GDC®



Rallying the Resistance: Frog Fractions 2's Alternate Reality Game

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GAME DEVELOPERS CONFERENCE[®] | MARCH 19–23, 2018 | EXPO: MARCH 21–23, 2018 #GDC18



A Quick About Me

- From Philadelphia
- Now at USC working on a PhD in English Literature
- No background in marketing
- No professional background in games...
 - I made a GBA romhack in high school?
- I mostly spend time thinking about narrative and interactivity and also podcasting







A Quick About This Talk

- Recap the literal events of the FF2 and Eye-Sigil ARGs
- Serve as a mini-postmortem on the entire sordid affair
- Tell you what we learned, what we did wrong, where we messed up and if an ARG is right for your subversive underground no-budget indie title (or massive AAA release, hi Overwatch!)





Frog Fractions (the original)









Prehistory of the ARG







Act 1: The Kickstarter Pitch







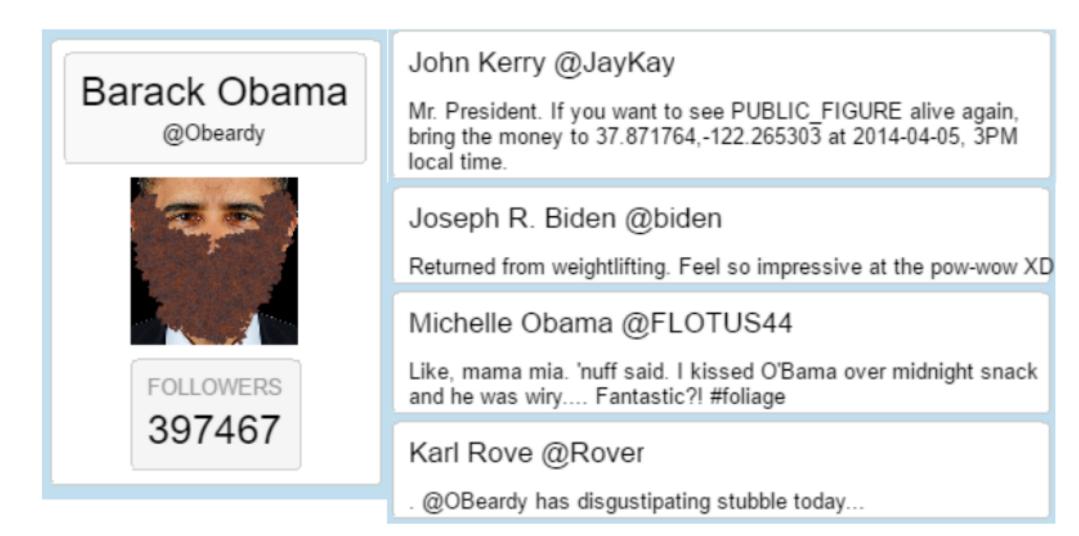
Baking Bread







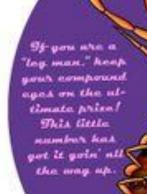
Shaving Obama







A Kidnapping



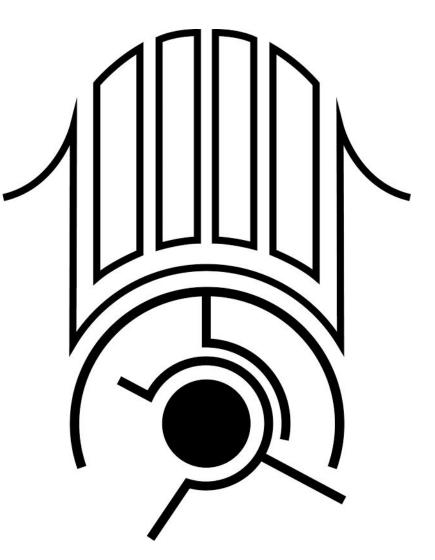








Act 1 Gaiden: The Sigil ARG







Games with Sigils

Marvel: "Infinity War is the most ambitious crossover event in history" Me:

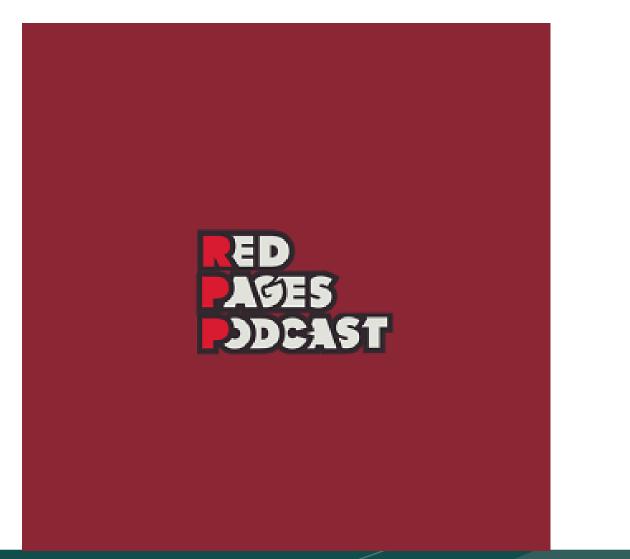
 Crypt of the Necrodancer 	 Slide the Shakes 	۰R
•Mini Metro	 Souls of Darkness (book) 	۰F
 Legend of Dungeon 	 Kingdom of Loathing 	۰B
•The Magic Circle	 Quadrilateral Cowboy 	۰F
Neon Struct	 There Came an Echo 	۰F
 Mos Speedrun 2 	 Duskers 	۰A
•Flickers	 Clockwork Empires 	۰V
 Sokobond 	 You Have to Win the Game 	۰H
 Moon Hunters 	 Bombernauts 	۰F
 Soda Drinker Pro 	•QWOP	۰L
•Bellular Hexitosis	 Choice Chamber 	•0



- Reagan Gorbachev
- Firewatch
- Bit Bit Blocks
- Read Only Memories
- Roblox
- Accounting
- Wayward Sky
- Hot Tin Roof
- Pony Island
- _egacy of the Elder Star
- Glitch City 2014 (zine)



Act 2: The Resistance



Broad Strokes

- The overarching narrative of the cross-media IP that is "Frog Fractions 2" takes place an unspecified amount of time in the future
- 2016
- The story of the ARG involves time travellers from the future attempting to travel back in time to prevent Jim from ever releasing Frog Fractions 2, thus changing the timeline and preventing the decay from occurring
- The story of the videogame is that of a city builder who discovers a way, through harmonic resonances in the dimensional stream as a result of his ability to make minor changes to parallel universes his experiences within portals that have opened to other dimensions, prevent the decay from ever having occurred.

What is The Decay?

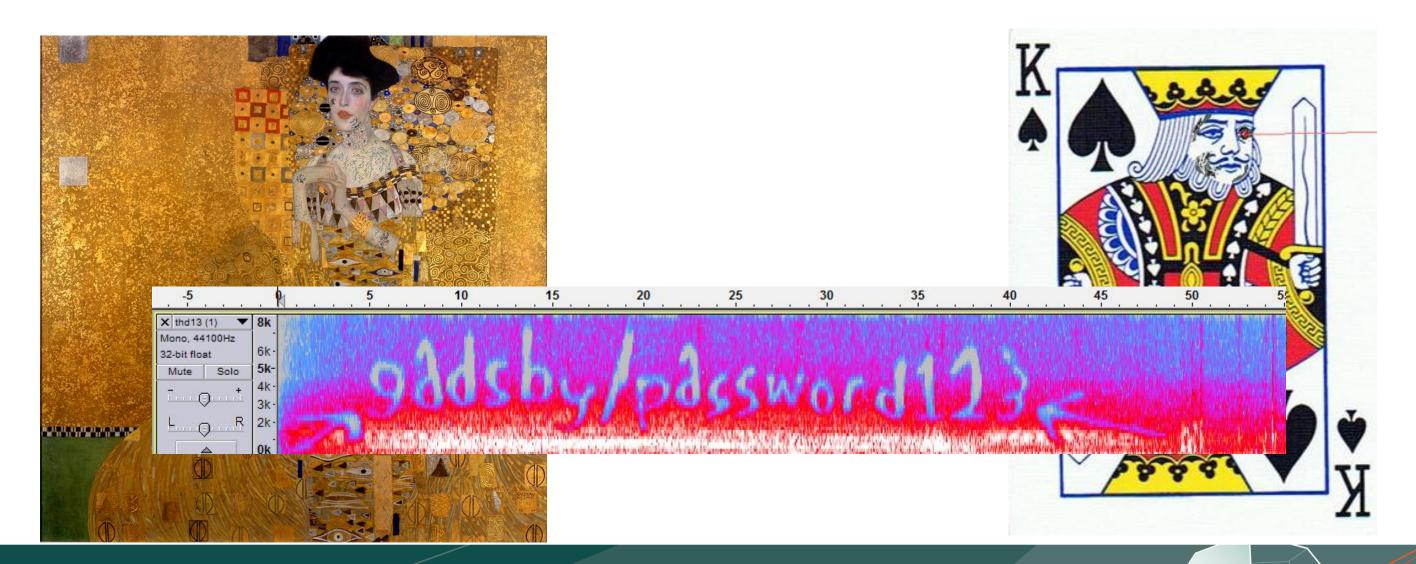
Frog Fractions 2 Narrative Outline

- During the intervening time between now and then, an unspecified global disaster known as "the decay" has severely crippled society as we know it
- · The decay was a direct result of Jim Crawford releasing Frog Fractions 2 in the year

• The release of Frog Fractions 2 (a fictionalized version of the actual game that very closely resembles Frog Fractions) was such a wild success that it fundamentally altered the course of society - as nations were brought together by the powerfully moving tale of Mr. Hop's struggle, a utopian vision for the future became reality. · Free of the conflicts that plagued modern times such as war and religious struggle, the world government was able to make fantastic strides - disease was eradicated, overpopulation was solved, scarcity was a thing of the past, robotics flourished, &c. An experiment authorized by the world government into dimensional harmonic



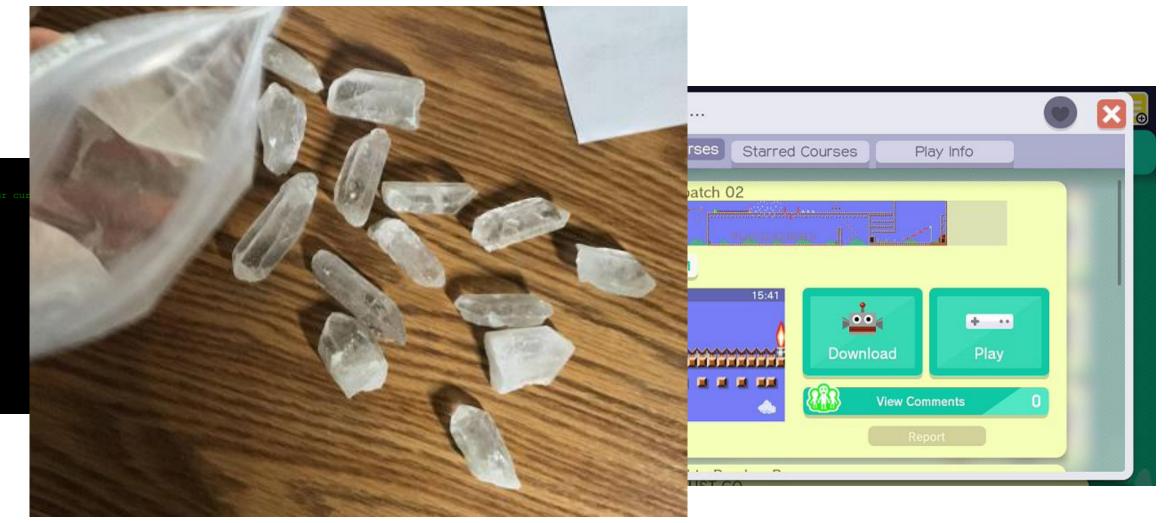
Reignition





UBM

Password Required

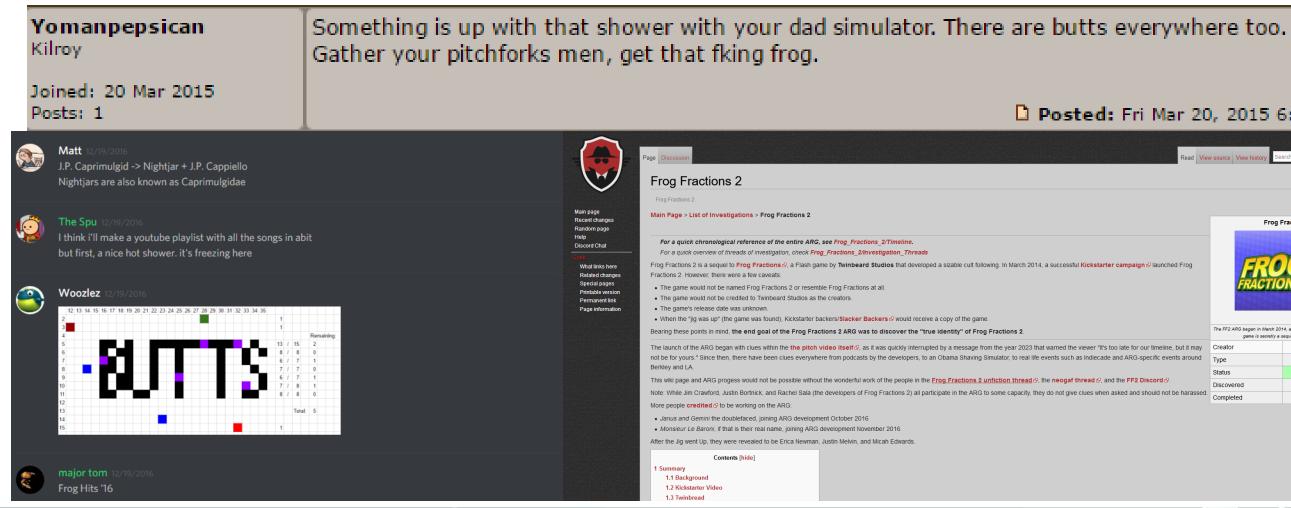


USER: SAMUEL
REQUISITIONS
AVAILABLE REQUISITIONS





Reactive Design





Posted: Fri Mar 20, 2015 6:10 pm Frog Fractions 2 he FF2 ARG began in March 2014, and its goal is the o game is secretly a sequel to Frog Fraction Twinbeard @ Official Status Completed Discovered 2014-03-10

Completed



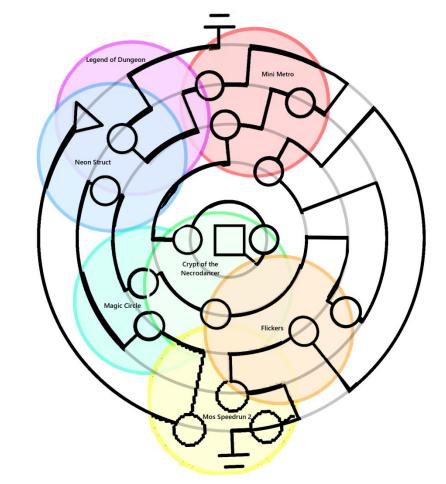
2016-12-26

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Meanwhile in Sigil-land...

•

HAVE YOU SEEN THIS **IMAGE IN A GAME** YOU'VE PLAYED?

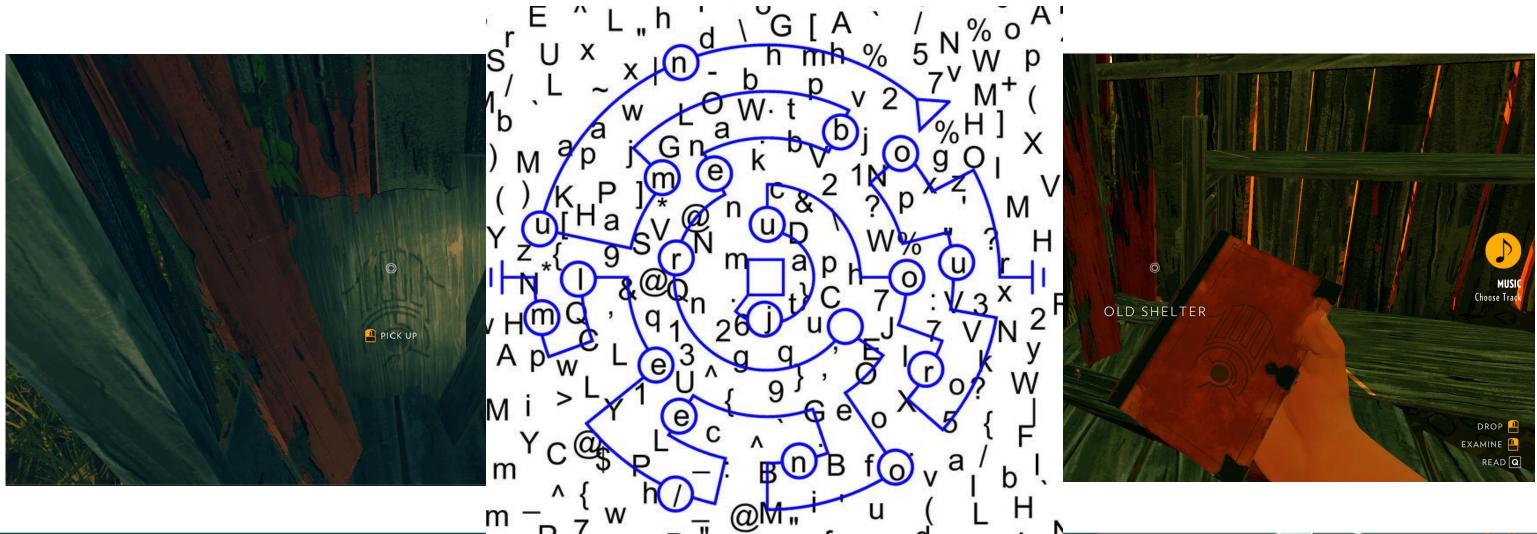








Who Watches the Sigils?







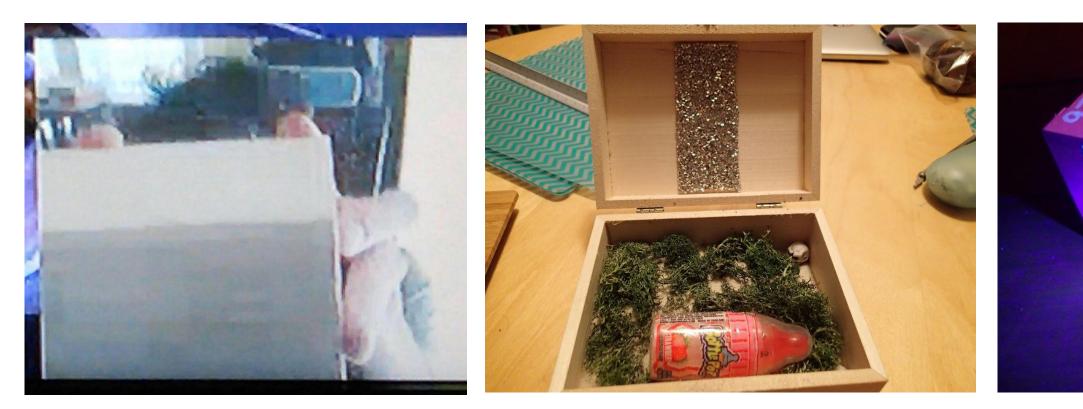
It's Souper Good You Guys







What's In The Box









Erica's ARG





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The Conclusion!







Was it a success?

•.....maybe? We were able to get a huge amount of press about the game at nearly all stages of development.

- The Kickstarter was heavily covered and we overfunded.
- There was an extensive write-up on Polygon about the ARG about halfway through, recapping the experience for the uninitiated that drove substantial new traffic to the game.
- As the ARG concluded and the game released, almost every major games news outlet ran at least one piece on the game, oftentimes more than one
- The ARG ended up on a few "Best of 2016" lists!







...but on the other hand

•The game itself sold really poorly.

•Why?







Would We Do It Again?





Acknowledgements

- **ARG Closers**: Erica Newman, Justin Melvin and Micah Edwards
- **ARG Strike Team**: Danny Aley, Mike Ambrogi, Tim Ambrogi, Matthew Bagshaw, Nix Barnett, John Bettonville, Gary Butterfield, J.P. Cappiello, Chris Chelberg, Marie Chelberg, Daniel Ching, Elena Churilov, Crotchthrottle, Kumar Daryanani, Alex Eisner, Irakli Gabriel, Amelia Grace, Laura Hall, Dan Hembry, James Hofmann, Ryan Ike, Natalie Lowell, Laura Michet, Brian Murphy, Carlisle Evans Peck, Nanako Pierce, Matt Rasmussen, Adam Rippon, Donelle Rippon, Rosemary Rooks, Rachel Sala, Stanza Stancito, Dan Warren







Questions?







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