



INDEPENDENT GAMES
SUMMIT

|FIRSTNAME| and 🐅🐅🐅🐅: Takeaways from Bizarrely (un)successful Emails

Adriaan de Jongh, independent
Ben Myres, Nyamakop

GDC

GAME DEVELOPERS CONFERENCE* | MARCH 19-23, 2018 | EXPO: MARCH 21-23, 2018 #GDC18



Emails

Pitching Common Sense Images Balls Ignore Things to Avoid

By Joseph Humphrey

Pitching

(co-founder of Inkle, studio behind *80 days* and *Heaven's Vault*)

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8 "BuzzFeedy" Tactics For Grabbing Your Reader's Attention

It's not only the cat GIFs. OK, it's mostly the cat GIFs.

Posted on March 6, 2018, at 12:37 p.m.



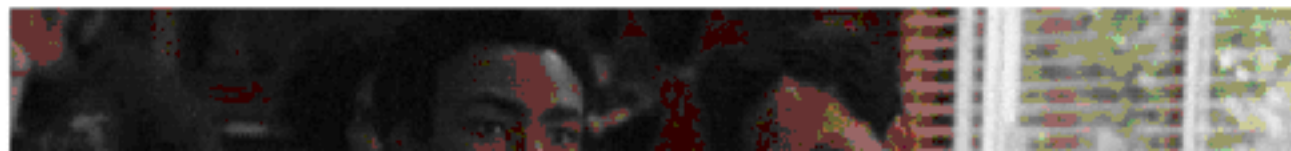
Eric Sams

BuzzFeed Creative

This is a personal, non-sponsored post by a member of BuzzFeed's ad content team.



1. Write the way you'd talk to a friend or acquaintance. . .





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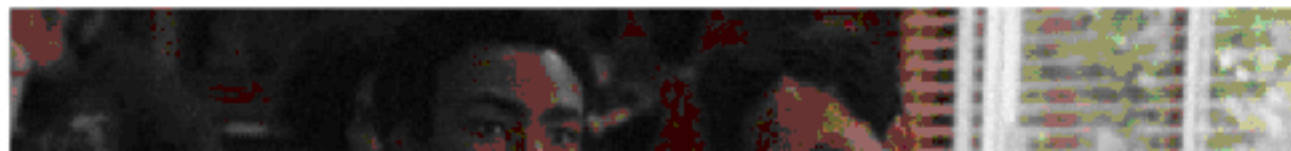
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1. Write the way you'd talk to a friend or acquaintance. . .



6 categories with 1–4 takeaways each
and an email manifesto

6 categories with 1–4 takeaways each
and an email manifesto *(emailfesto)*

1. Dealing with busy people

people you have never met

people you have never met

can heap labor on you just by pressing send!

people you have never met

can heap labor on you just by pressing send!

YOU can heap labor on someone

people you have never met

can heap labor on you just by pressing send!

YOU can heap labor on someone

just by pressing send

I deal with receiving lots of emails poorly,

I deal with receiving lots of emails poorly,

poorly.

I deal with receiving lots of emails poorly,

poorly,

poorly

I deal with receiving lots of emails poorly,

poorly,

poorly

! My inbox is in ruins.

Some people are marked as important contacts;

Some people are marked as important contacts;

other people's mails are grayed out

Some people are marked as important contacts;

other people's mails are grayed out

and scanned more quickly.

Thanks for your e-mail Re: moet ff een screenshot maken van je autobresponder



Rami Ismail

3:41 PM (0 minutes ago)



To: Hasso

Hi Hasso,

While I try and respond to as and every e-mail I get, I am dealing with extremely high numbers of e-mails. I am also very likely to be abroad and/or traveling. This means your e-mail might slip through the cracks or that response might be delayed. You can check for my current location at [my rave site](#)

The following are common problems I get e-mails about, please check whether this helps you out. Adhering to the following will allow me to respond to you in a timely manner, while ignoring the following increases the chances of me missing your e-mail.

- If you're looking for Viambeer press assets, please refer to [Viambeers' press kit](#).
- If you need permission for your YouTube monetization, please refer to our [permission page](#).
- **Events:** If this e-mail is related to an event, please use events@viambeer.com.
- **Interviews:** If this e-mail is related to interviews or other press related inquiries, please use press@viambeer.com.
- **IndieFund:** If this e-mail is related to IndieFund, please use funding@viambeer.com.
- **Invoices:** If this e-mail is related to Viambeer invoicing, please use invoices@viambeer.com.
- **Feedback:** If you're trying to send me a build of your game, please use builds@viambeer.com.

For urgent matters, please try [Twitter](#) or contact me at +31 6 21 20 63 63. Please only do this if the response time is critical.

Regards,

..

Rami

• www.viambeer.com

• Follow Viambeer on [Twitter](#) or like us on [Facebook](#)

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- **IndieFund:** If this e-mail is related to IndieFund, please use funding@viambeer.com.
- **Invoices:** If this e-mail is related to Viambeer invoicing, please use invoices@viambeer.com.
- **Feedback:** If you're trying to send me a build of your game, please use builds@viambeer.com.

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- IndieFund: If this e-mail is related to IndieFund, please use funding@viambeer.com.
- Invoices: If this e-mail is related to Viambeer invoicing, please use invoices@viambeer.com.
- Feedback: If you're trying to send me a build of your game, please use builds@viambeer.com.

Follow Viambeer on [Twitter](#) or like us on [Facebook](#)

If you don't read my autoresponder,

your email is probably not worth my time

Takeaway:
help others who receive lots of emails
deal with YOUR email

Emails are not letters

Emails are not letters

no need for formality

Emails are not letters

no need for formality

no need for another 'hello' in your email thread

Emails are not letters

no need for formality

no need for another 'hello' in your email thread

No 'look forward to your reply'

Emails are not letters

no need for formality

no need for another 'hello' in your email thread

No 'look forward to your reply'

adds nothing to the conversation.

Takeaway:
calm down with the formalities

easiest way to get blocked / muted

easiest way to get blocked / muted

reminder emails

easiest way to get blocked / muted

reminder emails

don't freak out after 2 days of not hearing anything back

easiest way to get blocked / muted

reminder emails

don't freak out after 2 days of not hearing anything back

asking why I didn't reply is BAD

people who don't send reminder emails

people who don't send reminder emails

maybe also don't care enough?

Takeaway:

1 reminder after a week,
maybe another a week later,
but DO send them

Don't keep replying to the same thread forever with new questions.

Don't keep replying to the same thread forever with new questions.

makes searching harder

don't start a new thread for the same thing,

because then I'm lost as hell

don't start a new thread for the same thing,

because then I'm lost as hell

which dev/studio/game is this again?

Be clean/organized with your threads.

- A lot of these things get forwarded around internally

Takeaway:
1 thread = 1 topic

2. Subject line

Question about your EGX talk

Hello

Hello

Kate Gray

Hello

Kate Gray

Emojis

Very long subject lines that don't fit on my mobile screen

Make your subjects search friendly!

Make your subjects search friendly!

include game / company name

The subject line is the first thing people see.

The subject line is the first thing people see.

In bold

The subject line is the first thing people see.

In bold

It's kind of like the first sentence.

Takeaway:
your subject line has to be perfect

3. Content

I usually skim an email in 2-3 seconds

I can make icons



Simon Post to j ↕

www.sklett.se

check it

We appreciate your enthusiasm for your game,

We appreciate your enthusiasm for your game,

but we're more interested in

We appreciate your enthusiasm for your game,

but we're more interested in

hearing about what your game actually is.

I try to stick to 3 sentences maximum.

I try to stick to 3 sentences maximum.

one hyperlink per email

I try to stick to 3 sentences maximum.

one hyperlink per email

keep your intro very short.

I try to stick to 3 sentences maximum.

one hyperlink per email

keep your intro very short.

Every email is an elevator pitch

I try to stick to 3 sentences maximum.

one hyperlink per email

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Try not to ask multiple questions in the same message.

I try to stick to 3 sentences maximum.

one hyperlink per email

keep your intro very short.

Every email is an elevator pitch

Try not to ask multiple questions in the same message.

Nobody wants a pen pal.

get to the point really quickly

get to the point really quickly

a clear ask or call to action.

get to the point really quickly

a clear ask or call to action.

the important information in the first two lines.





Takeaway:
short is not short enough

DEAR PRESS,

HELLO! MY NAME IS JOE AND I MADE A GAME CALLED: Tower of Guns

THIS PRESS RELEASE CARTOON IS ABOUT TWO THINGS:

1 RELEASE DATE ANNOUNCEMENT & A NEW TRAILER!

2 STEAM REVIEW CODES!



2: STEAM REVIEW CODES

PART TWO: THE REVIEW CODE ATTACHED IS FOR V.1.0 of Tower of Guns

1: RELEASE DATE / TRAILER

FIRST OFF: TOWER OF GUNS IS RELEASING ON STEAM ON **MARCH 4th 2014!!**

ATTACHED IS A LINK TO A NEW TRAILER TITLED "BULLETS AND??"



NO, I DON'T STILL RUN A CRT BUT THEY ARE FUN TO DRAW!

BOTH THE RELEASE DATE AND THE TRAILER ARE PUBLIC AS AF...
...WELL... NOW!
AND I CERTAINLY WOULD BE GRATEFUL FOR ANY HELP IN GETTING THAT TRAILER IN FRONT OF EYEBALLS!

A COUPLE MORE THINGS:

If you prefer a non-steam review code, please let me know!

How to play

THINK! ANOTHER GEEKY CARTOON LIKE THIS ON HOW TO PLAY IT!

www.towerofguns.com/howtoplay/

ALL LOUIGRASE

GoodPols!

2. **Control mechanics that makes you rethink platformers.**



Players have to relearn what it's like to move, when the organism they're destroying grows on its own. At first it feels like a big departure from normal platform conventions, but after a minute the control becomes intuitive.

3. **A post-apocalyptic game without humans.**



use ONE image that shows gameplay, mood and art style.

don't use too many images though

don't use too many images though

i'm not here to look at your images bro

don't use too many images though

i'm not here to look at your images bro

if you use images, don't put them at the top

GIFs

GIFs autoplay, videos don't

GIFs

GIFs

GIFs autoplay, videos don't

downloading games takes time. GIFs are instant

GIFs

GIFs autoplay, videos don't

downloading games takes time. GIFs are instant

but... GIFs might not load.

Takeaway:
one image
explaining gameplay and art style

don't use images in signatures

don't use images in signatures

don't do it

don't use images in signatures

don't do it

Email is not a fucking 90's forum



Adriaan de Jongh <hello@adriaandejongh.com>

Mar 15 (2 days ago)



Hi,

Hi,

The new IndieGoGo website is now live. It's a complete redesign of the site, with a focus on making it easier to browse and discover projects. The new site is built with a modern design, and it's easy to use. I hope you like it. Let me know what you think.

Adriaan

13 Attachments



Anastasia Bitkova

Friday, 13 Oct 2011, 20:36

> To: [Inkle Team](#)

Dear developers and geniuses behind the Inkle Team,

Let me present myself first. my name is Anastasia Aven, also known as Anastasia Bitkova. I have a fan page on Facebook with more than 950'000 followers and another pages dedicated to my psychology and politics researches with a combined of more than 380'000 followers. I've been published in New York Times and Dailybeast amongst other international publications.

I'm very interested in writing for you, having various well analysed ideas, some of which are based on fantasy and others on history. Although I believe that these ideas will be more accepted, I also can offer you a new genre: an interactive biography. It's up to you to decide what you think might work best and how we can use the followers and fans of my work that I already have to interact with Inkle company. Regarding the biography project, I can tell in a couple of sentences that my life was mostly about survival in extreme situations, such as political persecution from Russian government, exotic travels all over the world, including places such as Tibet, Saudi Arabia, all of Europe and most of Asia. On top of that I have dated two of the princes of Saudi Arabia, sheikh of Dubai and other interesting men. I've went through two kidnappings, illegal imprisonment in Guantanamo, torture for information and other dramatic events. Meanwhile building my career as a model and a scientist, currently owning a psychology laboratory, TV production company where a reality show about my life was made and an Academy which offers various courses to many audiences.

I have two questions for you in this letter:

1. How much could you pay me in royalties for the writing.
2. Which genre you think is more sellable?

If we are talking about biography genre, obviously we would take my life as an inspiration for the story but not promoting me as a public person. I just think that playing out such a story would be something interesting for the people and it can make for a good number of sequels. And the readers can be surprised that the actual story is based on real events.

Waiting for your reply.

Kind regards,
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I'm very interested in writing for you, having famous men as your main characters is a great idea. I also can offer you a new genre: an interactive biography. It's up to you to decide what you think might work best and how we can use the followers and fans of my work that I already have to interact with Inkle company. Regarding the biography project, I can tell in a couple of sentences that my life was mostly about survival in extreme situations, such as political persecution from Russian government, exotic travels all over the world, including places such as Tibet, Saudi Arabia, all of Europe and most of Asia. On top of that I have dated two of the princes of Saudi Arabia, sheikh of Dubai and other interesting men. I've went through two kidnappings, illegal imprisonment in Guantanamo, torture for information and other dramatic events. Meanwhile building my career as a model and a scientist, currently owning a psychology laboratory, TV production company where a reality show about my life was made and an Academy which offers various courses to many audiences.

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Groove X Personal

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work that I can
sentences that

illegal imprisonment in Guatemala,

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Waiting for your reply.

Kind regards,
Anastasia

my life was mostly about survival in extreme situations,

Anastasia Bitkova

To: Inkle Team

political persecution from Russian

Dear developers and geniuses behind the Inkle Team,

I have dated two of the princes of Saudi Arabia, as Anastasia Bitkova. I have a fan page on Facebook
sheikh of Dubai with more than 380'000 followers and another pages dedicated to my psychology and politics researches with a
and other interesting men.

two kidnappings, illegal imprisonment in Guatemala,
torture for information and other dramatic events.

I'm very interested in writing for you, having famous men as game story, extreme events and scenes, on reality and science
fiction. I think that these ideas will be more accepted. I have a lot of ideas for your game. I have a lot of ideas for your game.
It's a work that I am

through two kidnappings, illegal imprisonment in Guatemala, torture for information and other dramatic events.
Meanwhile building my career as a model and a scientist, currently owning a psychology laboratory, TV production
company where a reality show about my life was made and an Academy which offers various courses to many
audiences.

I have two questions for you in this letter:

1. How much could you pay me in royalties for the writing.
2. Which genre you think is more sellable?

If we are talking about biography genre, obviously we would take my life as an inspiration for the story but not promoting
me as a public person. I just think that playing out such a story would be something interesting for the people and it can
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Academy

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I think that these themes will be more successful. I have also written some books about
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From: ~~Andriy Pashchenko~~ <~~andriy.pashchenko@gmail.com~~>

Date: Wed, Sep 20, 2017 at 11:54 PM

Subject: Game-Cafe with your game Move or Die

Hello,

I'm very awkward ask you, but I'm writing you for help. My name is ~~Andriy Pashchenko~~. I am a 4th year student, I study in the city of Lviv, Ukraine. A two weeks ago my cafe "BORODA-Drink" opened in Lviv, Ukraine.

Two main ideas are that people who have beautiful beard can buy coffee at 25% cheaper, as well as people who answer 3 questions on the game there get a card where there will be key for the game – they get a 10% discount for coffee.

The questions are mainly on the topics of the most popular games in our time, for example:

1- When the second part of Half Life came out in the release?

2- Who was the main anti-hero in Mafia 3?

3- Who is the creator of the trilogy "The Witcher" and many other questions.

Unfortunately, all the funds are spent on catering, and I have write to various developers for help. I want ask you for the keys your game.

Even 1 key will help me a lot, for which I will be grateful. The cafe opened quite recently, but has a demand, and many people go to us. I mean, for my part, I promise to advertise your game.

We have a flyer with games, their description and off. links, so people know what games they can win in our cafe.

Very much I ask you help me, I perfectly understand that I'm not video blogger and not journalist, but nevertheless, I very much hope for your understanding. Below will be attached a photo.

Looking forward to your reply.

Good Luck!

BORODA DRINK CAFE
STEAM CD-KEY

CONAN EXILES
STEAM CD-KEY
THE PARK
STEAM CD-KEY
F96HW-YDV6G-TAED7

STEAM CD-KEY
THE PARK
3CN8G-EEIPL-R24YQ

BORODA DRINK CAFE
STEAM CD-KEY

THE PARK
STEAM CD-KEY
ITHX4-TC

CONAN EXILES
STEAM CD-KEY
OPDIQ-5KTZ7-BQ



"CONAN EXILES"

ИГРА НА ВЫЖИВАНИЕ В ОТКРЫТОМ МИРЕ
«CONAN»-ВАРВАРЫ ТЕПЕРЬ С НОВЫМ
ДОПОЛНЕНИЕМ «БЕСПРИБОРНЫЕ ЗЕМЛИ»
ВЫЖИВАЙТЕ, СТРОЙТЕ И ПРАВЬТЕ ЭТИМ
УРОСЫМ ХОЛОДНЫМ КРАЕМ!

BORODA DRINK CAFE
STEAM CD-KEY

CONAN EXILES
STEAM CD-KEY
XPG9-5P4TJ-KLVWZ

we want to hear from more women/PoC devs

we want to hear from more women/PoC devs

pitching African games coverage

Takeaway:
say something interesting

4. Personalisation

***Real* personalisation is not just "Hi Katie"**

***Real* personalisation is not just "Hi Katie"**
followed by a cut-and-pasted press release

mental that someone remembered that article

mental that someone remembered that article

but very cool.

An African TEAM FAT game dev at PAX East: plus A world deforming & atmospheric indie puzzler

An African TEAM FAT game dev at PAX East: plus A world deforming & atmospheric indie puzzler



Greg Miller ✓

@GameOverGreggy

Follow



Now, that's how you title a fucking PR email.

An African TEAM FAT game dev at PAX East: plus A world deforming & atmospheric indie puzzler

Inbox x

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Inbox x

Followers

1.31M

whenever someone mentions my cat in their pitch, it grabs my attention.

whenever someone mentions my cat in their pitch, it grabs my attention.

Will

p.s. I have pasted the original press release below too in case you need any information from it.

For Immediate Release

Catbridge, MA, May, 26, 2015 - Mew meow CATLATERAL DAMAGE meow meow-ow Steam mew OUYA! Meow-ow mew mrow meow mew meow mew meow mew mew mew meow-ow, mew mew meow mrow mew mew meow meow-ow meow mew mrow meow meow! Mew mew meow meow-ow meow mew meow mrow mrow meow-cw mew mew mew. Meow-ow mew, meow meow mew meow mew mrow mew mew meow-ow mew mew meow.

Me-meow mew mew meow meow-ow meow mew catlateraldamage.com!

whenever someone mentions my cat in their pitch, it grabs my attention.

Will

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Your CATS!    PLUS: i

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Me-meow mew mew meow meow-ow meow mew catlateraldamage.com!

Your CATS! 🐱🐱🐱 PLUS: i

Haha good job with that subject line :)



For Don

Demo



Fragments of Him

I'm glad when a developer reaches out

I'm glad when a developer reaches out
after I tweet about their game

As cute as it is to say you're a fan of my channel

As cute as it is to say you're a fan of my channel

don't say it unless you mean it

Takeaway:
real personal emails need
genuine interactions

5. Style and Formatting

Hi,

Race the Runbow, Taste the Runbow with a whole new set of characters that will invade indie game developer 13AM Games upcoming chaotic, action party game, Runbow, including a new female character named Val.

Already containing a never-before seen color mechanic and up-to nine player local multiplayer, Runbow will have special guest characters from other games (think of it as an indie Super Smash Brothers in that sense).

Press kit: <http://bit.ly/1LM6CX0>

YouTube trailer link: <https://www.youtube.com/watch?v=Fq75hL6tDeA&feature=youtu.be>

If you're around PAX this weekend, come checkout Runbow at booth #6213. A list of features is below.

Cheers,

Alex

ALEX VAN LEPP

VIM Global Consulting

818.303.6827 | avanlepp@vimglobal.com

<http://vimglobal.com>

Some people, if they see an emoji, they think 'oh god damn millenials'

Some people, if they see an emoji,
they think 'oh god damn millenials'

"if there's an emoji in the subject line, I'll read it"

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ALWAYS HAVE EMOJIS

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ALWAYS HAVE EMOJIS

emojis: instant delete

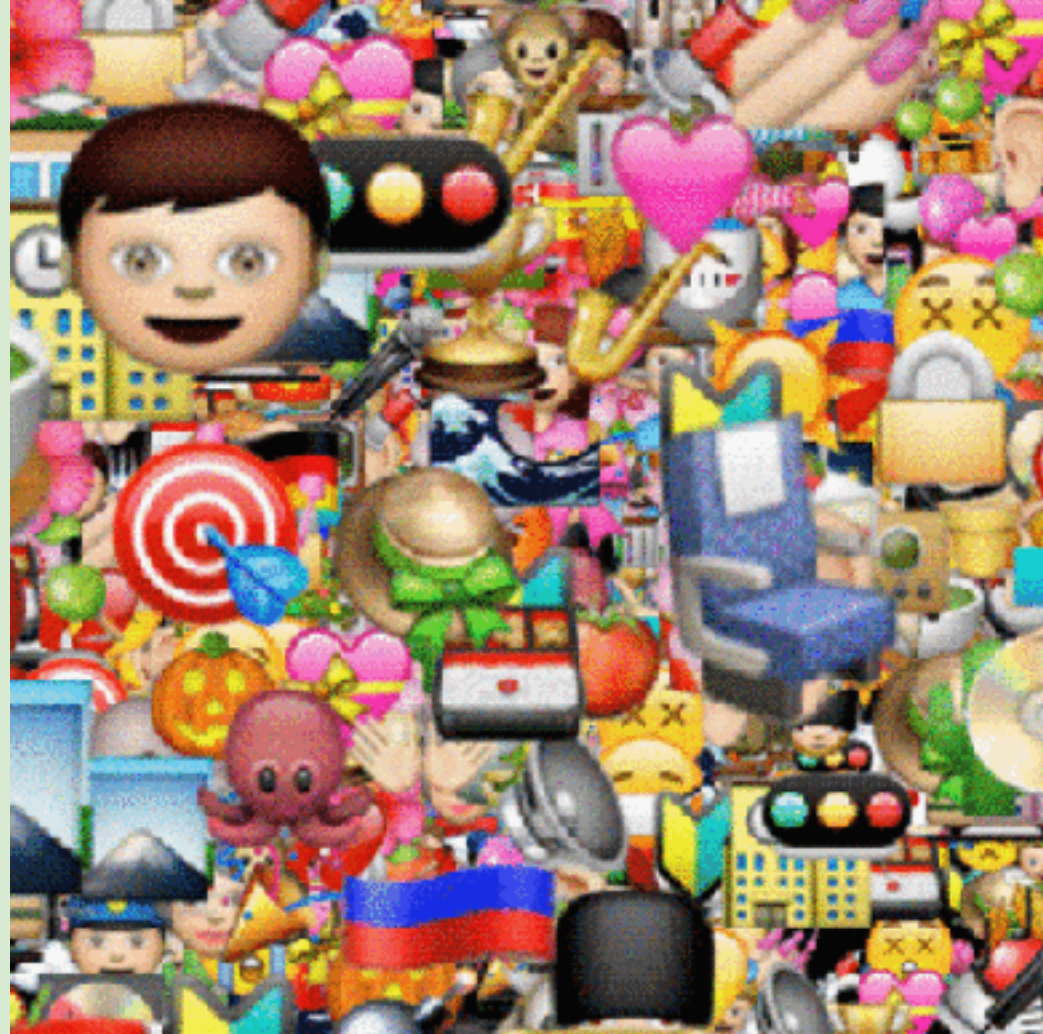
ALL CAPS IS THE 'emoji'

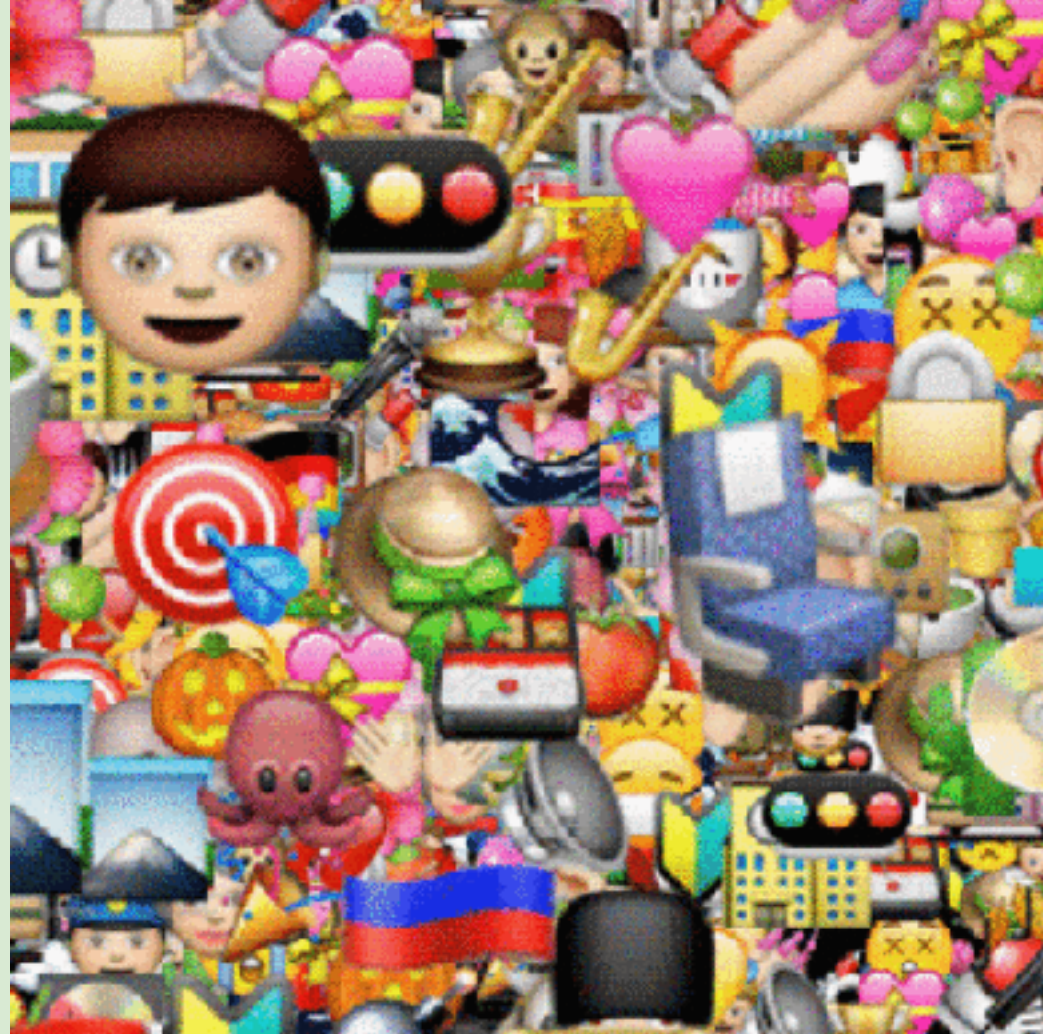
ALL CAPS IS THE 'emoji'

OF PEOPLE WHO DON'T WANT TO USE EMOJIS

Don't go overboard on emoticons or cheeky jokes,

Don't go overboard on emoticons or cheeky jokes,
at least at first.





be friendly, casual, but not too demanding.

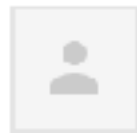
be friendly, casual, but not too demanding.

you get more with honey than vinegar.

Don't be a character from your game

Don't be a character from your game

fucking pirates

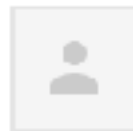


Kia

to hello 

Hi Adrienne,

Hope this message finds you well!



Kia

to hello ▾

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Hope this message finds you well!

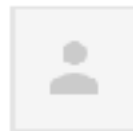


Adriaan de Jongh <hello@adriaandej>

to Kia ▾

Hi Kaiak,

I'll be on vacation next week, which means



Kia

to hello ▾

Hi Adrienne,

Hope this message finds you well!

Dear Double Finji

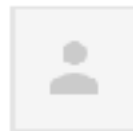


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Hi Kaiak,

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NEVER EVER GET THE NAME OF THE OUTLET WRONG.

Holy crap, that's an immediate turn-off.

6. Being bold

I emailed Tim Cook and it got approved in 3 hours or so.

I emailed Tim Cook and it got approved in 3 hours or so.

Got a phone call too from an assistant.



I emailed Tim Cook and it got approved in 3 hours or so.



Got a phone call too from an assistant.

Hidden Folks best rated game on Steam!! wait what



Adriaan de Jongh <hello@adriaandejongh.com>

5/13/17 ☆



to Matt ▾

Hey Matt,

Thank you a thousand times for allowing Hidden Folks on Steam a year ago! I'm extremely proud to announce that if you browse all products on Steam and sort by user reviews, aside from the Witcher 3 DLC, Hidden Folks is the [best user-reviewed game on Steam](#). This is absolutely blowing my mind and I did not at all expect this...

ANYWAY - I wanted to ask you: Is there a way I could reach out to fans through that 'News' popup that Steam often shows on startup? I am planning on releasing a big Factory update soon and with all the advice from the Steam documentation / Steam dev days talks I'd like to go HARD on marketing.

Eventuele samenwerking

Game Over x



Adriaan de Jongh <Adriaan@gameoverstudios.com>

7/29/13



to Dominiqueh ▾

Hallo Dominique,

Wij zijn bezig met een innovatieve dansgame voor twee personen met 1 mobiele telefoon en zijn daarvoor opzoek naar een samenwerking met choreografen of een andere dansinstantie, zoals Het Nationaal Ballet. Ik zou heel graag eens de game aan je willen laten zien om te kijken of we wat aan elkaar kunnen hebben.

Kan ik je de game deze week al laten zien? Ik kan in principe elke dag deze week en woon dicht in de buurt van het Waterlooplein.

Возможное сотрудничество

Game Over x



Adriaan de Jongh <Adriaan@gameoverstudios.com>

7/29/13



to Dominiqueh ▾

Привет, Доминик,

Мы работаем над инновационной танцевальной игрой для двух человек с одним мобильным телефоном и ищем сотрудничество с хоресграфами или другим танцевальным агентством, таким как Национальный балет. Я бы очень хотел показать вам игру, чтобы увидеть, можем ли мы что-то вместе.

Могу ли я показать вам игру на этой неделе? Я могу в основном каждый день на этой неделе и жить рядом с Waterloopplein.

I can make icons



Simon Post to j ↕

www.sklett.se

check it



Adriaan

@AdriaandeJongh



"I'm Grapham Smith from game portal @rockpapershot. [...] please provide us as much copies as you can" OH YEAH OF COURSE

Hidden Folks - Game review

Inbox x



Graham Smith <pr.rockpapershotgun@gmail.com>
to hello

4:29 PM (3 minutes ago)



Hello and nice to meet you. I'm Grapham Smith from game portal : www.rockpapershotgun.com . We make game reviews and also game commentary. We saw your game : Hidden Folks , which is pretty good, and she attracted our attention with her good gameplay and her style of game. We think to make a review of the game and show it to our gaming community, and see what they think about the game. If you provide us as much copies as you can ,we will be grateful. I'm sure that the people will like it, and it will collect more positive thoughts for future. I hope you will agree to do that review ,and we can be good and faithful friends ahead. That's all ,and let me know what you think about this. I wish you great day!

Cheers,
Grapham

4:36 PM - 21 Mar 2017

3 Retweets 35 Likes



10



3



35



Add another Tweet



Adam Smith @noneconomical · 21 Mar 2017



Replying to @AdriaandeJongh

oh god. Graham has started referring to himself as Grapham again. Never a good sign.



1



2





Adriaan

@AdriaandeJongh

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4:36 PM - 21 Mar 2017



Adam Smith @noneconomical · 21 Mar 2017

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1



2



Email manifesto

Email manifesto *(emailfesto)*

Emails people respond to:

Emails people respond to:

Emails people respond to:

1. Very short.

Emails people respond to:

1. Very short.
2. Genuine personalisation.

Emails people respond to:

1. Very short.
2. Genuine personalisation.
3. Perfect subject line.

Emails people respond to:

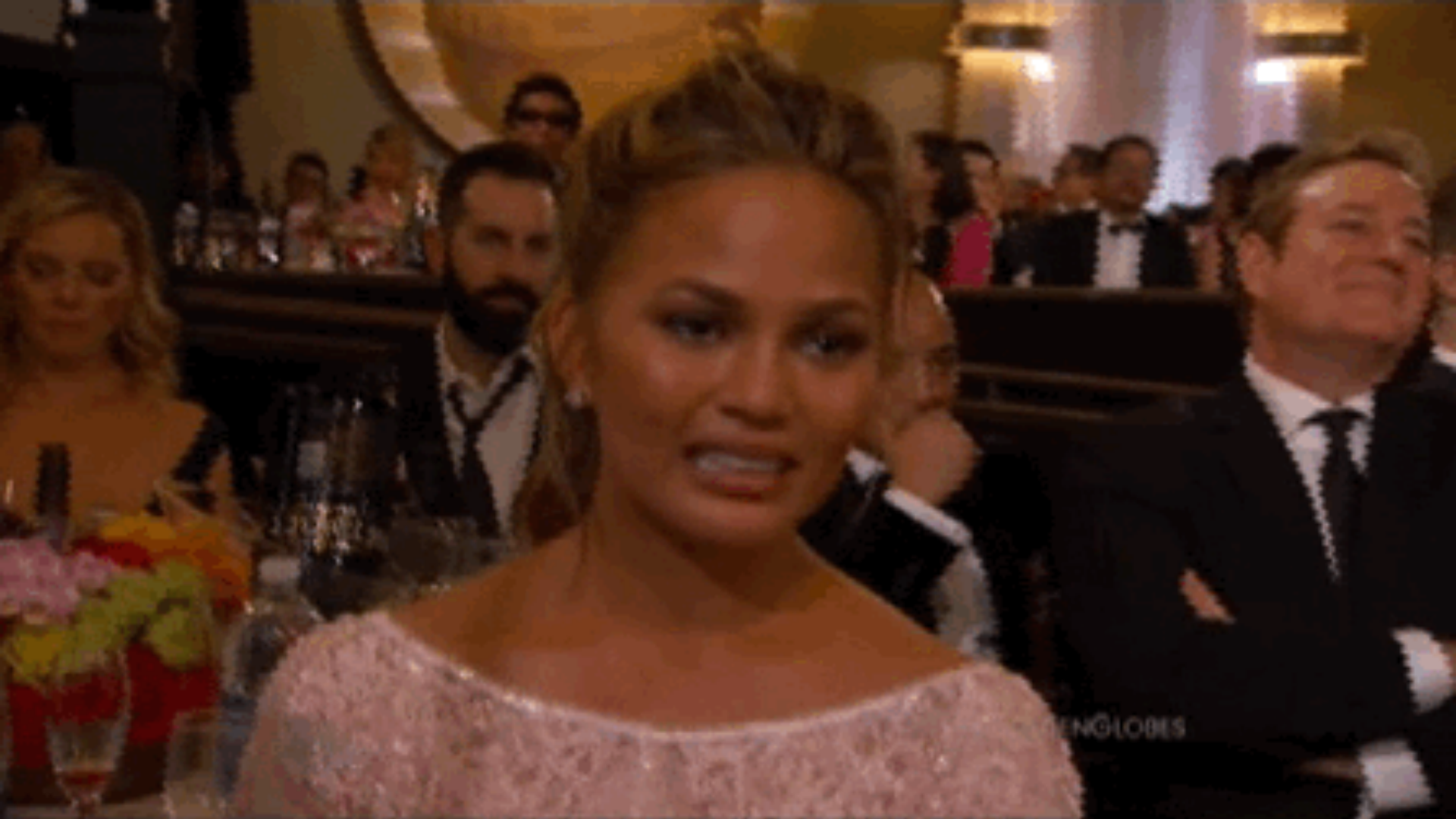
1. Very short.
2. Genuine personalisation.
3. Perfect subject line.
4. One expressive image.

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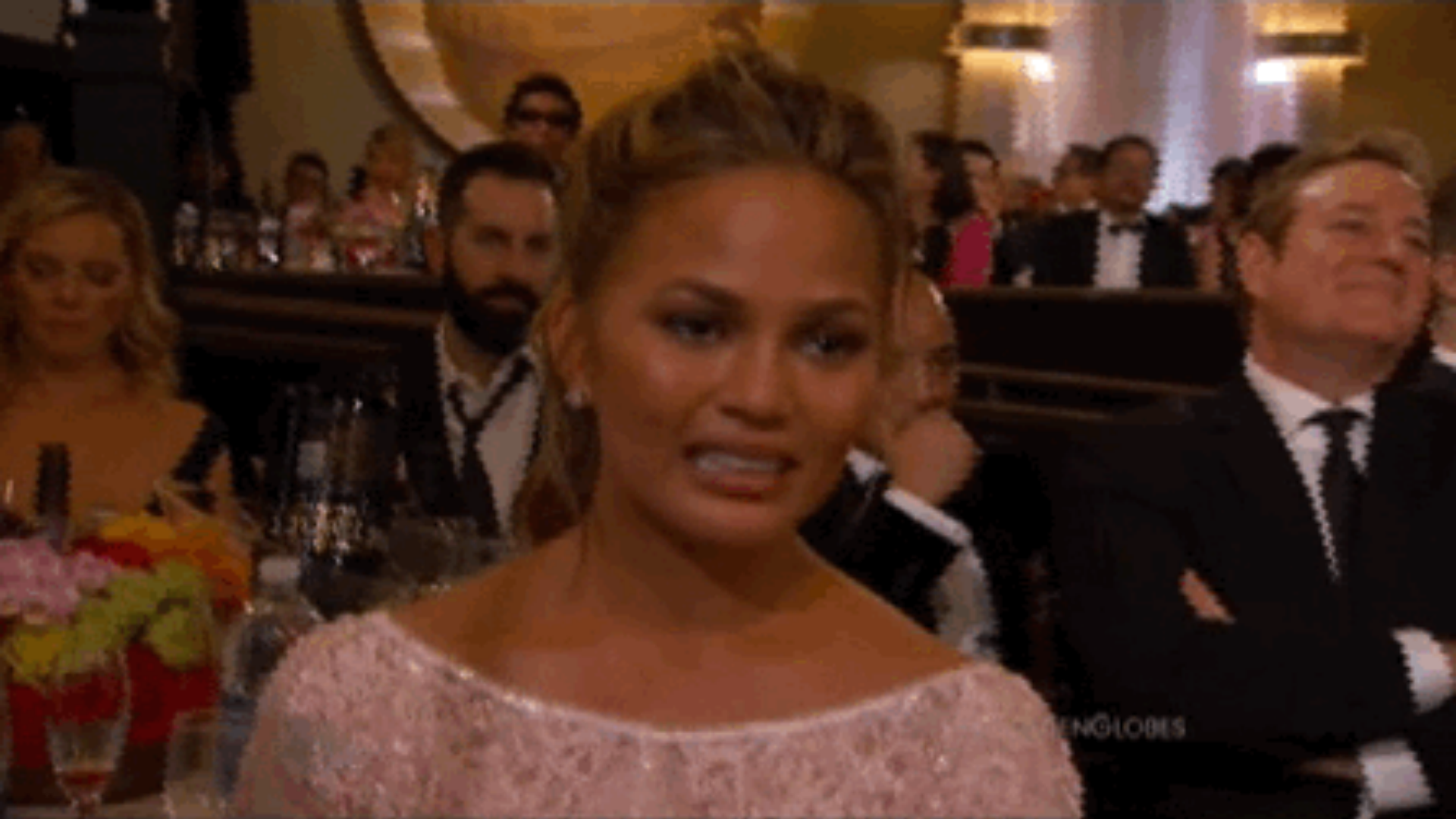
1. Very short.
2. Genuine personalisation.
3. Perfect subject line.
4. One expressive image.
5. Be bold, but not demanding.

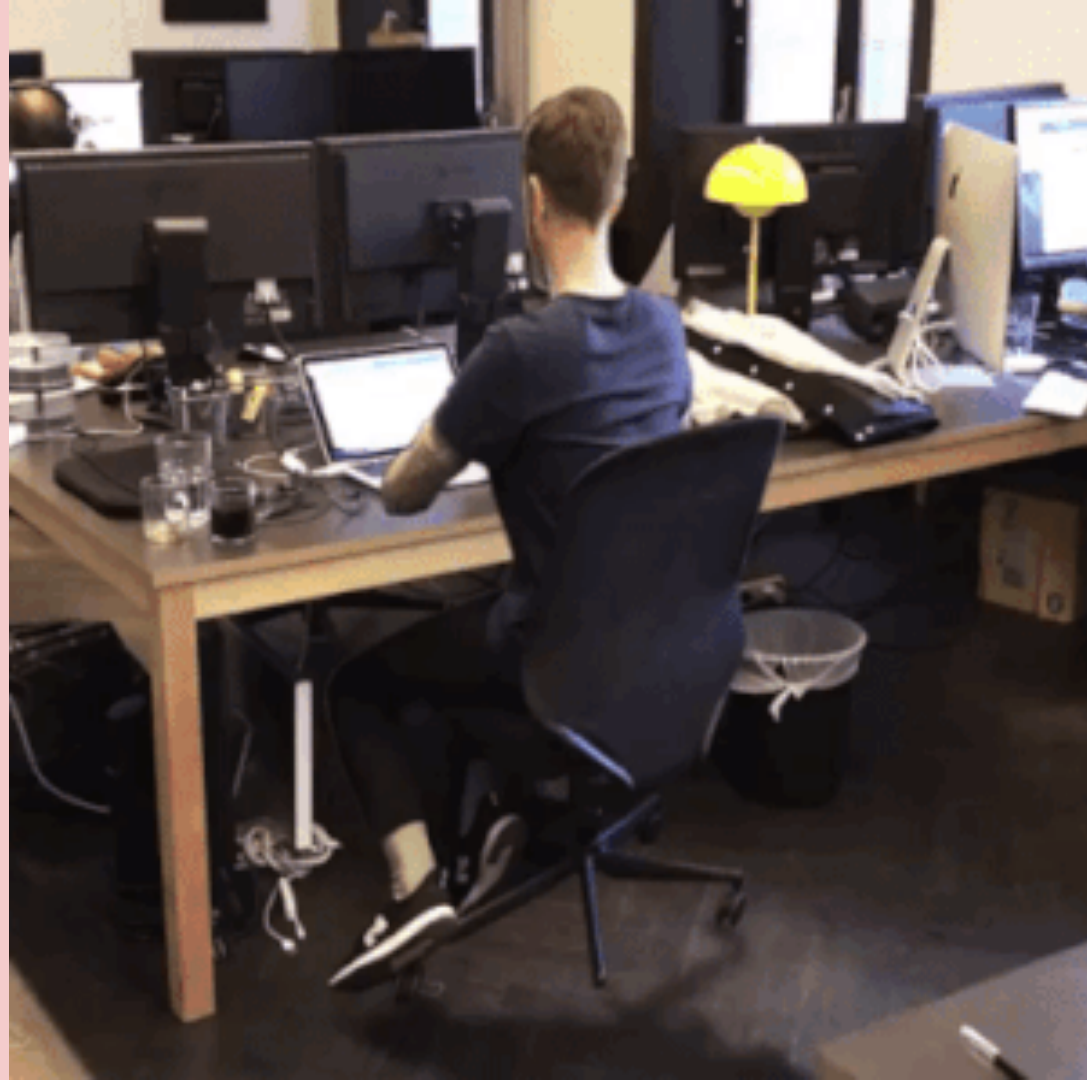


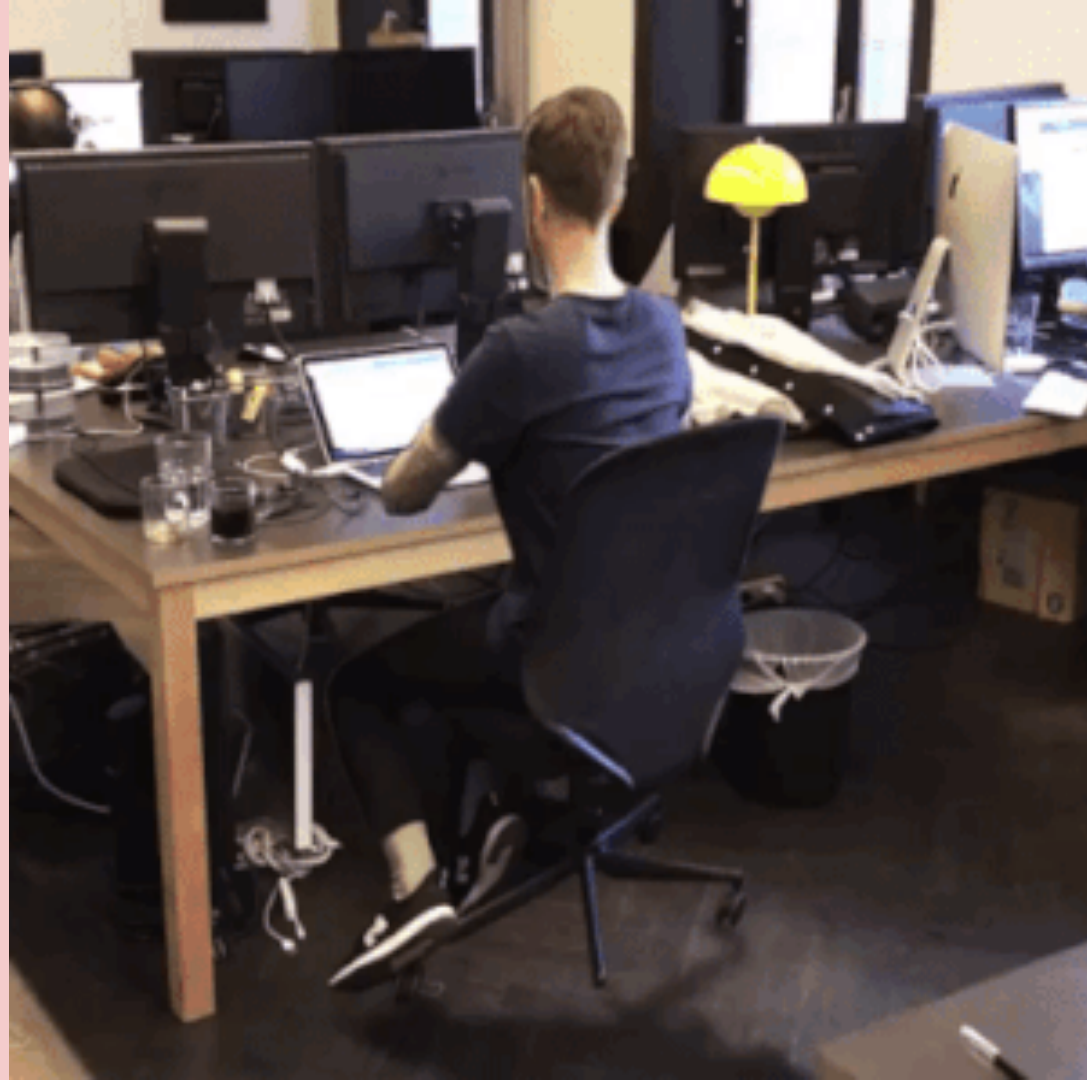




ENGLOBES







Wonderful people who contributed to this talk (in no particular order)

Joseph Humphrey, Rebecah Saltsman, Itay Keren, Ryan Cash, Joe Mirabella, Owen Harris, Andreas Zecher, Martin Pichlmair, Robin Hunicke, Chloi Rad, Nick Chester, Matt Kim, Richard Mitchell, Mike Susek, Nina Freeman, Trent Kuster, Rami Ismail, Nicolae Barbecue, Edward Dennekamp, Danny Day, Tom Giardino, Shawne Benson, Matt Nickerson, Eric Sams, Jon Carnage, VIM Global, Jakub Koziol, Thomas Reisenegger, Greg Rice, Callum Underwood, Kate Gray, Joel Couture, Stephanie Chan, James Earl Cox III, Daniel Bong, François Alliot,

and some people who wanted to remain anonymous <3

Thank you!

@AdriaandeJongh
@_benjamming