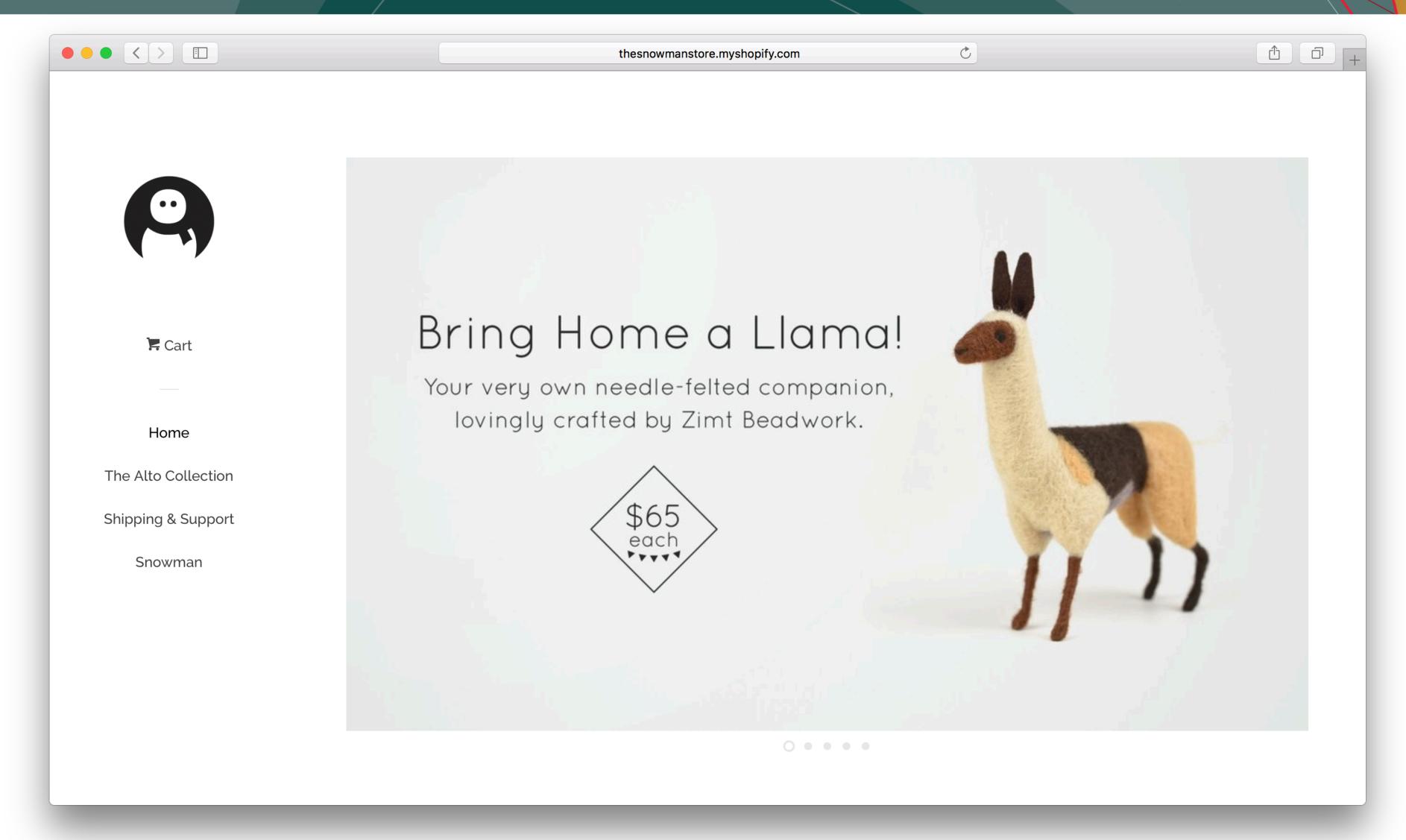
\$15,944 Excluding recurring & time investment costs

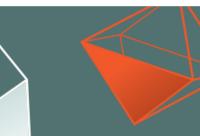








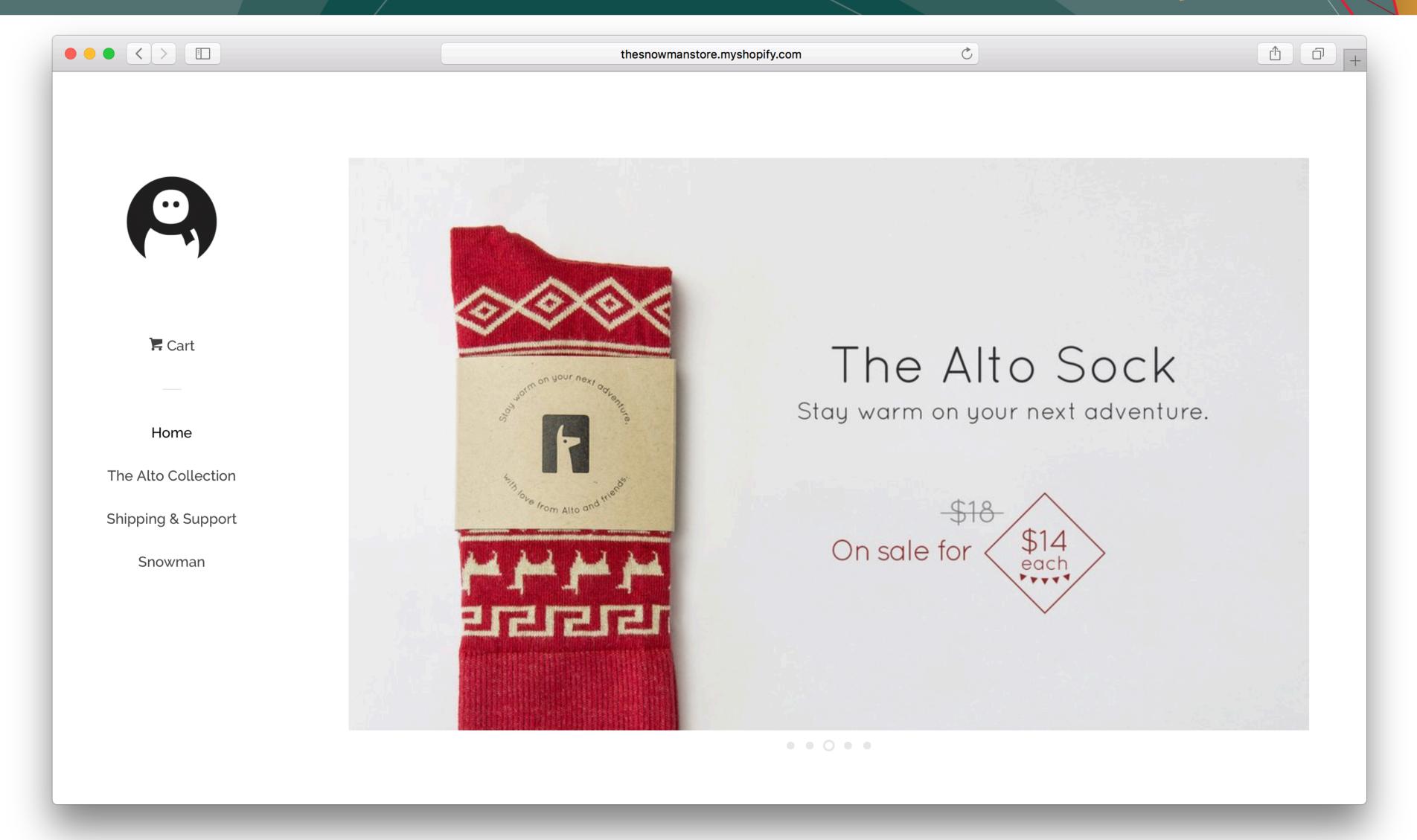










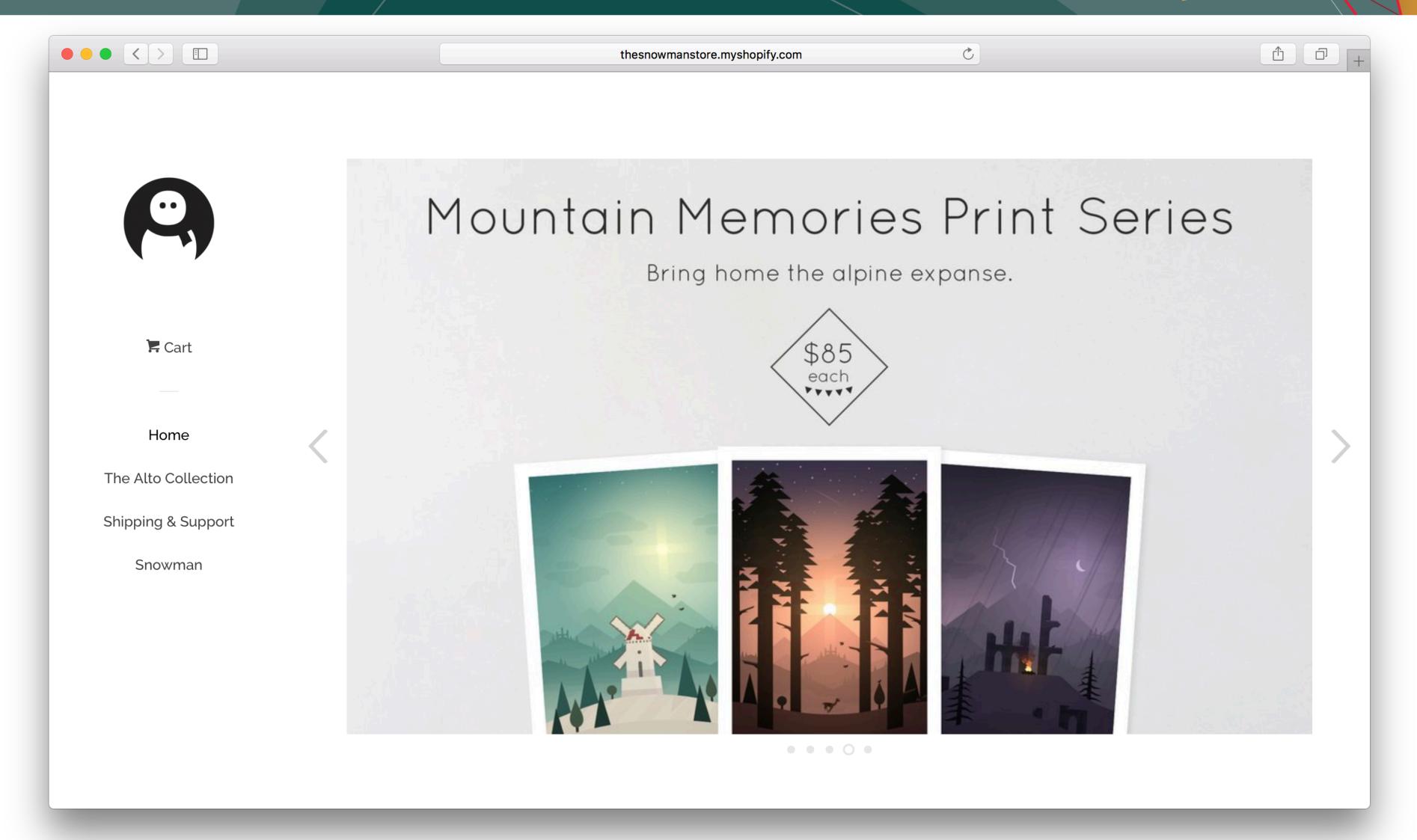










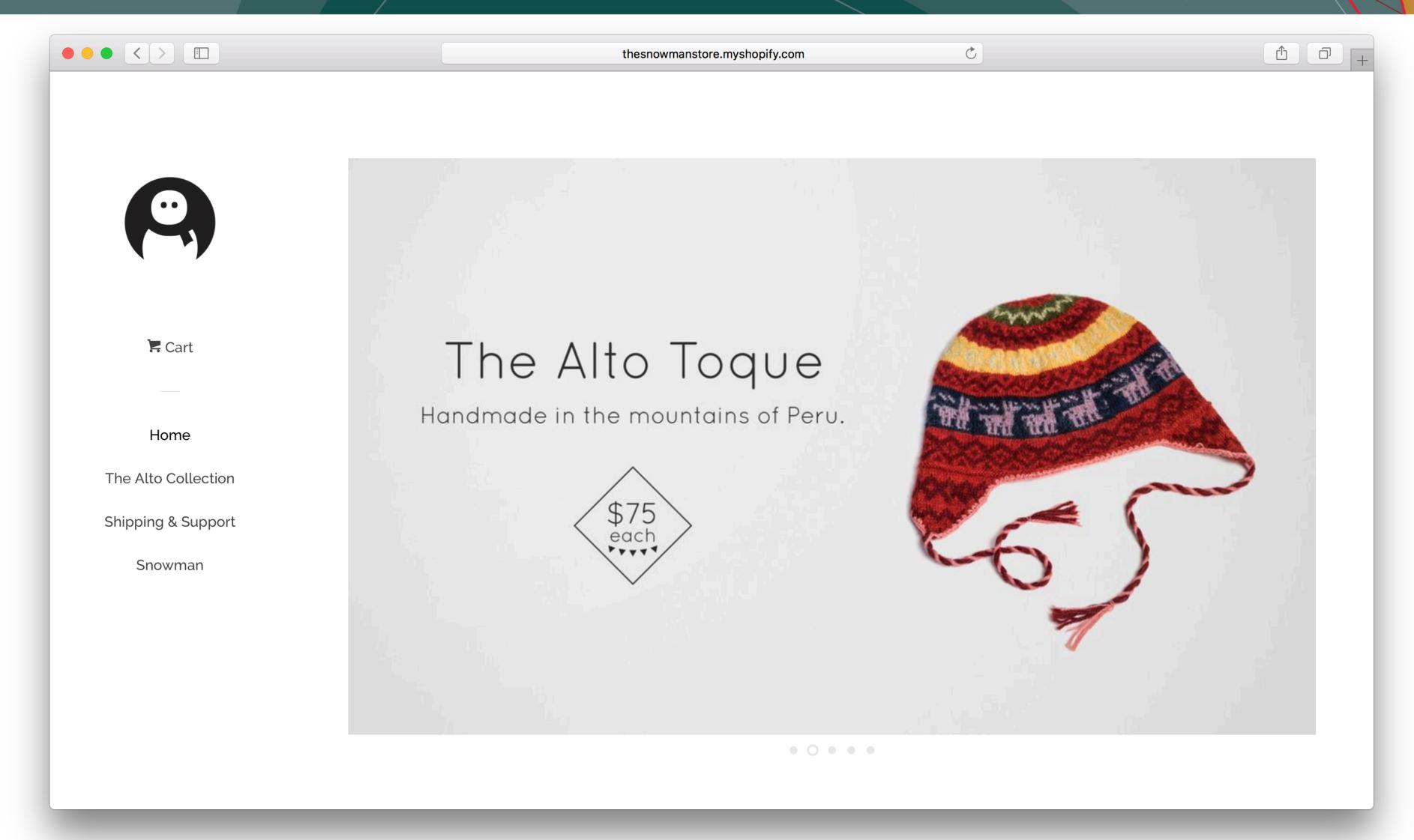










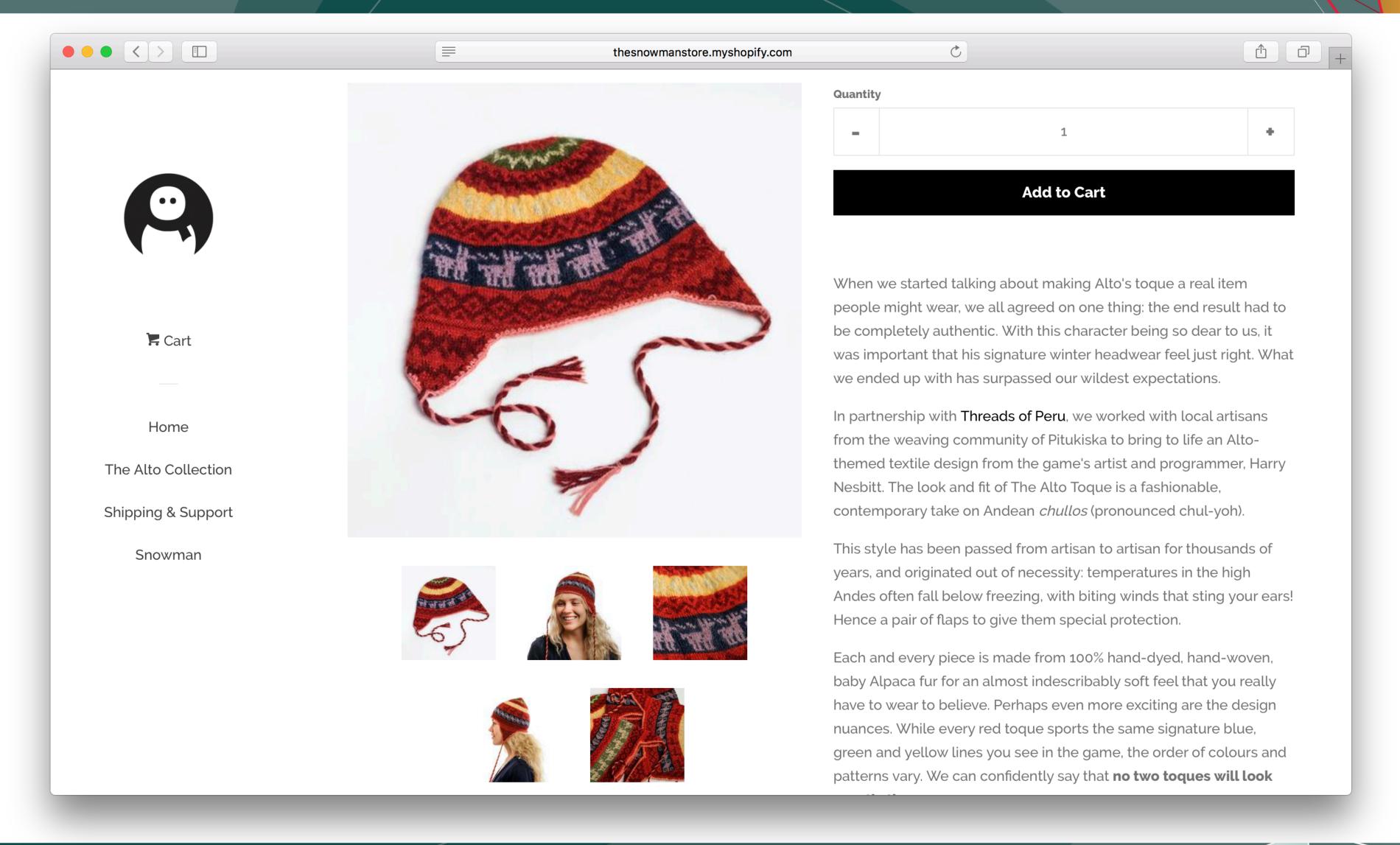


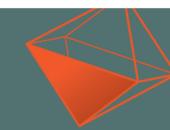


















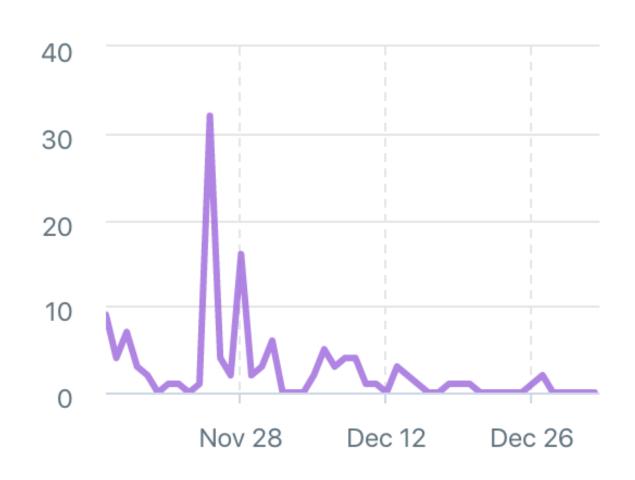


Launch Months

Total orders

125

ORDERS OVER TIME

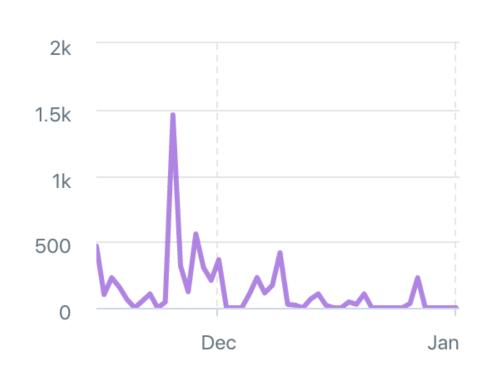


Total sales

\$6,249.16

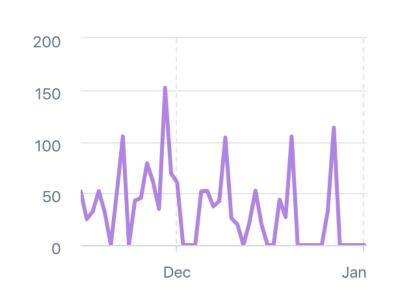
Online Store	\$6,145.16
Draft Orders	\$52.00
Facebook	\$52.00

SALES OVER TIME



Average order value

\$50.25





Top Products

Socks	67
Tees	52
Llamas	36
Prints	13
Toques	7









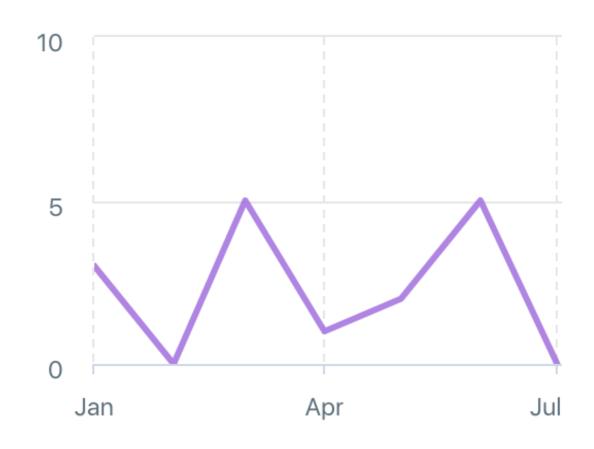




Total orders

16

ORDERS OVER TIME



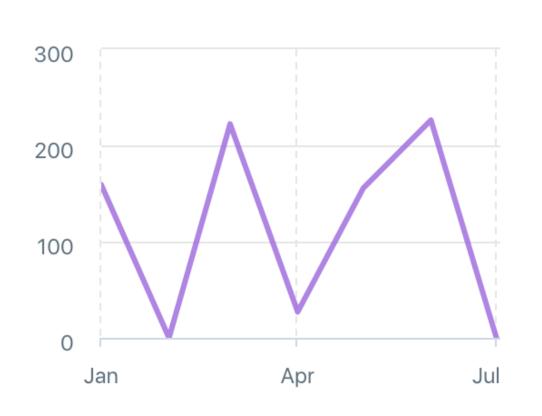
Total sales

\$790.02

Online Store

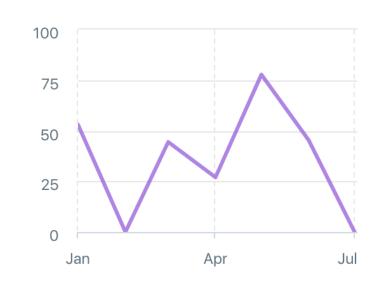
\$790.02

SALES OVER TIME



Average order value

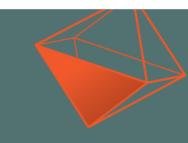
\$49.37





Top Products

Tees	7
Llamas	6
Socks	3
Prints	2
Toques	O







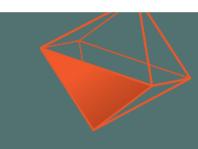


Hard Lessons

Never operate on "anecdata"



Time & distance trump craft & quality

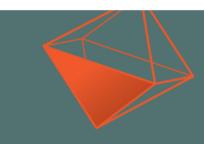








The Alto Gift Shop



















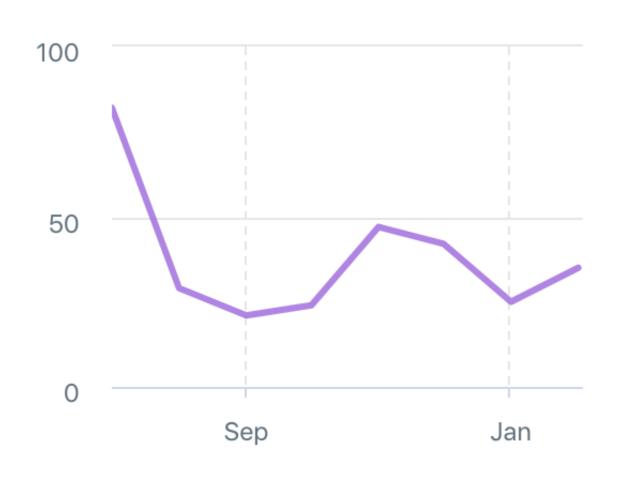
Hitting our stride //



Total orders

305

ORDERS OVER TIME

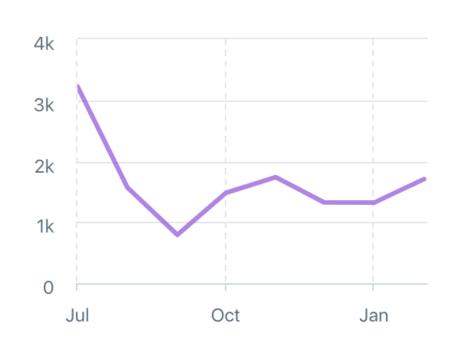


Total sales

\$13,151.21

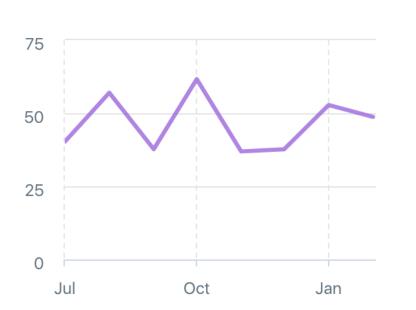
altos-adventure	\$6,161.92
Online Store	\$5,464.82
altos-adventure-android	\$1,394.57
Facebook	\$129.90

SALES OVER TIME



Average order value

\$44.50





Top Products

Tees	159
Socks	104
Llamas	53
Prints	39
Toques	22









Since launching the Gift Shop...

- 57% of all merch sales come through the game
- 82% iOS, 18% Android
- Among iOS orders, over 90% of customers use
 Apple Pay
- Among Gift Shop customers, average order is \$40+

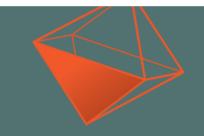








Broader Takeaways

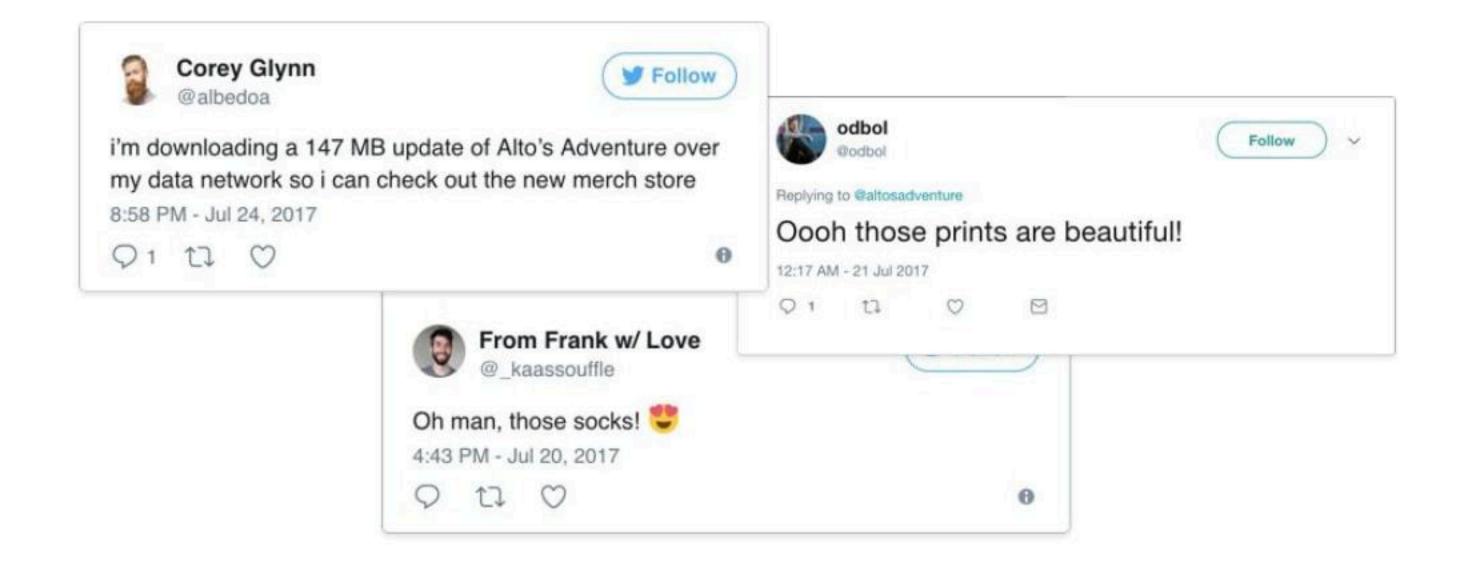








"Any sufficiently advanced technology is indistinguishable from magic." - Arthur C. Clarke









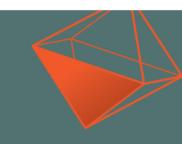


Merchandise as an extension of the game's universe















Consider profit a bonus

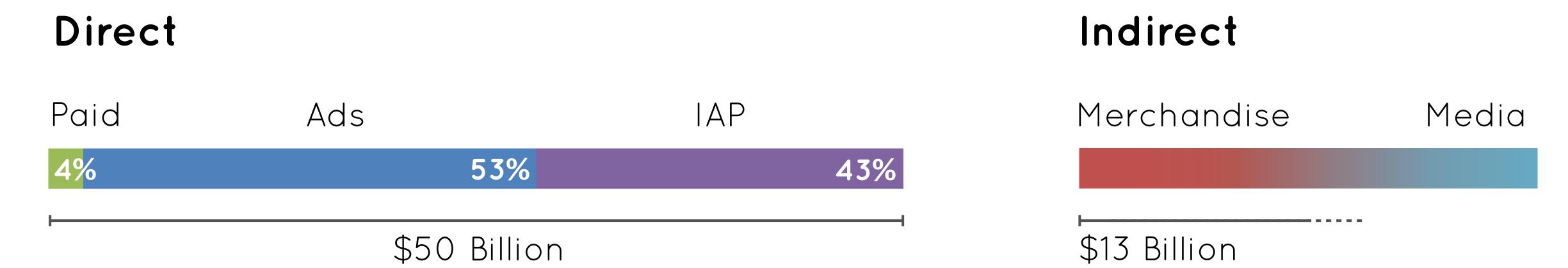






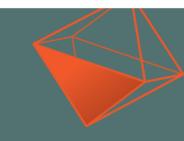






Players

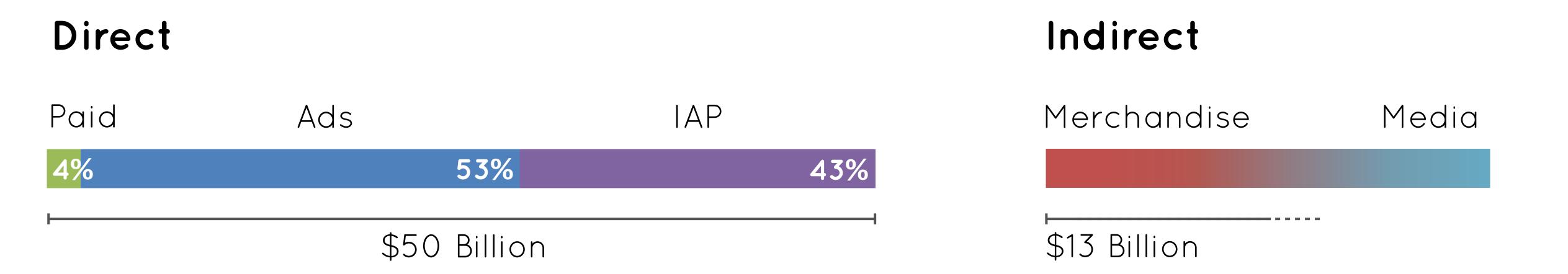
5%









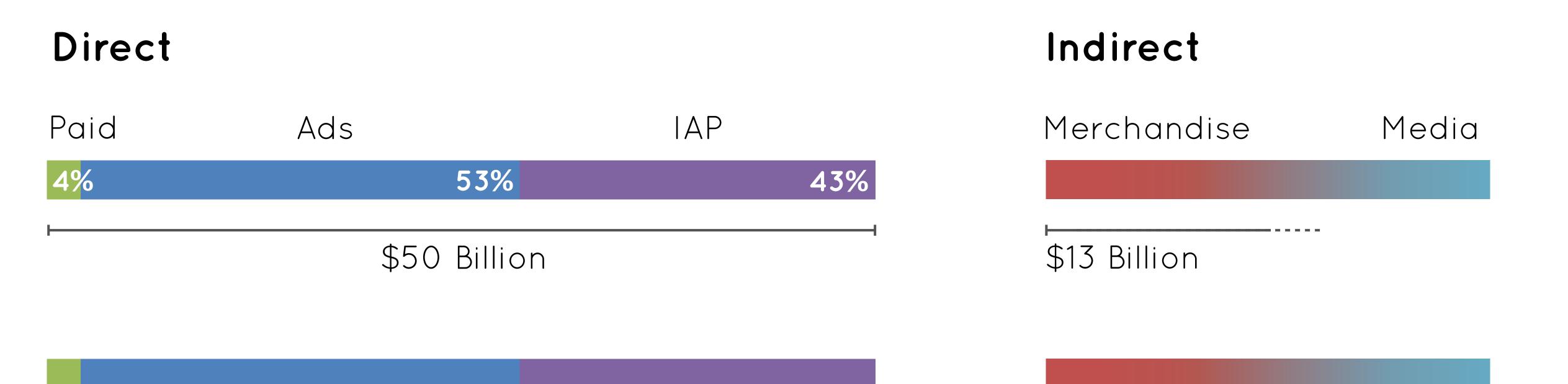


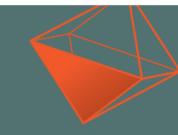








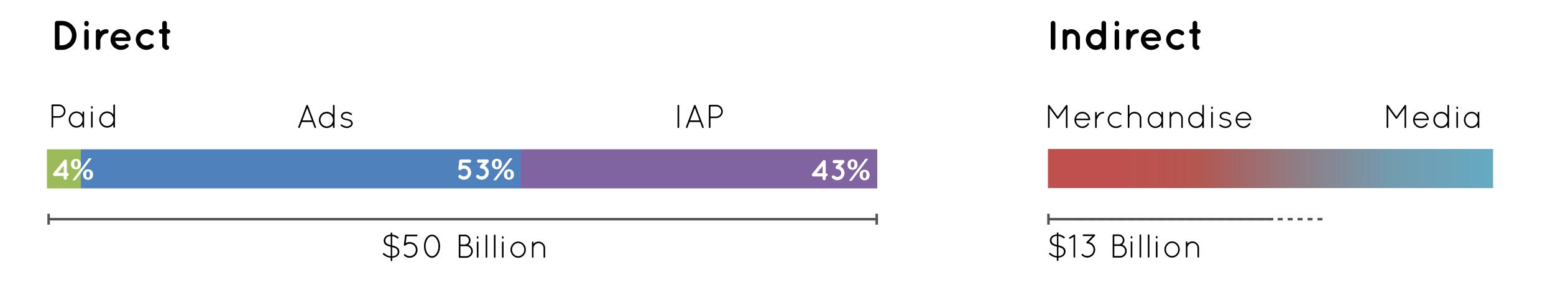












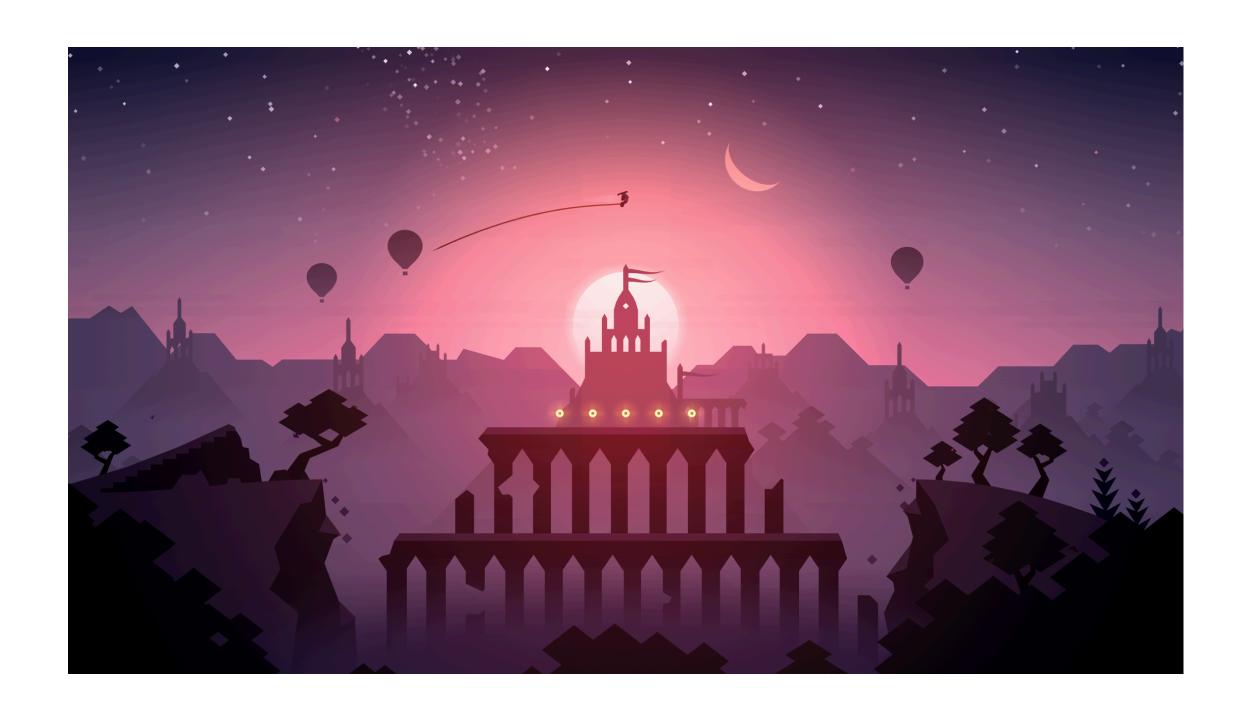








Your game really has to come first















Thank you so much for listening.

Happy to answer any questions via eli@builtbysnowman.com!



