

## LEAN CULTURE BREAK ONE RULE INVEST IN YOUR TEAM









### (in no particularly order!)





2011 2012 2013



5 devs



5.2 Million



7 devs





9 devs

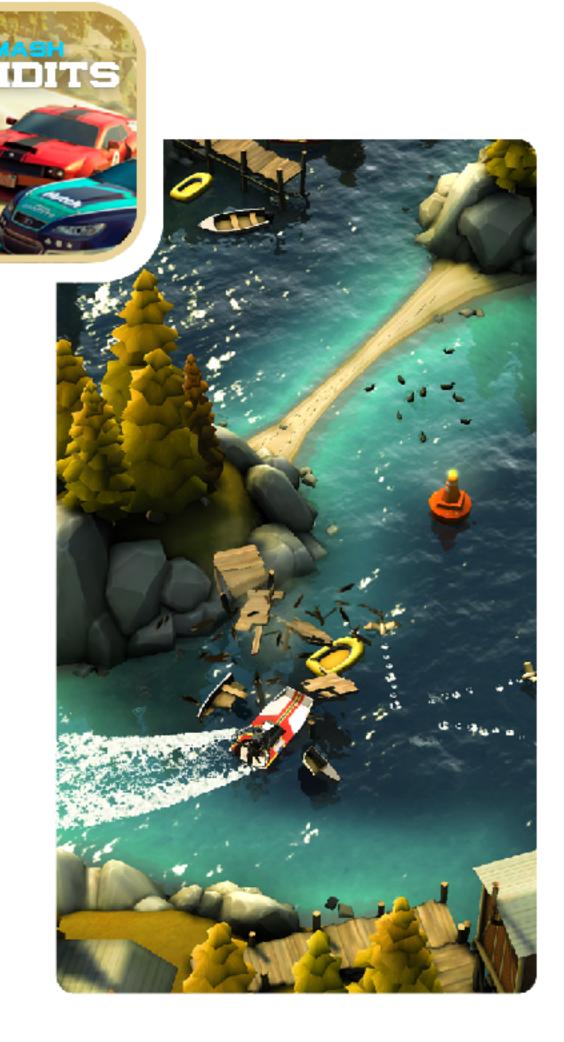


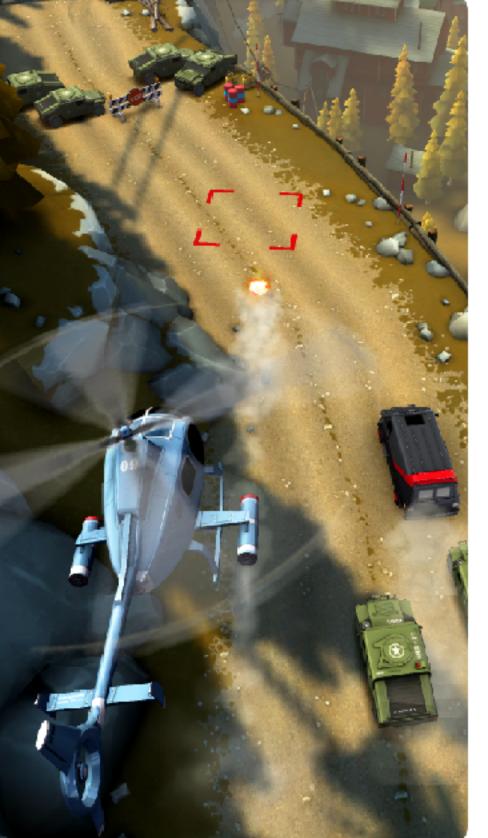


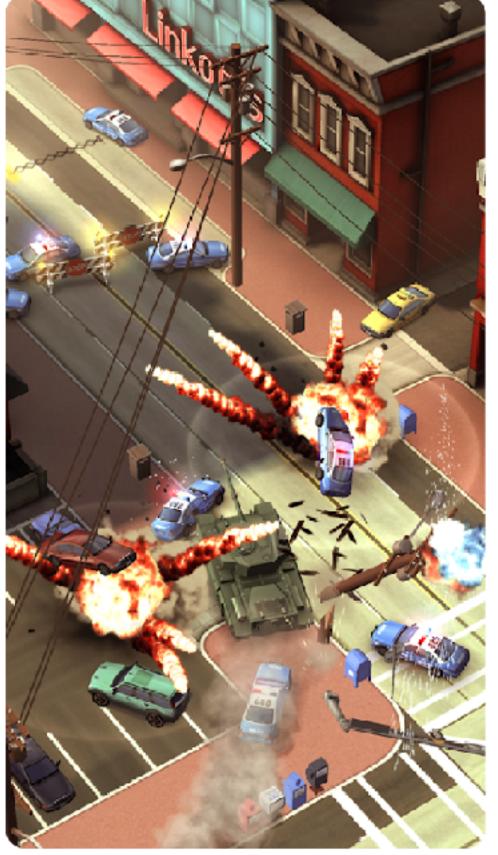
### EMERGENT CULTURE

### INNOVATE TO ACHIEVE SUCCESS CHAMPIONS OF GAMEPLAY





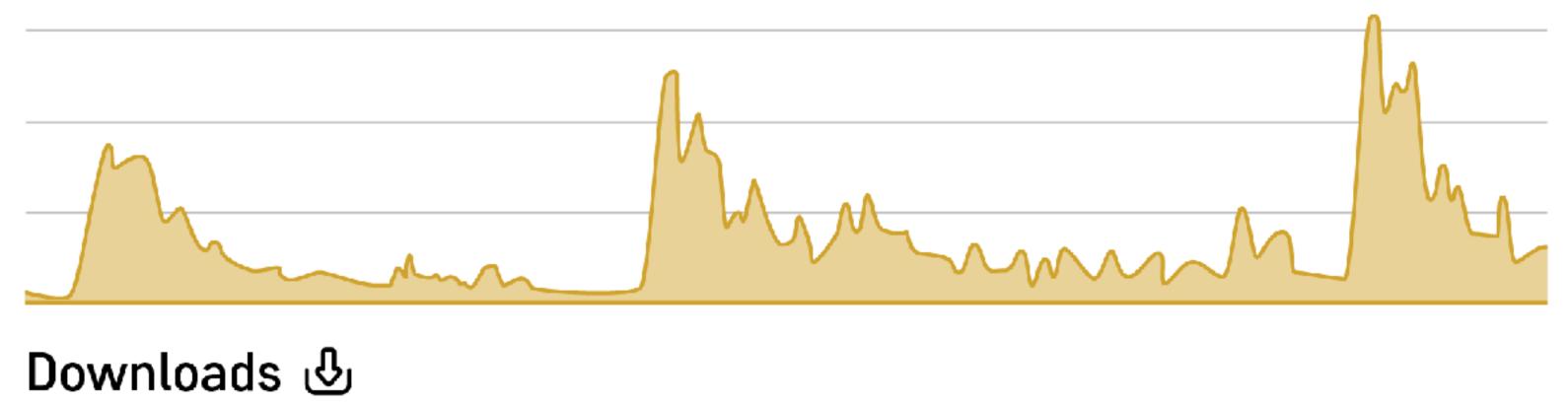




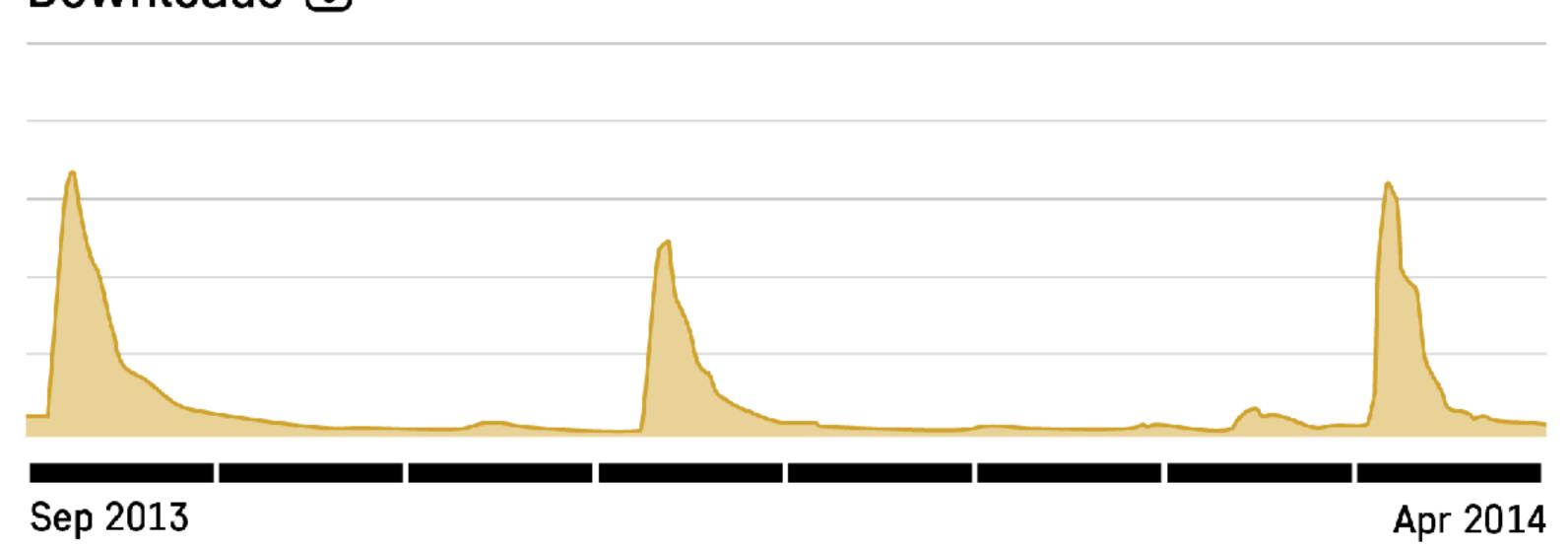




### Revenue 🚳









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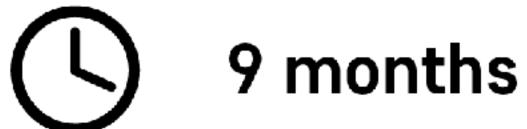


### 2014





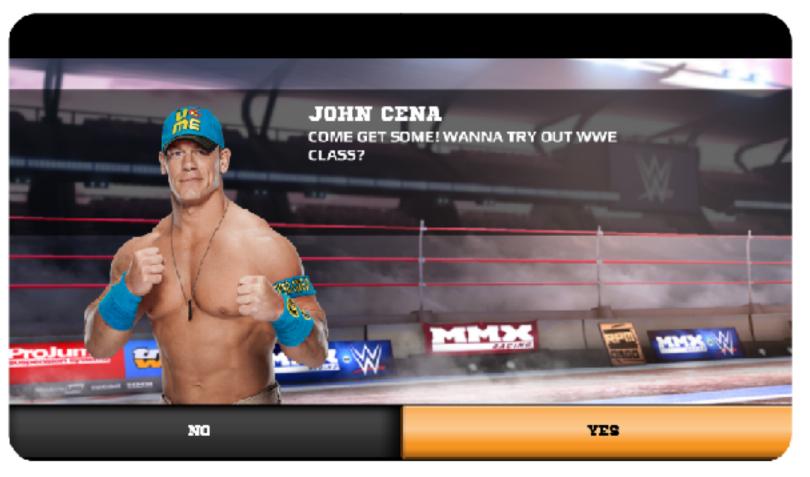




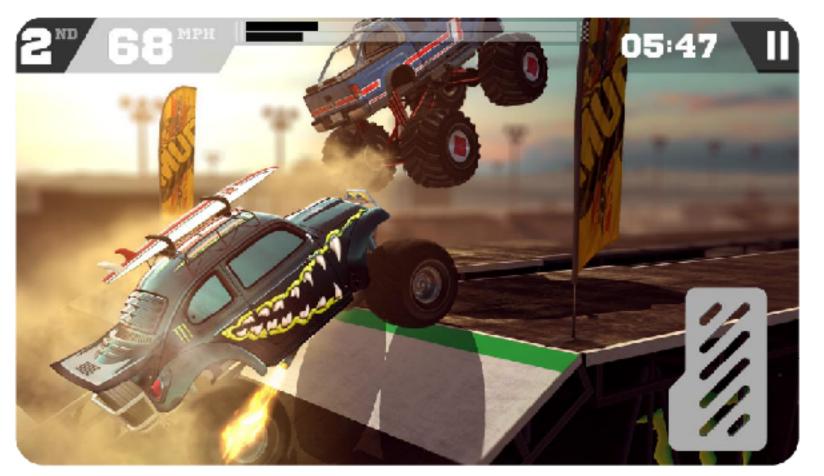








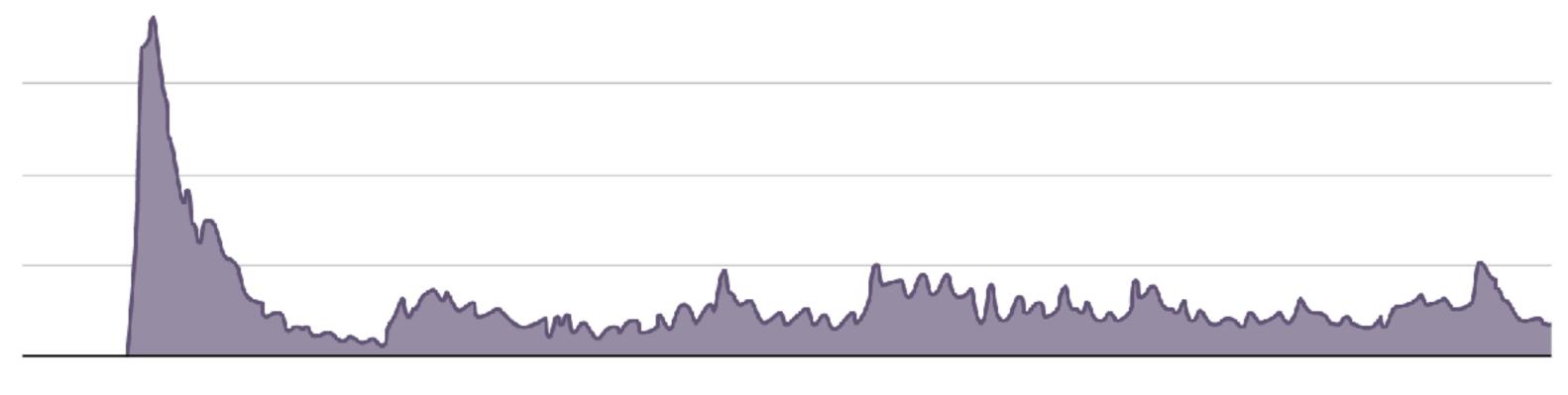


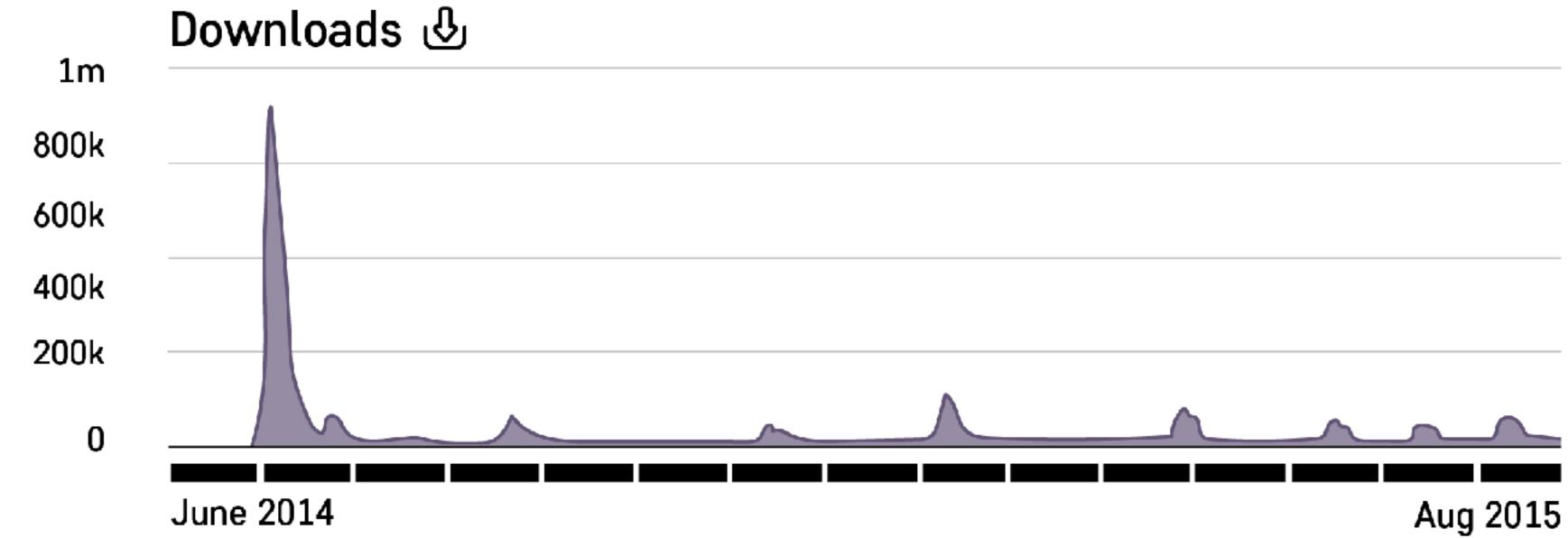




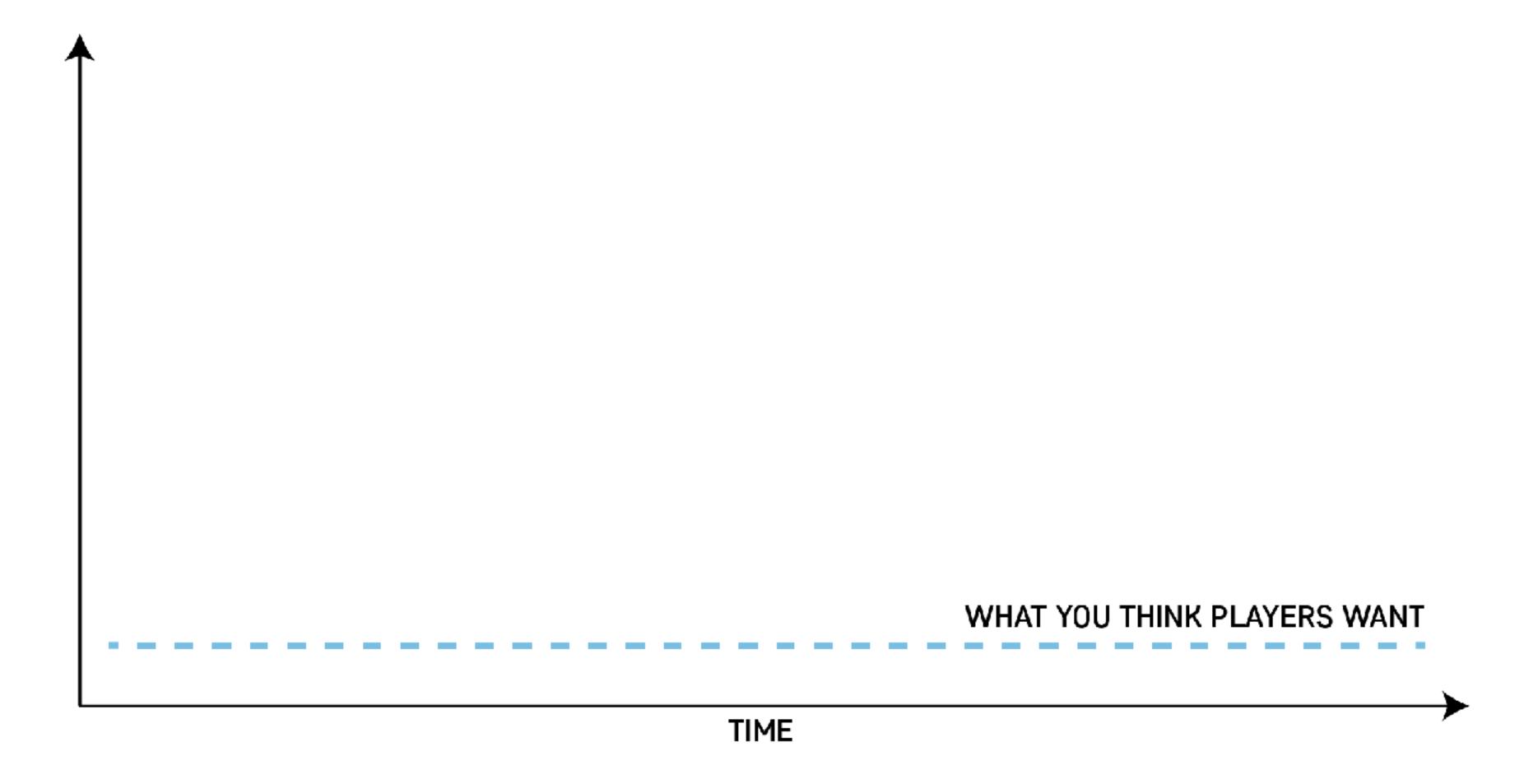


### Revenue 🚯









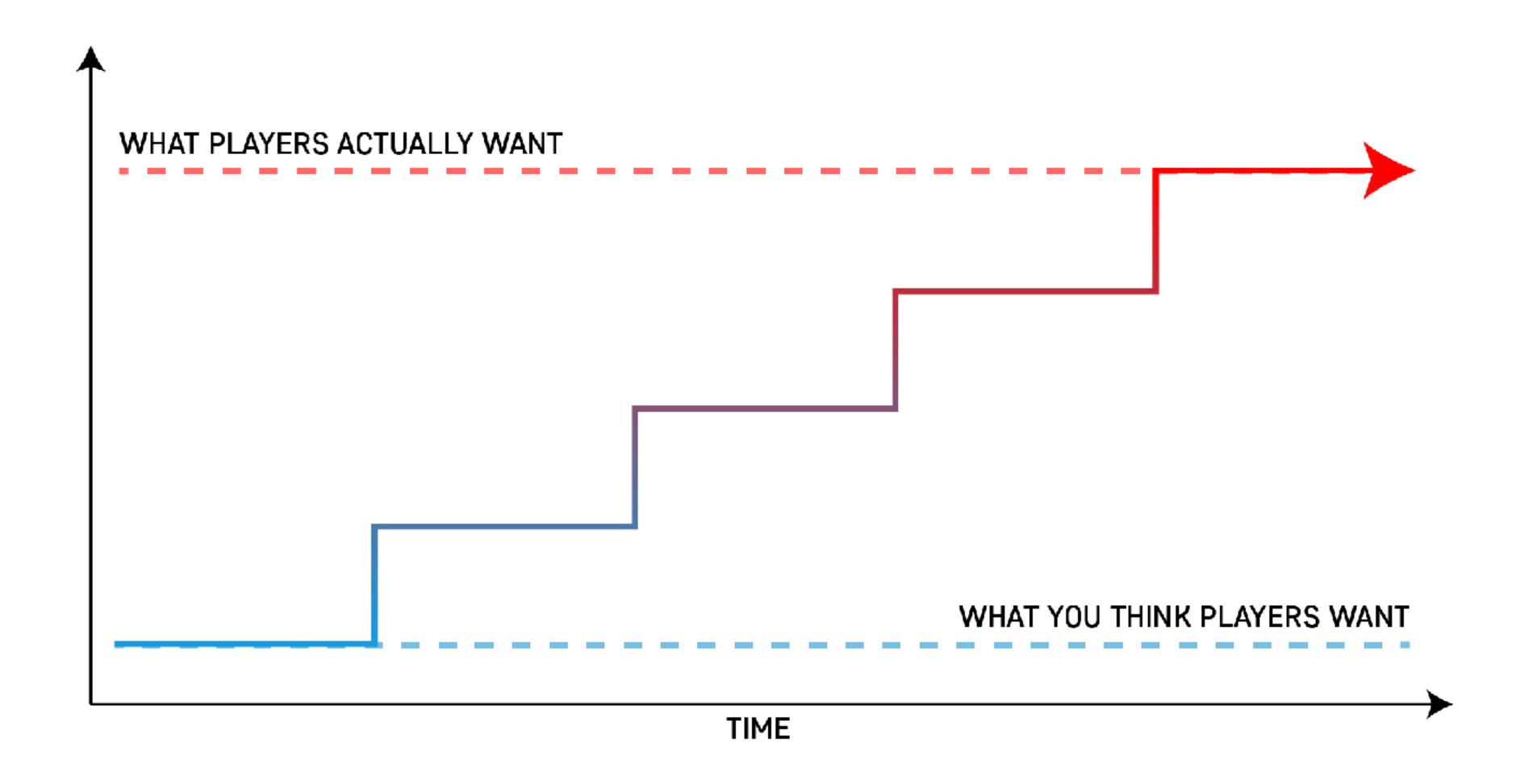
### LEAN = VALIDATE EARLY



WHAT PLAYERS ACTUALLY WANT WHAT YOU THINK PLAYERS WANT TIME

### LEAN = VALIDATE EARLY





### LEAN = VALIDATE EARLY



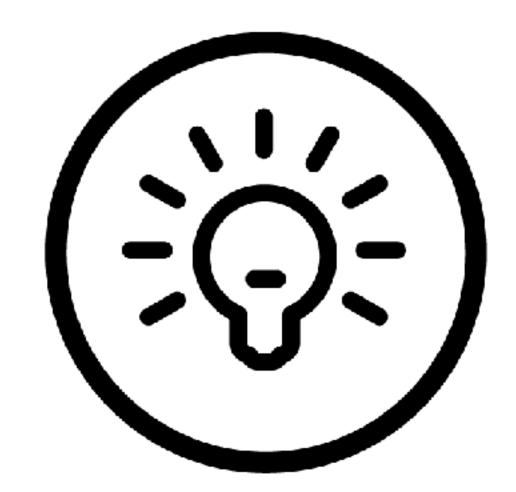
### WHAT NEXT?

F2P CONFIDENCE AMAZING TEAM

**GREAT IDEA** 









## VALIDATE EARLY BUILD A BUSINESS UNDERSTAND YOUR REFERENCES







9 devs





1 years



30 million







12 devs



\$3.8 million

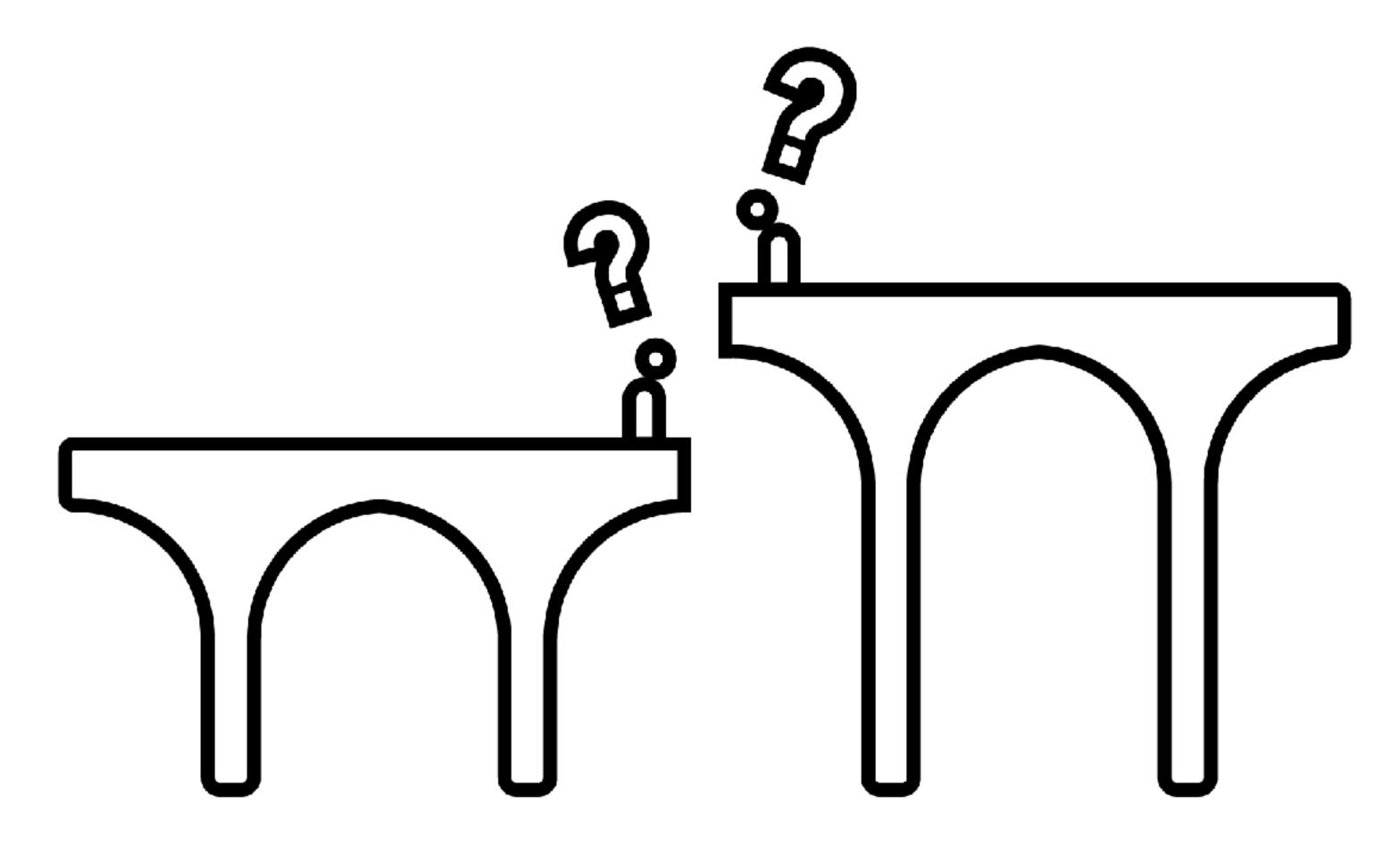


3 years



6 million





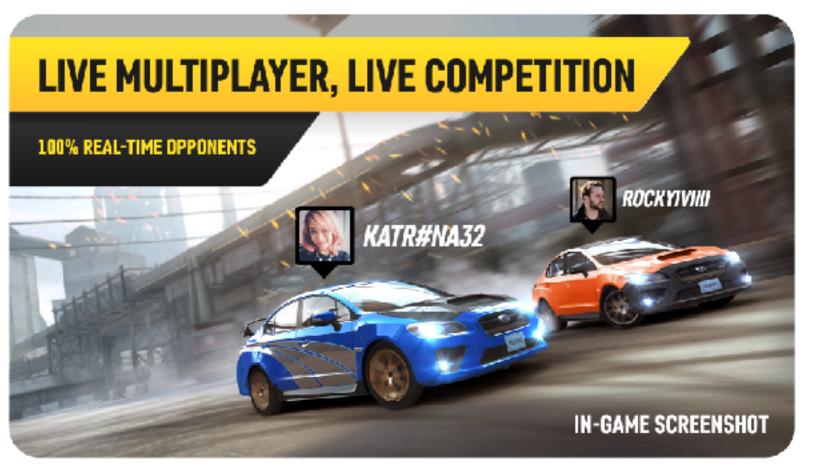
### MISALIGNED AMBITION





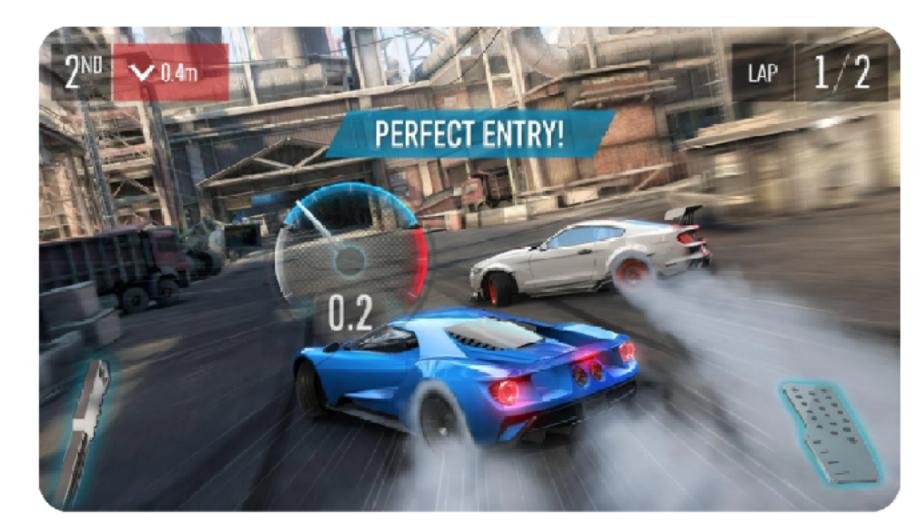






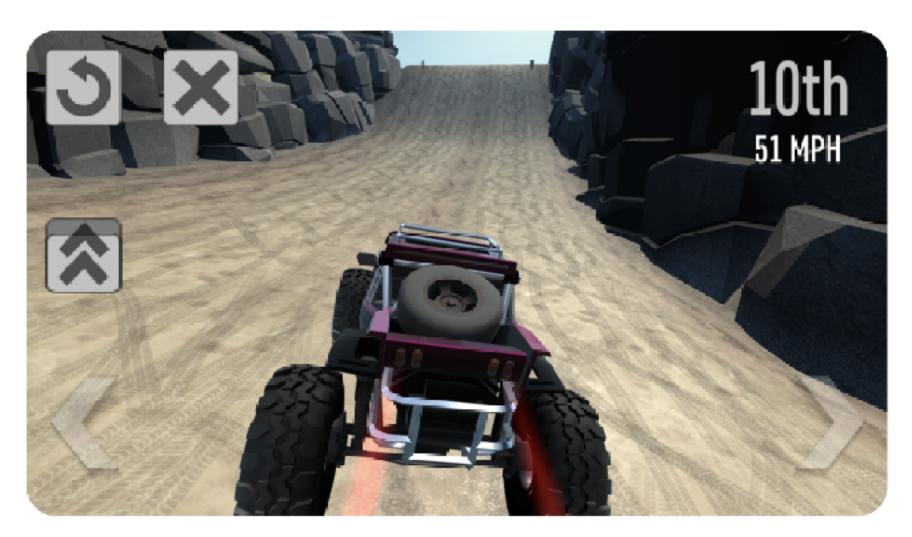


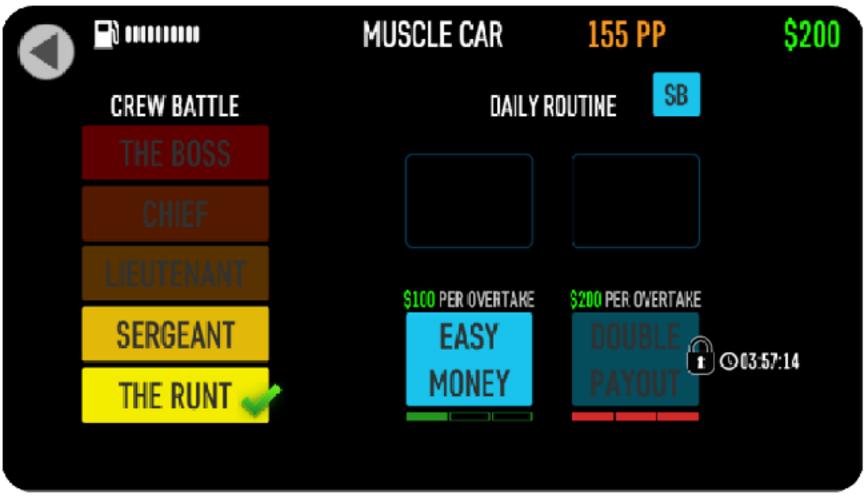
### **RACE KINGS VALIDATION**





### PROTOTYPE VALIDATION







### 2015-2016







5 months

رى 17 million



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### **6 WEEK VALIDATION**

### **LAUNCH**

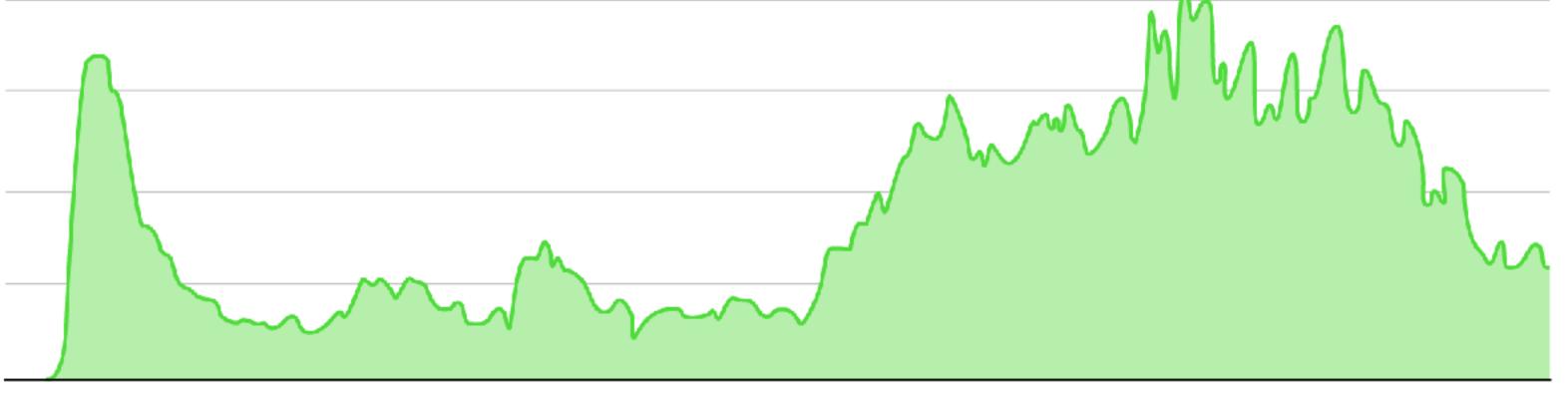


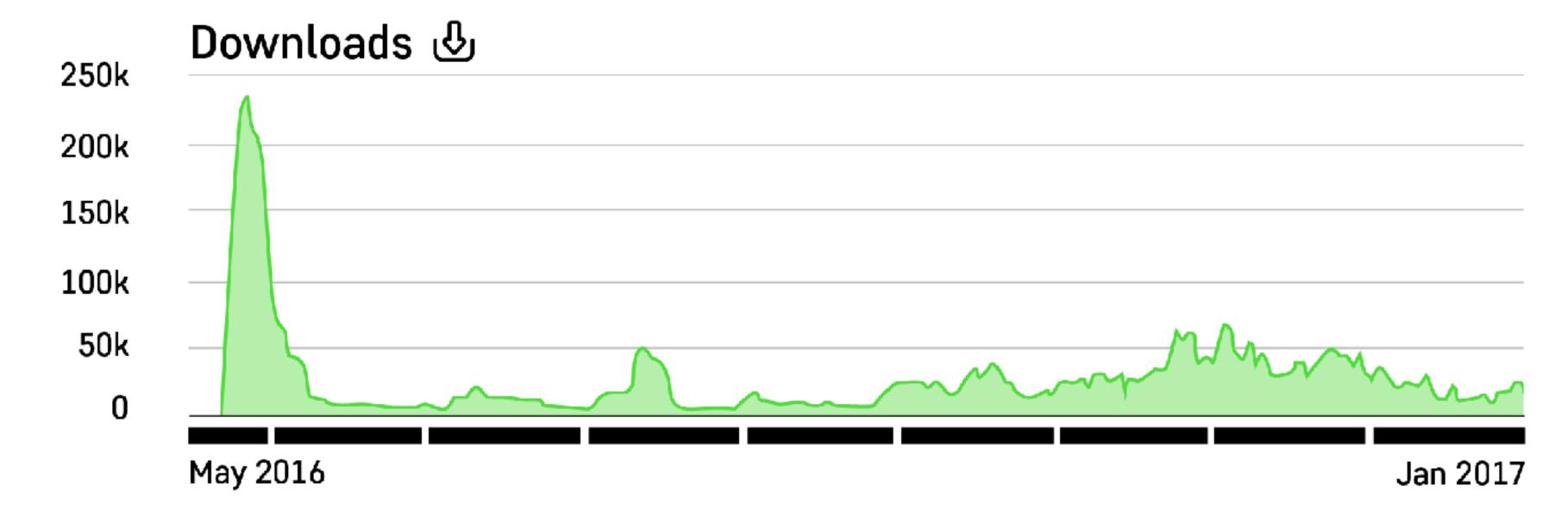








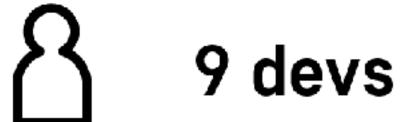






### 2017



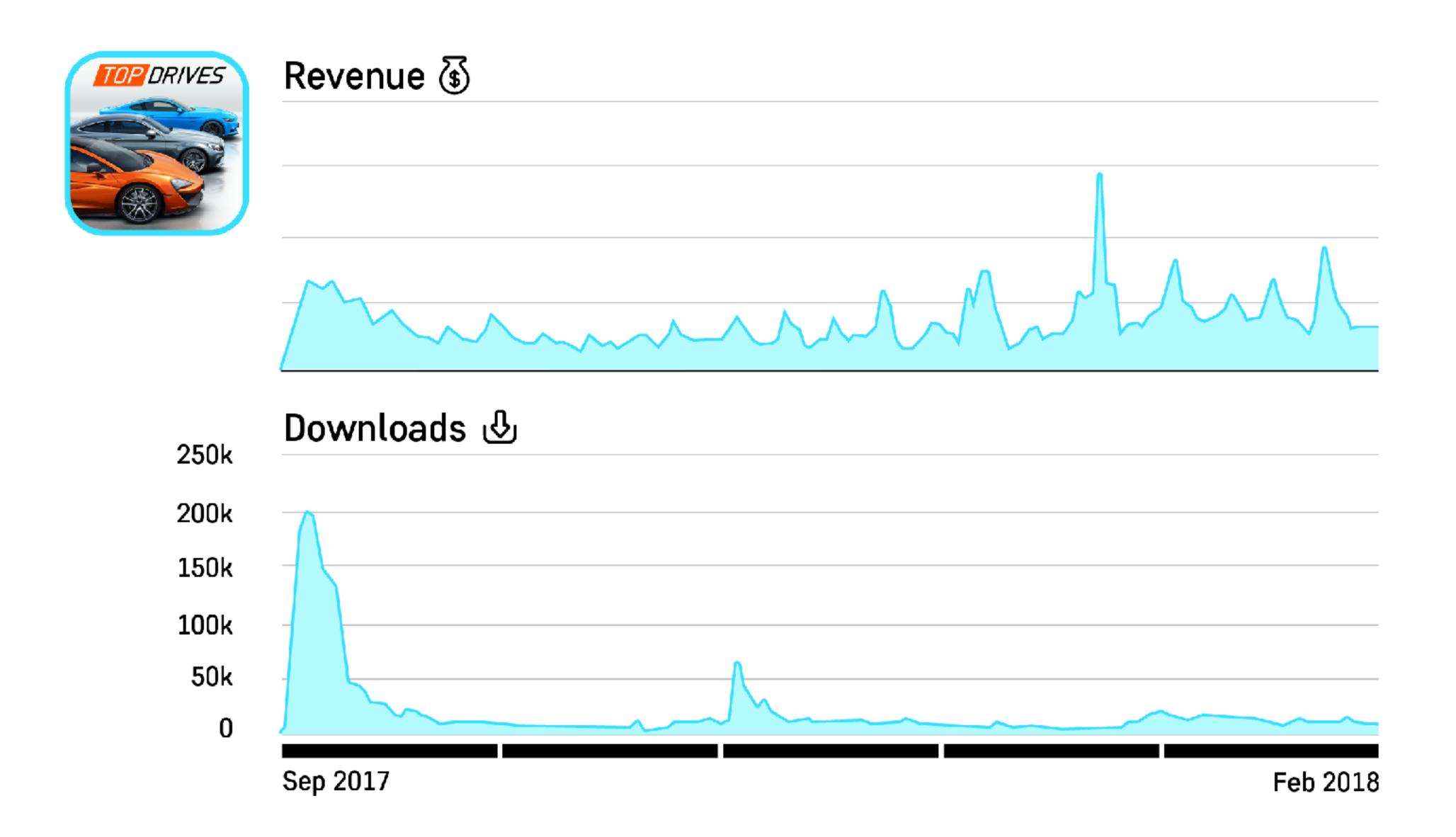






3 million



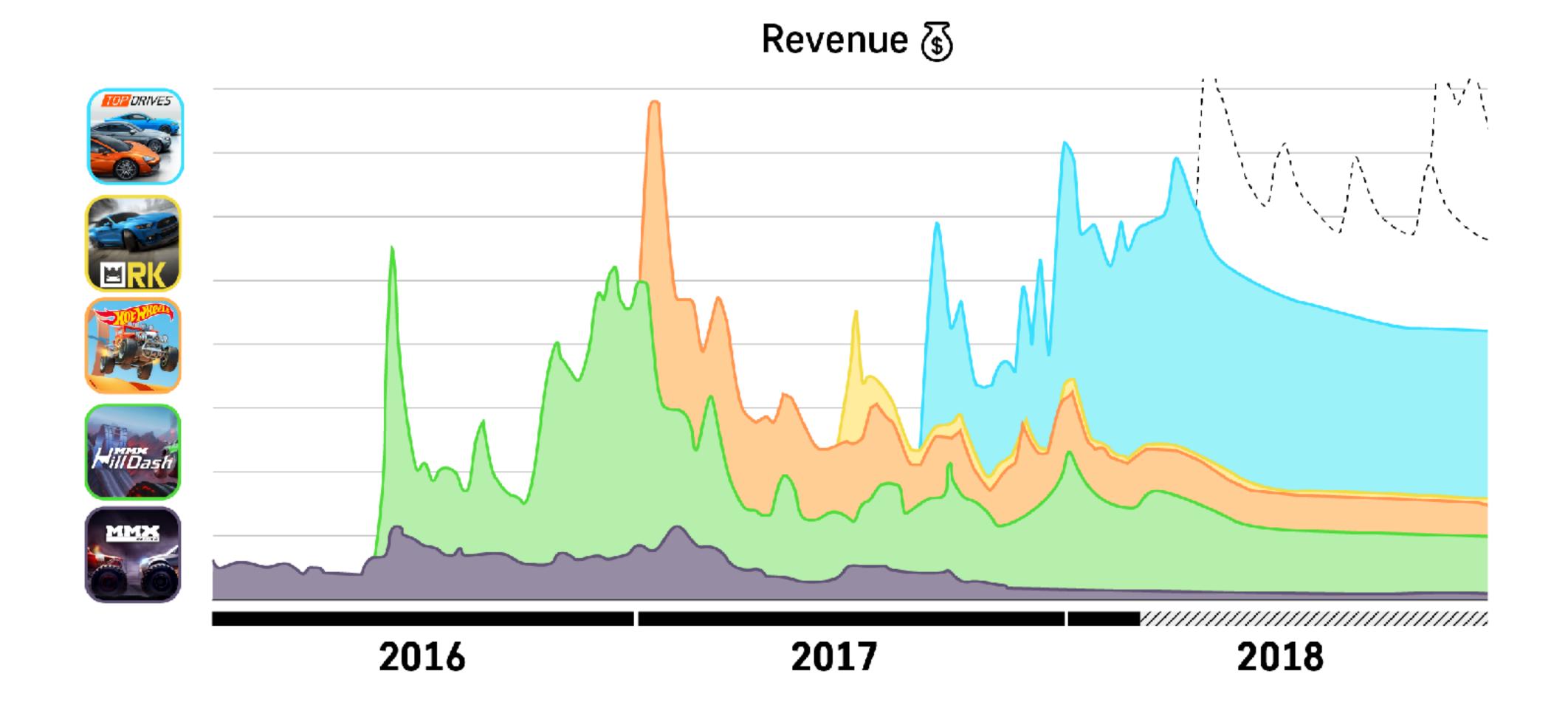




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# CULTURE PROCESS BUSINESS



