

## What is Casual Connect Seattle?

# Industry event hosted by Casual Games Association



#### 2,000 attendees in 2009



#### Learning



### Networking

## Five General Trends

#### **Social Games**



Zynga's \$50M annual revenues probably drive some interest...

#### **Crossover Games**



Growing the market beyond soccer moms...

#### **New Monetization Methods**





MOCHI COINS API

APPLY TODAY

Developer Center

Ads API

Analytics API

▶ Coins API

Game Distribution

Live Updates

Scores API



Coins Docs ▶

#### MAKE MONEY FROM PREMIUM FLASH GAMES

The Mochi Coins API is an easy way for Flash game developers to earn money by selling in-game items and upgrades directly to gamers.







#### Profit from your games

The Mochi Coins API enables you to sell in-game upgrades like level unlocks, equipment, special weapons and cheats directly to gamers.

#### Multiple payment methods

We take the hassle out payments so you don't have to worry about integration, fraud and customer service.

#### MochiCoins can be used anywhere

Gamers who buy MochiCoins can spend them in any game that uses the Coins API, anywhere on the web.

#### Secure login and server-side data

We provide secure login and server side persistence of player data so you can store game state, user data, etc. no matter where your game is played.

#### HOW IT WORKS



#### Sell game items and upgrades directly to your gamers

Gamers can fund their MochiCoins wallet and use this virtual currency on any site in any game that uses the Coins API to purchase game items, level unlocks or upgrades. Mochi shares 60% of revenue generated by MochiCoins spent in a game with the developer.

#### We take the hassle out of virtual goods

The Mochi Coins API is not locked down to any specific website, meaning that gamers can play and purchase in your game no matter where it is on the web. We provide secure login, payment and server-side persistence of player data across all games in the Mochi network. In addition to this, we make marketing and game distribution a breeze through the Mochi network, which powers 10,000+ websites.





Mochi Coins, OfferPal, SuperRewards, TrialPay, etc...

## Price Wars



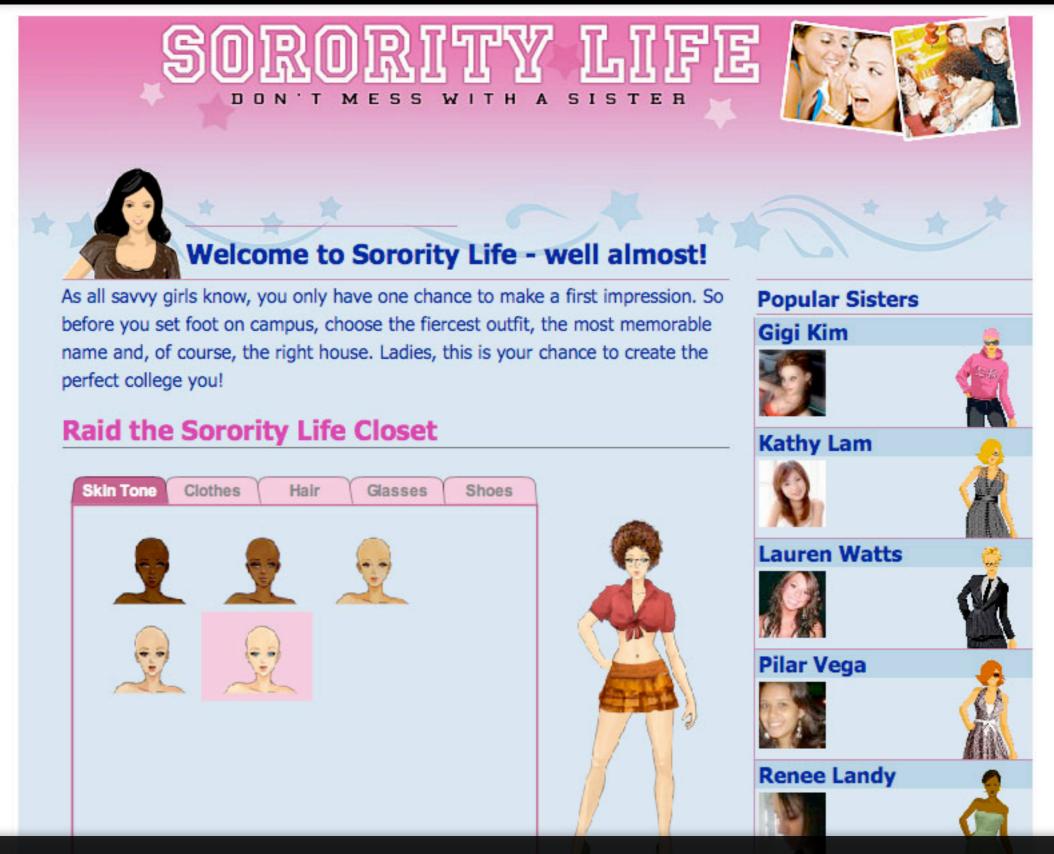
Fierce competition, downward pressure in downloadable games



...as low-end advertising craters

## Five **Social** Trends

#### Virtual Worlds & Customization



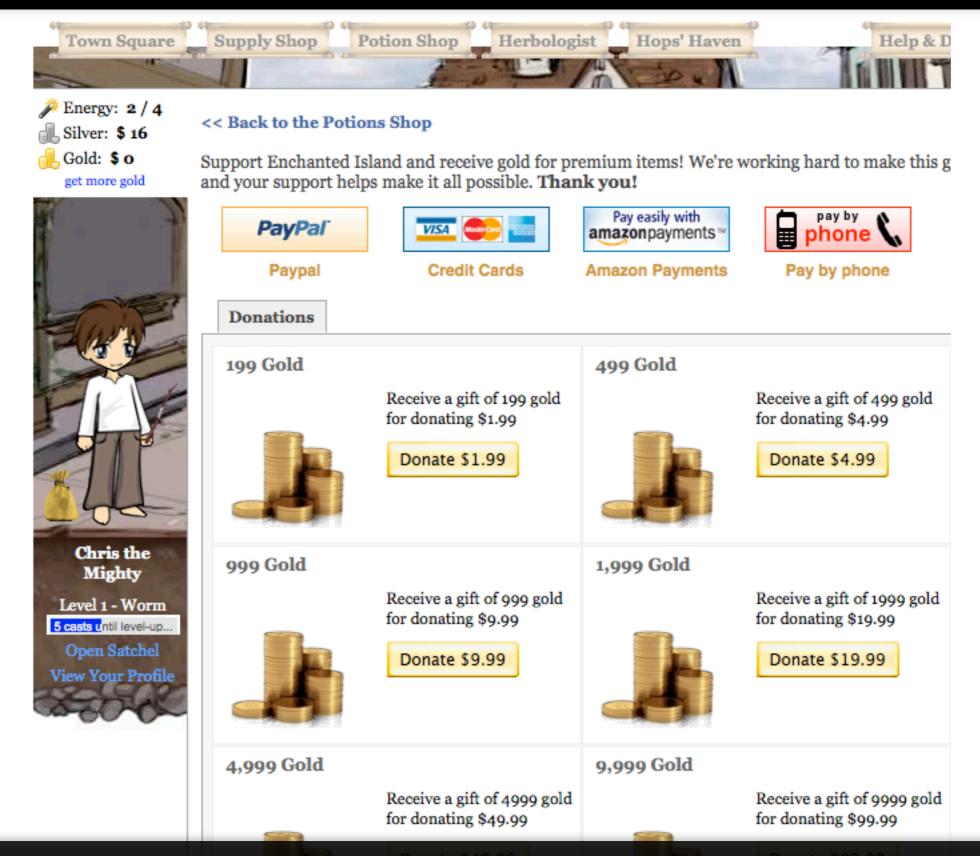
Announce changes in your feed to drive adoption

#### **Unlockable Items & Wish Lists**



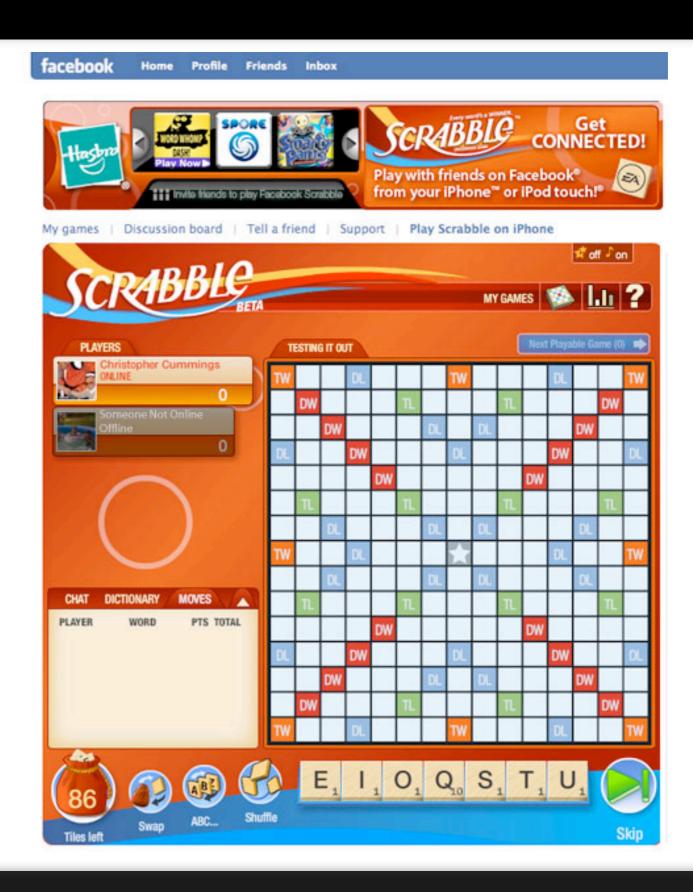
Complete missions, unlock unique items, create a wish list...

#### **Direct Payments**



#### Play Anywhere





Same game connected to Facebook, mobile...

#### User information...





The Prototype website uses Facebook connect to integrate your profile information and photos into the game trailer

### ... evolving into game pieces







"We set out to get a million users in a year.

And we got a million users in ten days."

Bort Doorom, CEO Topulous

- Bart Decrem, CEO Tapulous

# Wide **agreement** iPhone's inspiring. Exciting. An opportunity. But...

## Downward pricing pressure to free or \$0.99



Can you make it up on volume?

#### 300 new games daily in the App store



Very hard to break through the noise

#### Get out of the rat race of disposable apps



Do something inspiring



Being the #1 developer for Nokia probably wouldn't be so bad

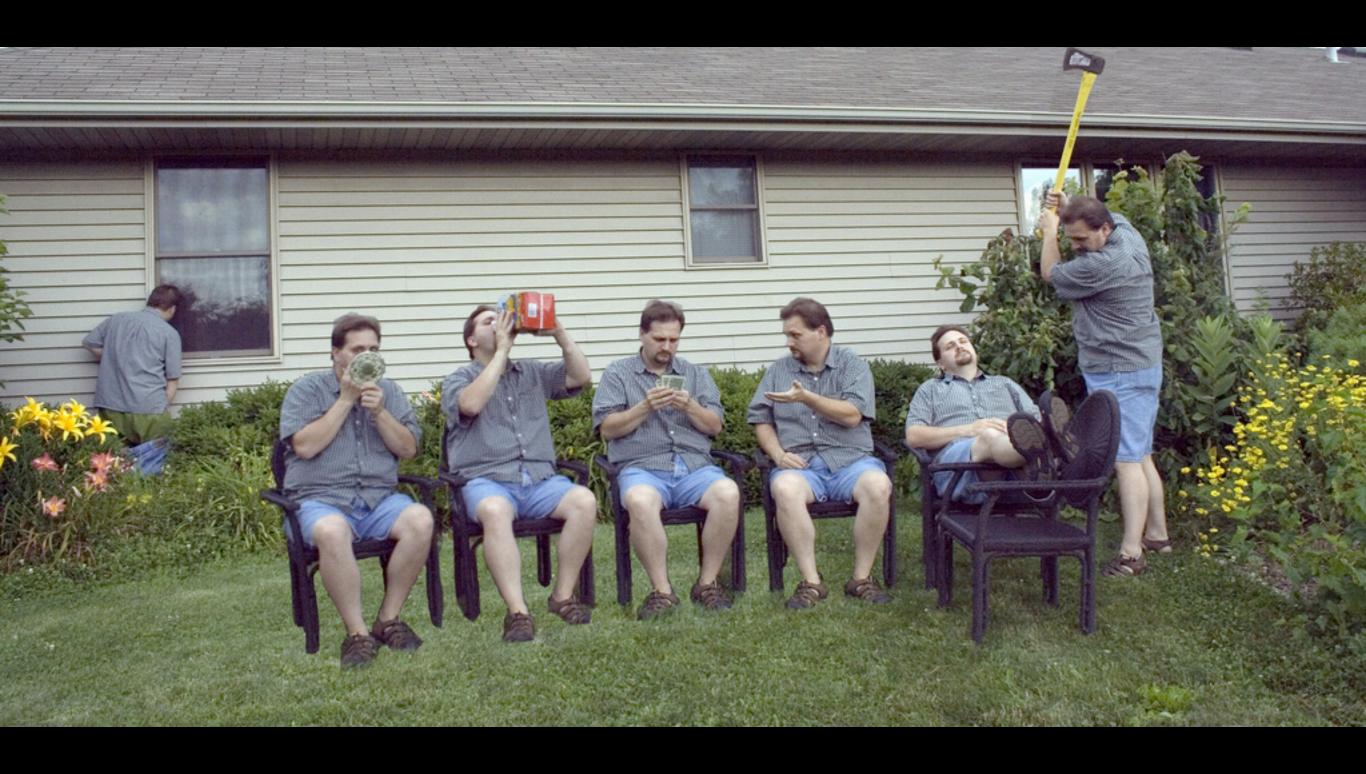
## The VC Perspective

### Pitching a VC in 2009?

"No faster track to the **recycling bin** than anchoring your business model to advertising..."

- Tim Chang, Norwest Ventures



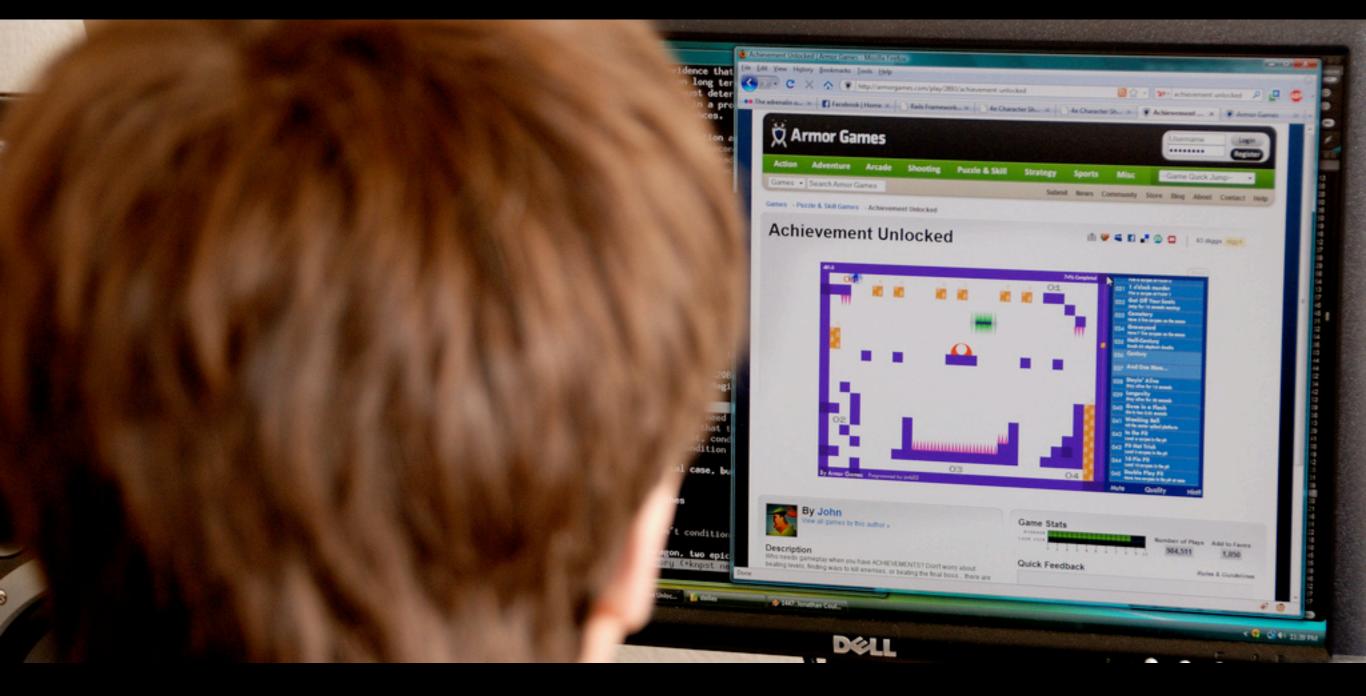


Social is not about the Hierarchy of Needs. It's about the 7 Deadly Sins.

#### Extracting value from free players

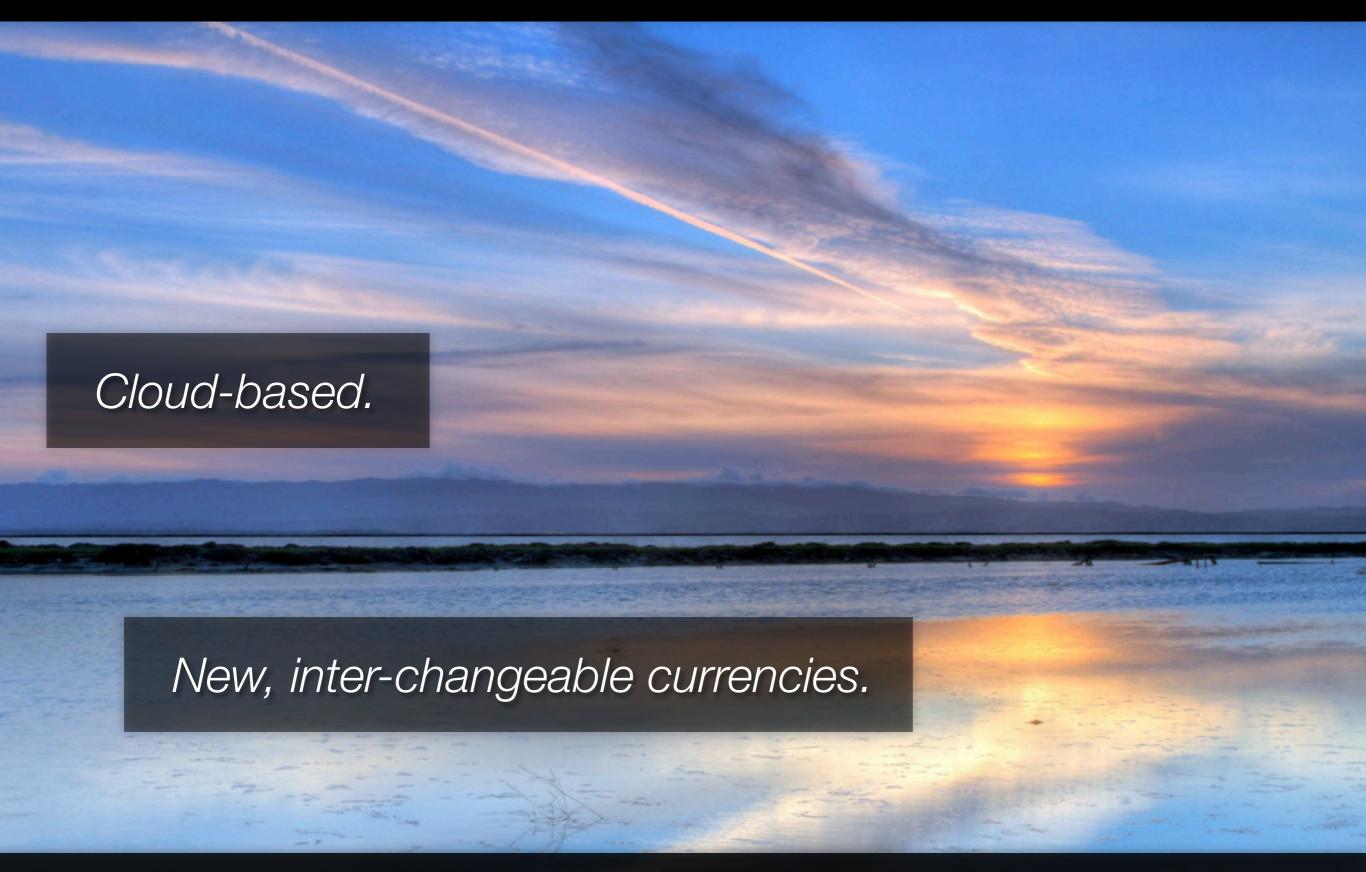


#### Meta Games are the secret sauce

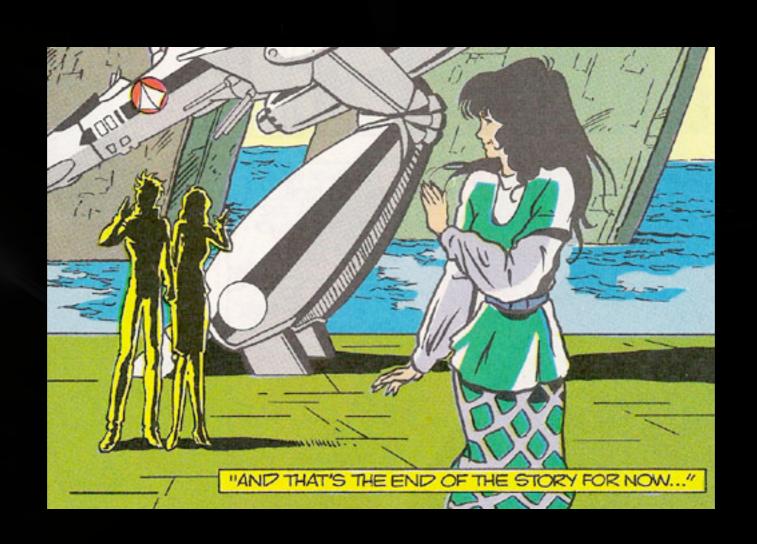


Micro-games = Activities Meta-games = Activity Drivers Engagement = Critical

#### Casual Games 3.0



Mobile gaming overlays real world...



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