

Growing a Hard-Core Game on



ACHIEVEMENT UNLOCKED
Spoke at GDC!

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F2P FREE TO PLAY
SUMMIT

GAME DEVELOPERS CONFERENCE EUROPE
COLOGNE, GERMANY
AUGUST 19-21, 2013
EXPO DATES: AUGUST 19-20 **2013**

Company Overview

- Established 4 summers ago
- HQ in the start-up land Israel
- 3 studios world-wide
- 350 employees & 70 open positions

Yes, I will share metrics



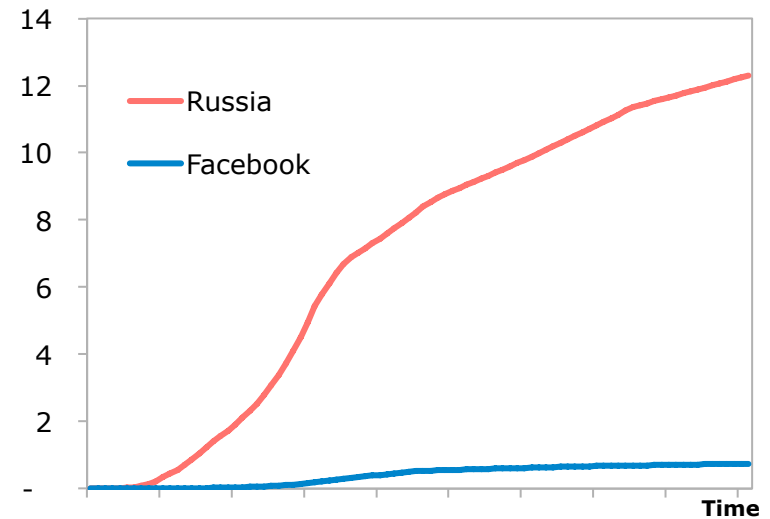
Starting Up

- First poker game in the Russian SNs



Players (m)

Farmandia



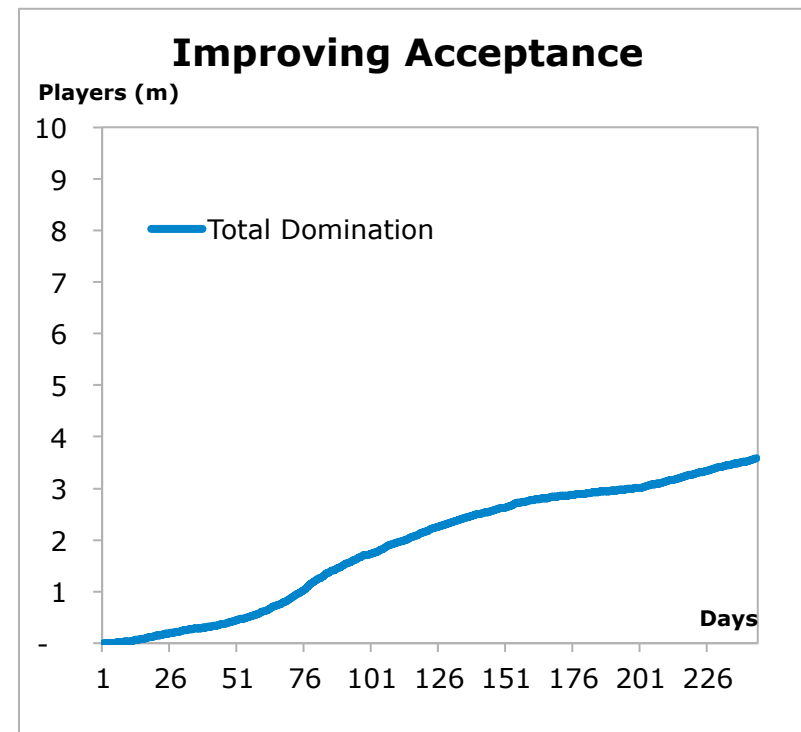
Plarium's Strategy Games



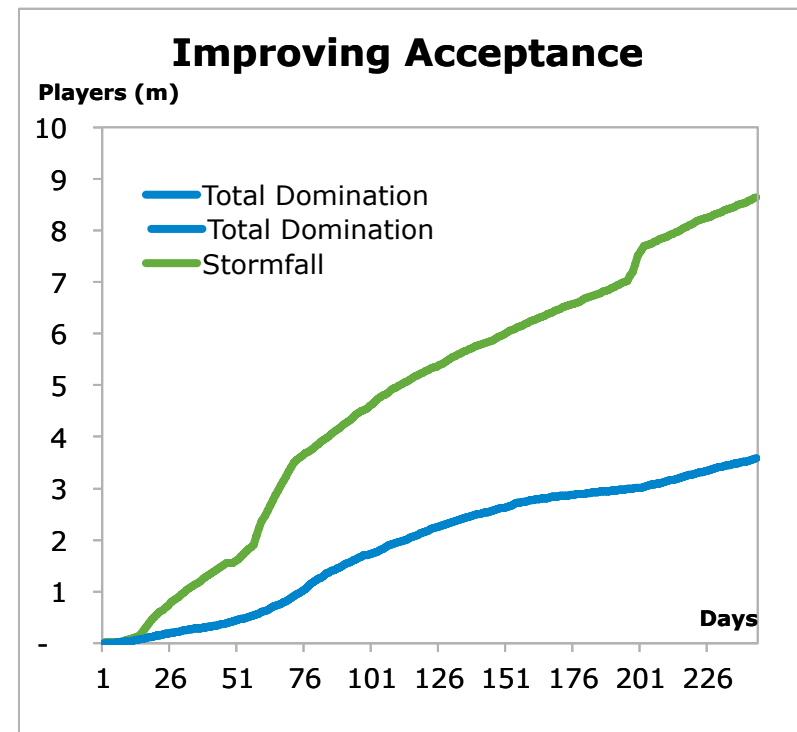
Plarium's Strategy Games



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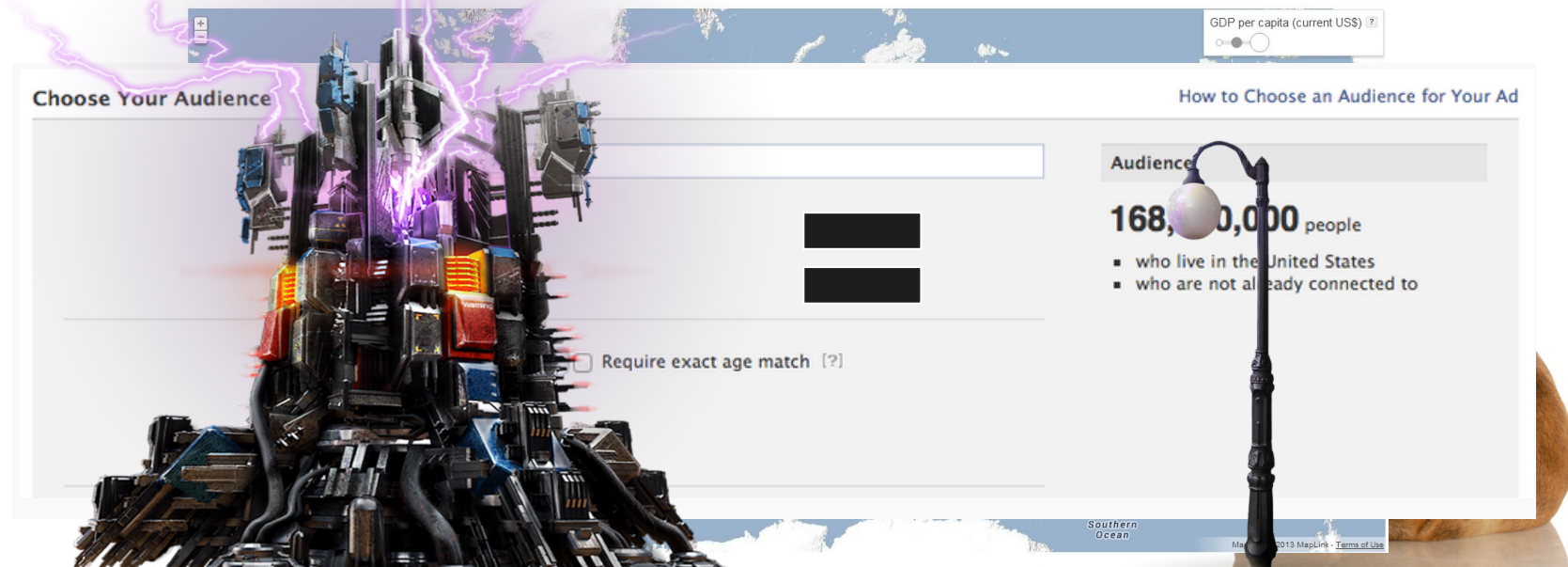


Plarium's Strategy Games



We're on Facebook, now what?

- Localize everything (Care for a hotdog?)
- New countries – World bank, Quintly



Increasing ROI

- 25 professionals in user acquisition
- 51 in supporting departments:
Art, Development & BI and Support
- Perfecting Facebook integration
- Identifying gamers characteristics

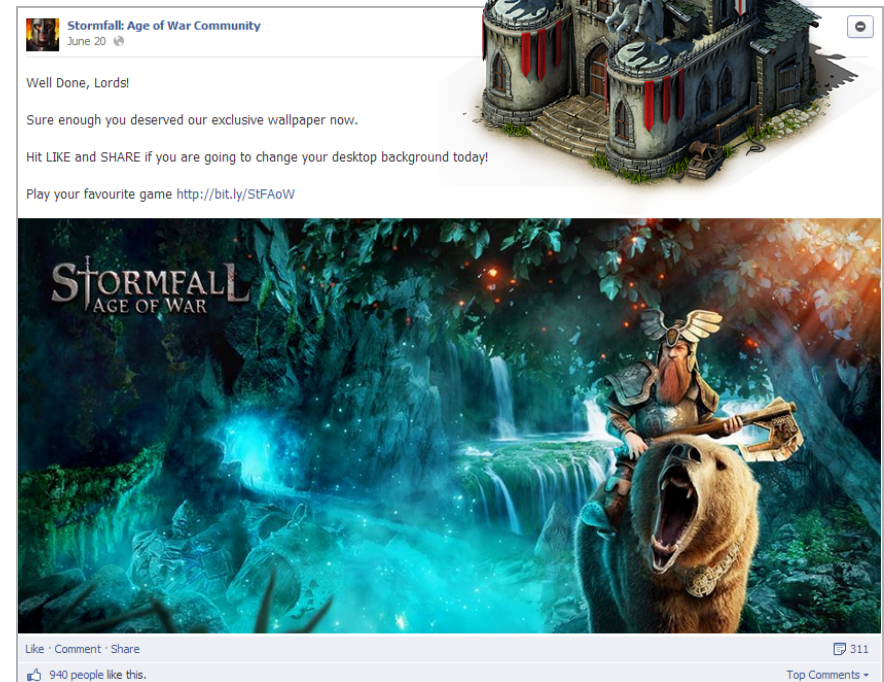


Sponsoring on Facebook

- Open Graph

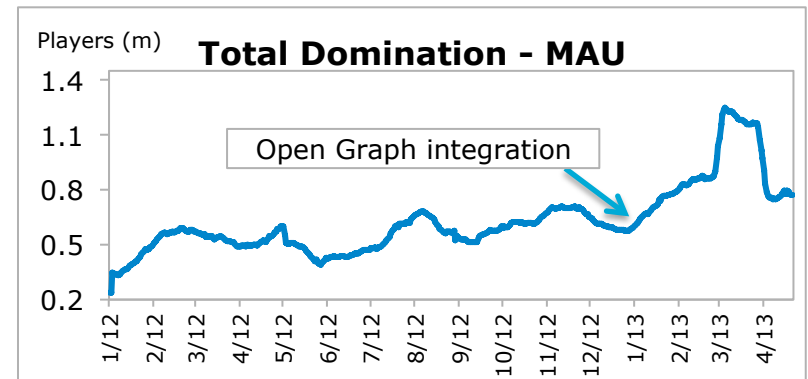


- Page posts



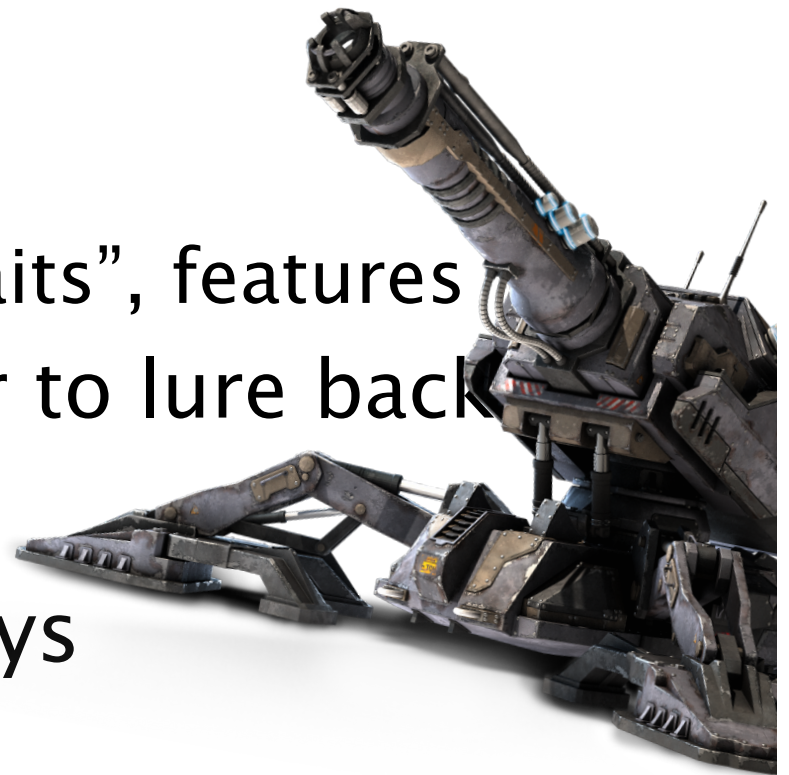
Open Graph – Case Study

- OG stories with emphasis on
 - Achievements that players are proud of
 - Meaningful Actions and Objects
- January 2013 – 800k MAU
 - 13 million stories, 136 million impressions
- 75% increase in viral users with Open Graph



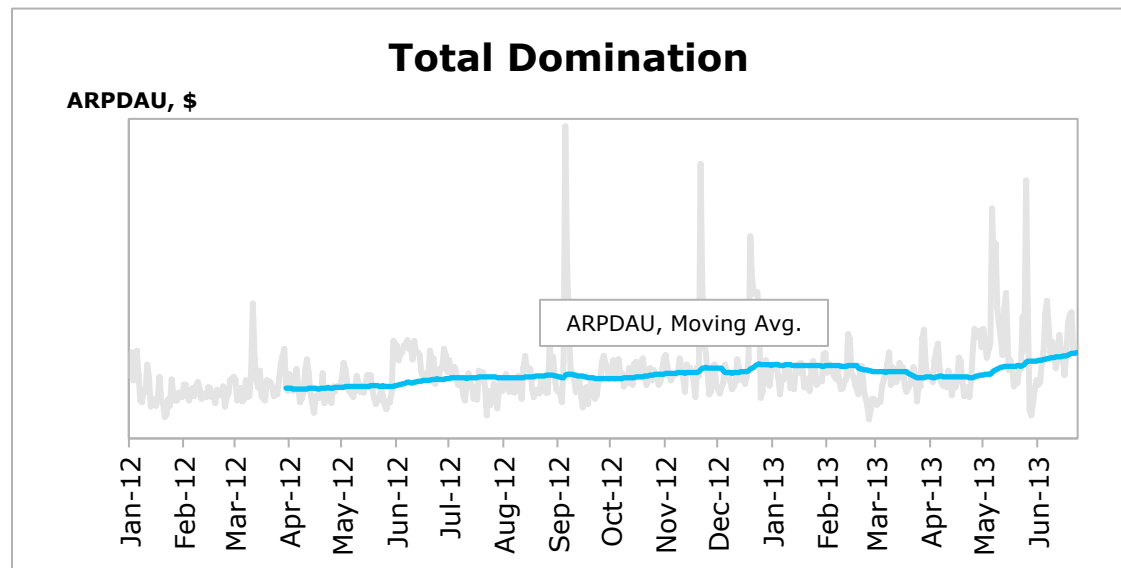
Retargeting

- Custom audiences
 - Payers: “Your army awaits”, features
 - Non-payers are harder to lure back
- Action spec Targeting:
games.plays



Player Acquisition

- CPIs are rising (Platform, Game's age, Genre)
- Facebook ARPDau up 104.4% to 0.4\$ - 0.5\$

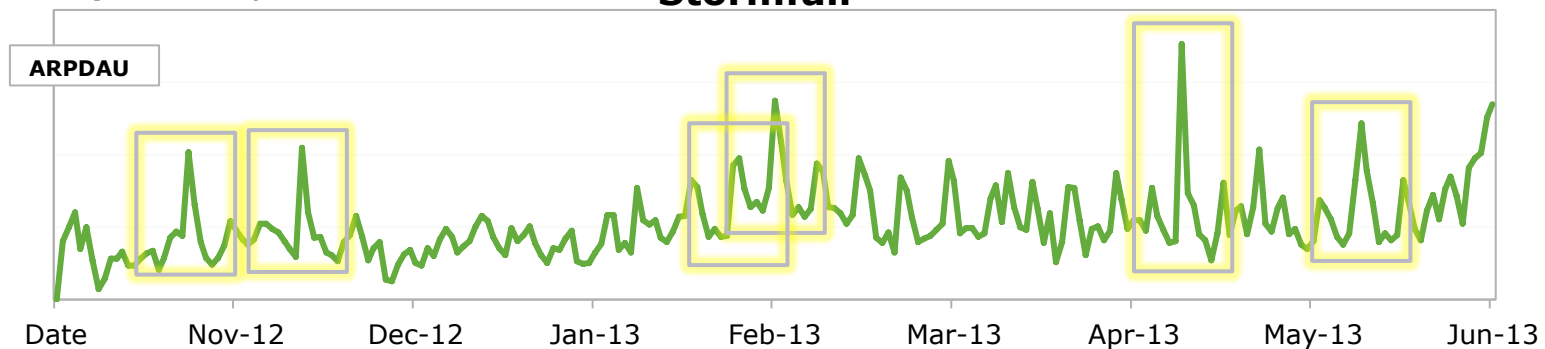


Improving the Monetization

- PvP Element
- Holiday Promo
- Troops Revive
- Immortal Guardians
- Holiday Promo
- Legendary Heroes



Stormfall



Offer Wall Performance

- Nano payments, performance varies
- 2.6% of total revenues
- Doubled paying users up to 2%-3%



Thank You!
Any questions?



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