## We Make the Web a Multiplayer Game:



GameLayers Board Meeting

30 April 2009 @ GameLayers - 76 2nd Street

## 30 April Agenda

Business Update

Strategic Priorities

Telling the Story of The Nethernet

**Next Five Weeks** 



#### Highlights

- Growth
- Engagement
- Cwikla, CTO

#### Lowlights

- Scaling
- Performance
- Referral Fraud

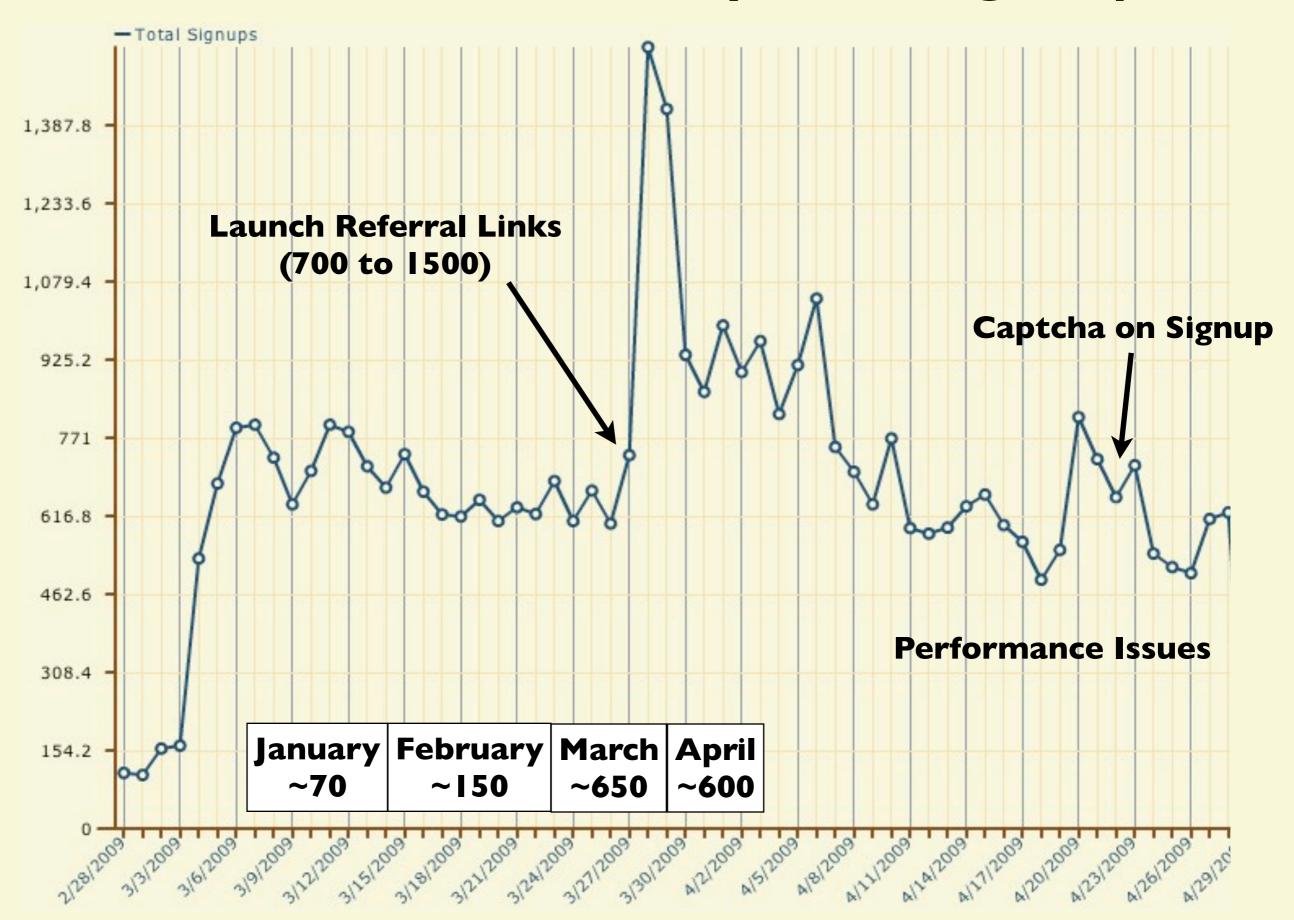


## Since March 25

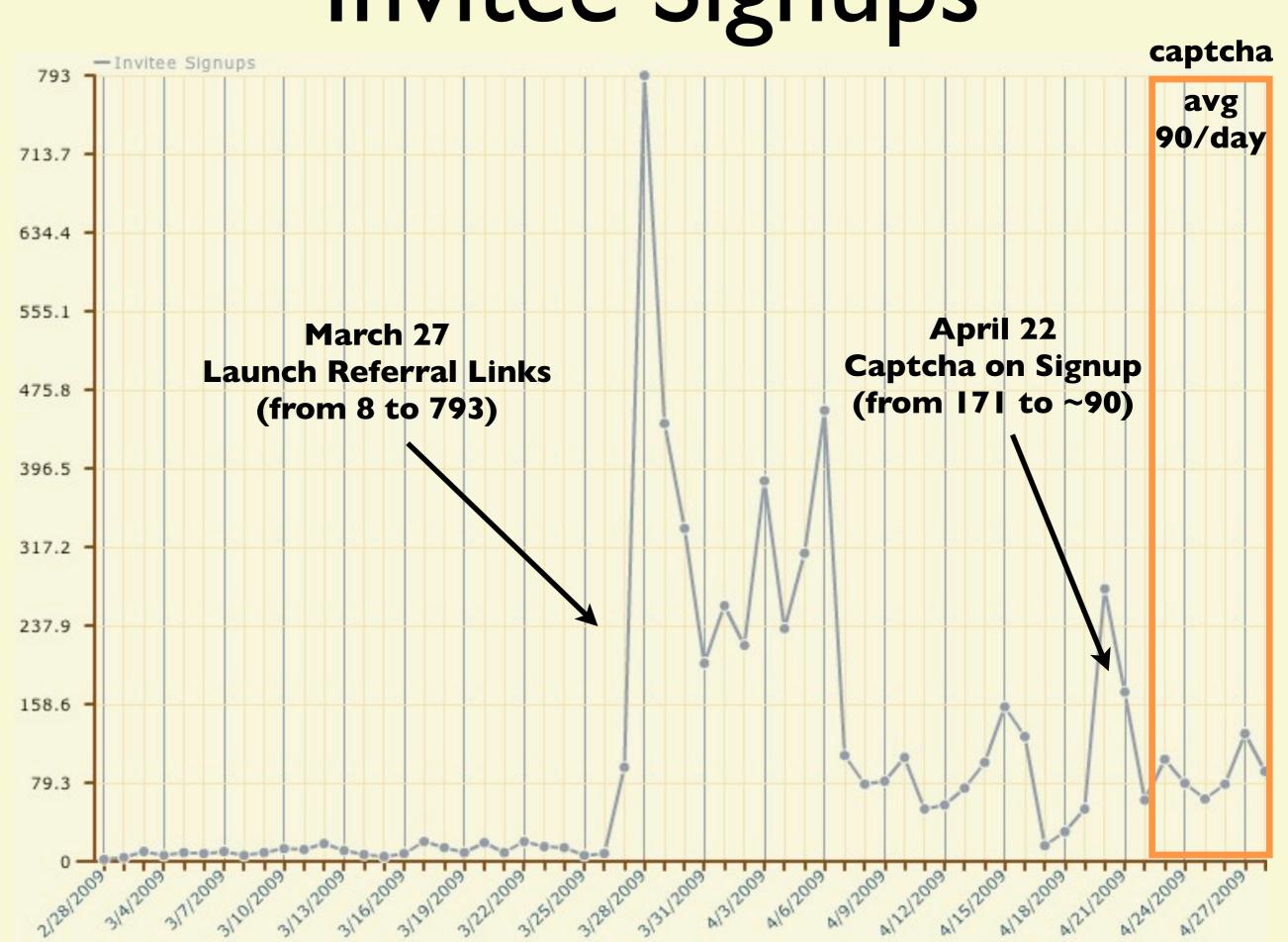
- Release 0.8
- Tools of Fiction
- CTO Search: CTO Found
- Suspending Surf Badges
- Referral Fraud



## Accessible: 60 Days of SignUps



Invitee Signups



## Referral Fraud Estimates

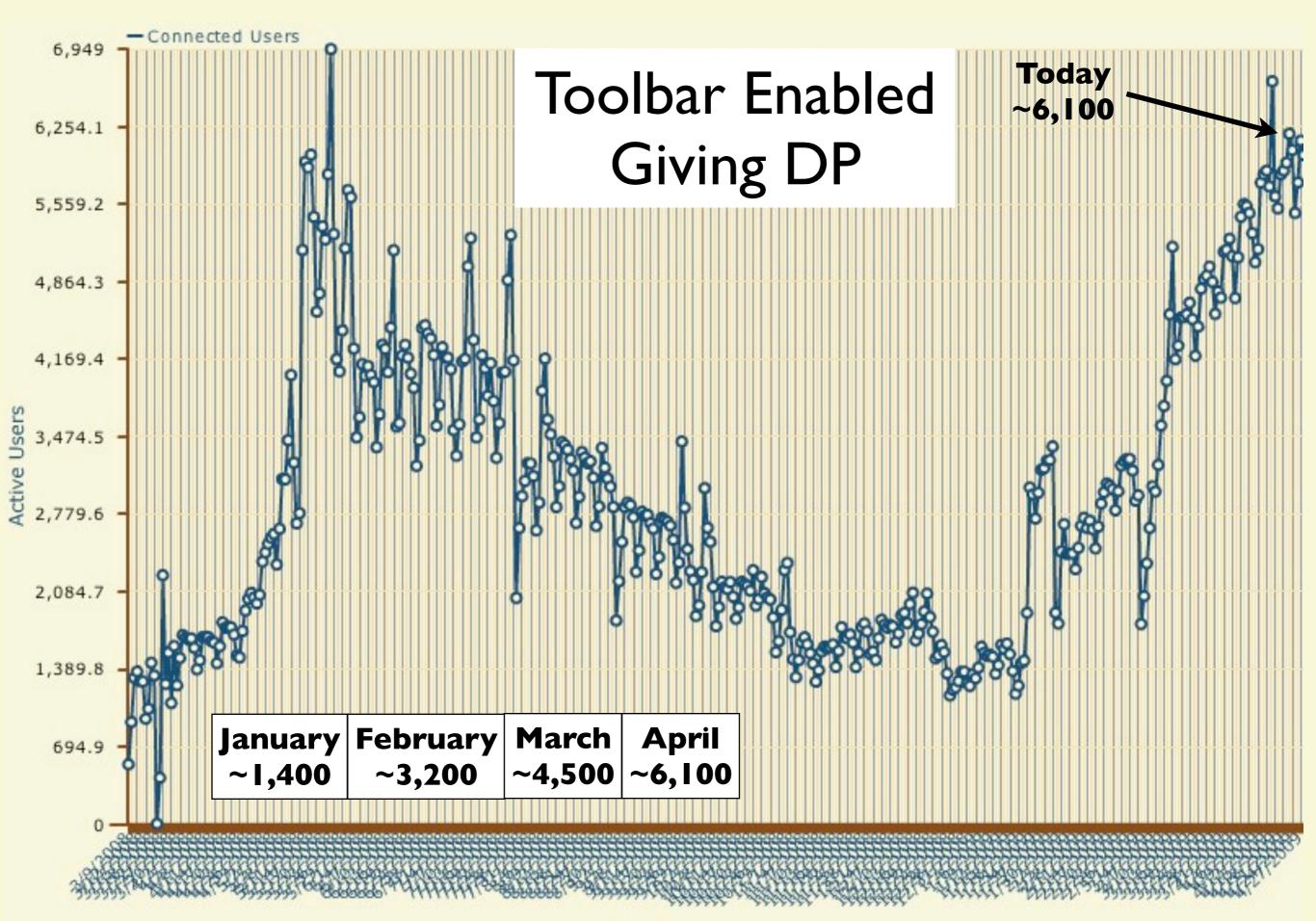
- average # of accepted invites per day, post-captcha= 88
- total # of sign-ups between releasing referral links and implementing captcha = 5,142 over 28 days
- at a rate of 88 per day for 28 days, we can assume that 2,464 of those 5,142 sign-ups were plausible
- that leaves us with plausible fraud at 2,678 accounts

## unique users logging in

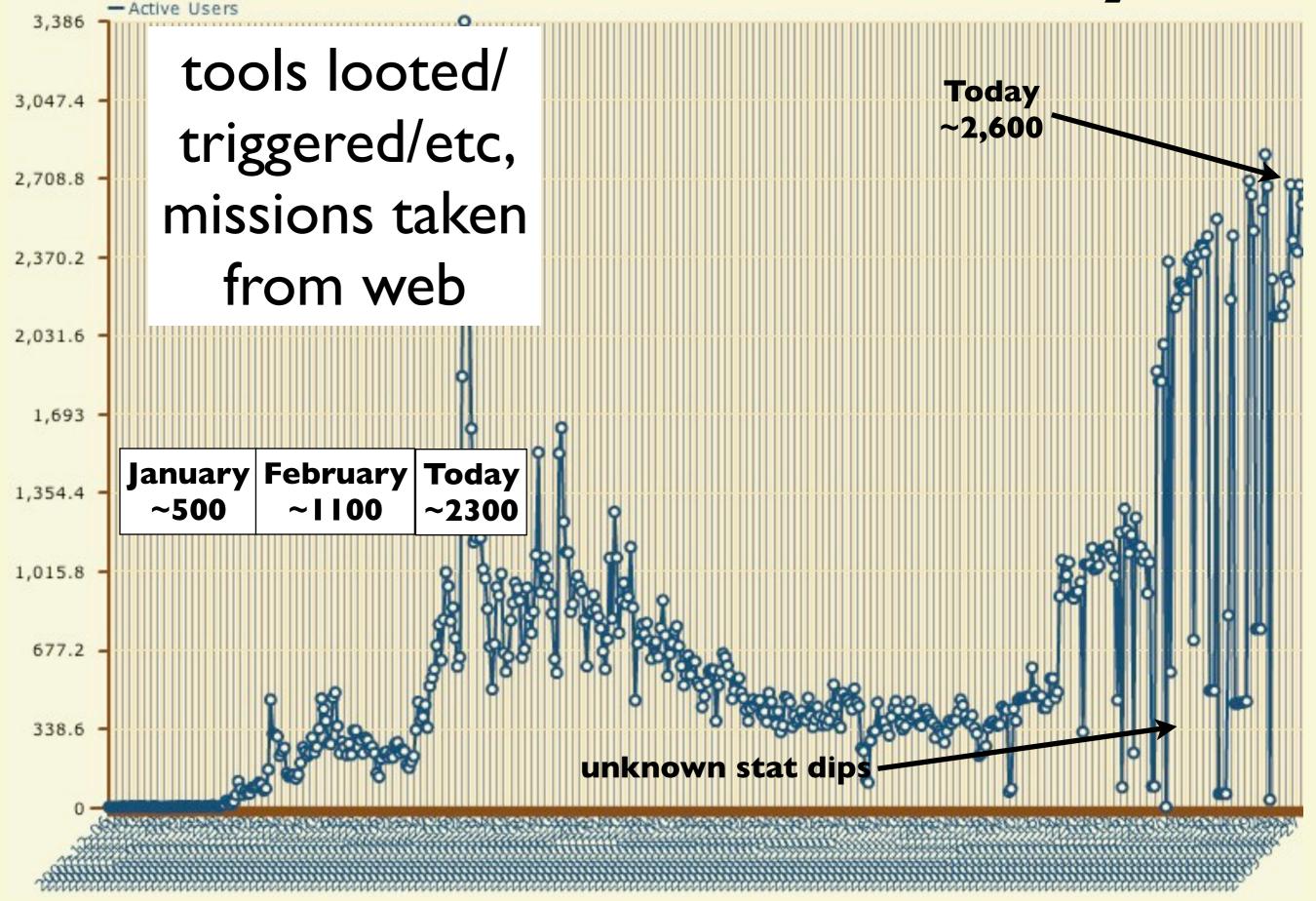
in the last	25 March	% reg	29 April	% reg	variance
day	5,495	8%	6,944	8%	26%
week	9,973	15%	11,897	13%	19%
fortnight	14,389	22%	16,641	18%	16%
month	20,356	31%	29,497	32%	45%
reg'd	66,186		92,044		39%

includes referral fraud estimated at ~2,700

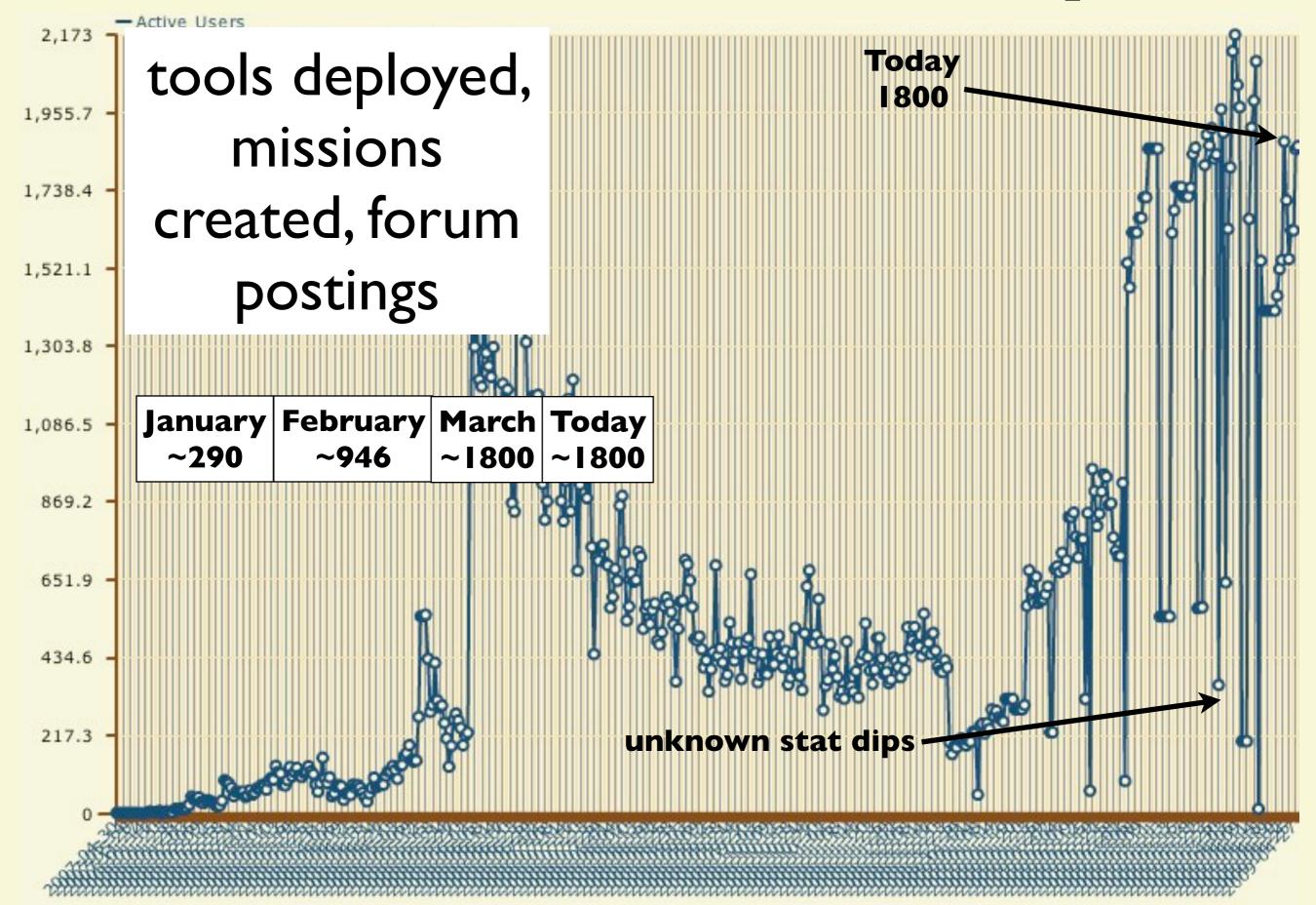
#### **Connected Users**



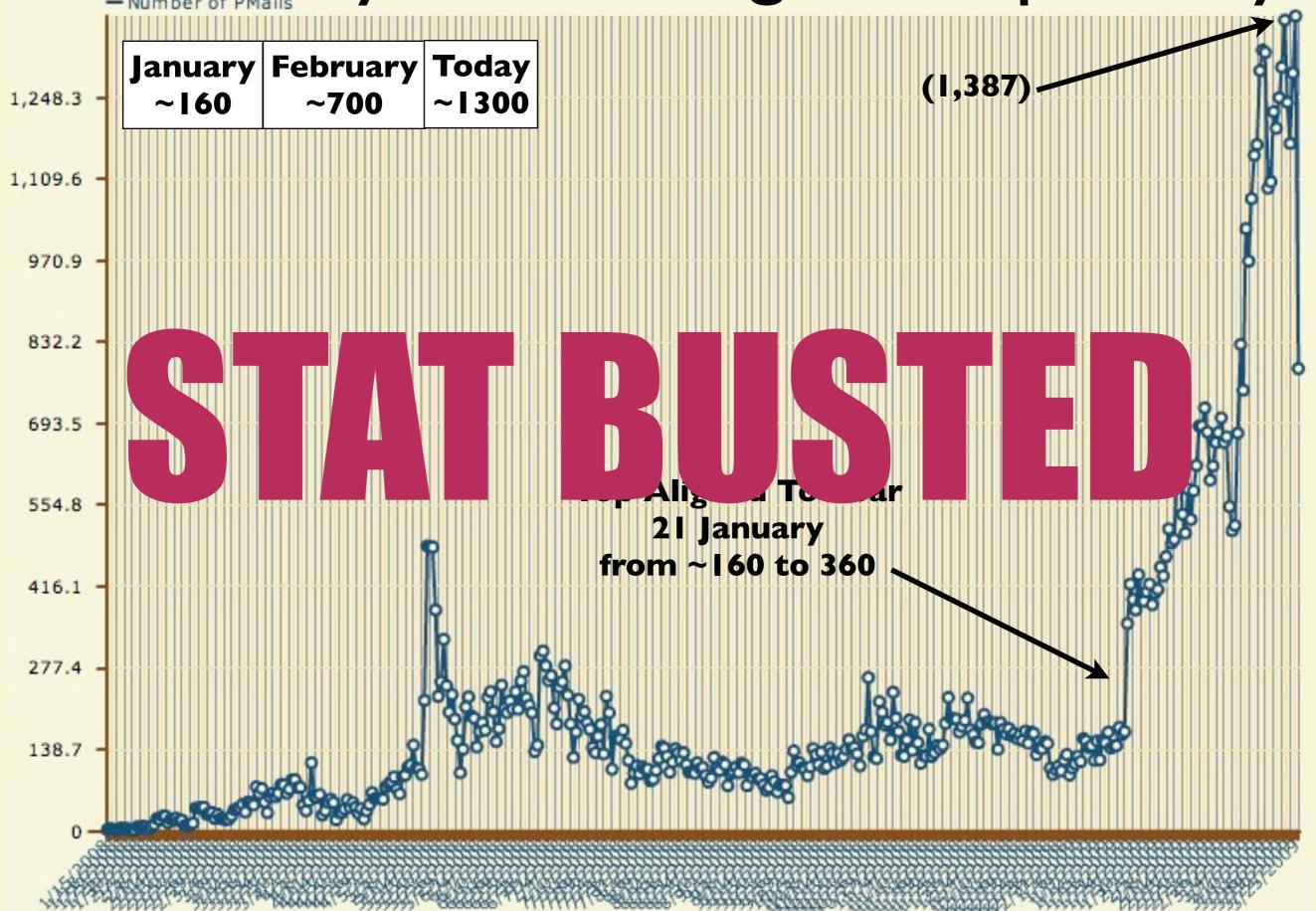
## Reactive Users Per Day



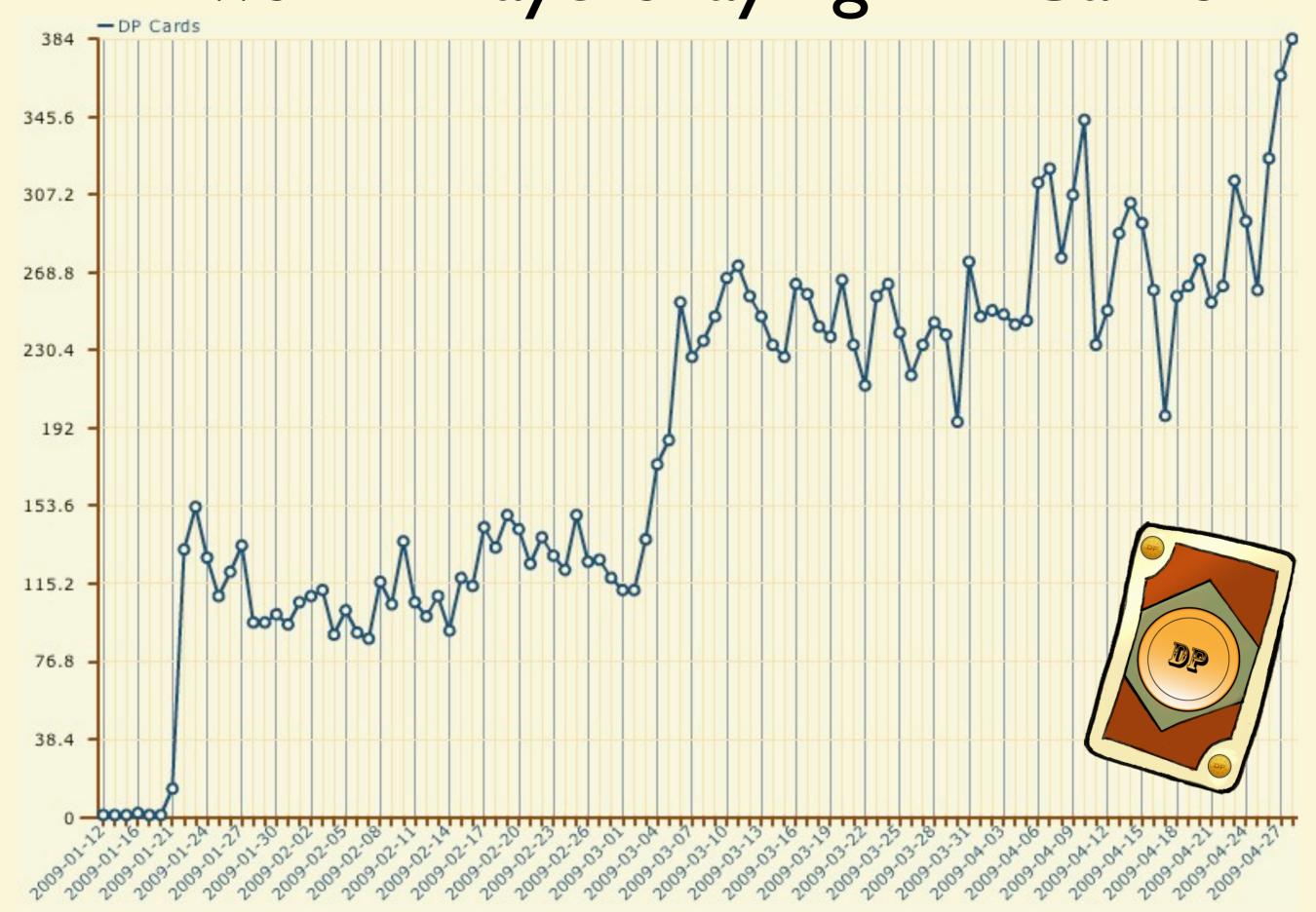
## Active Users Per Day



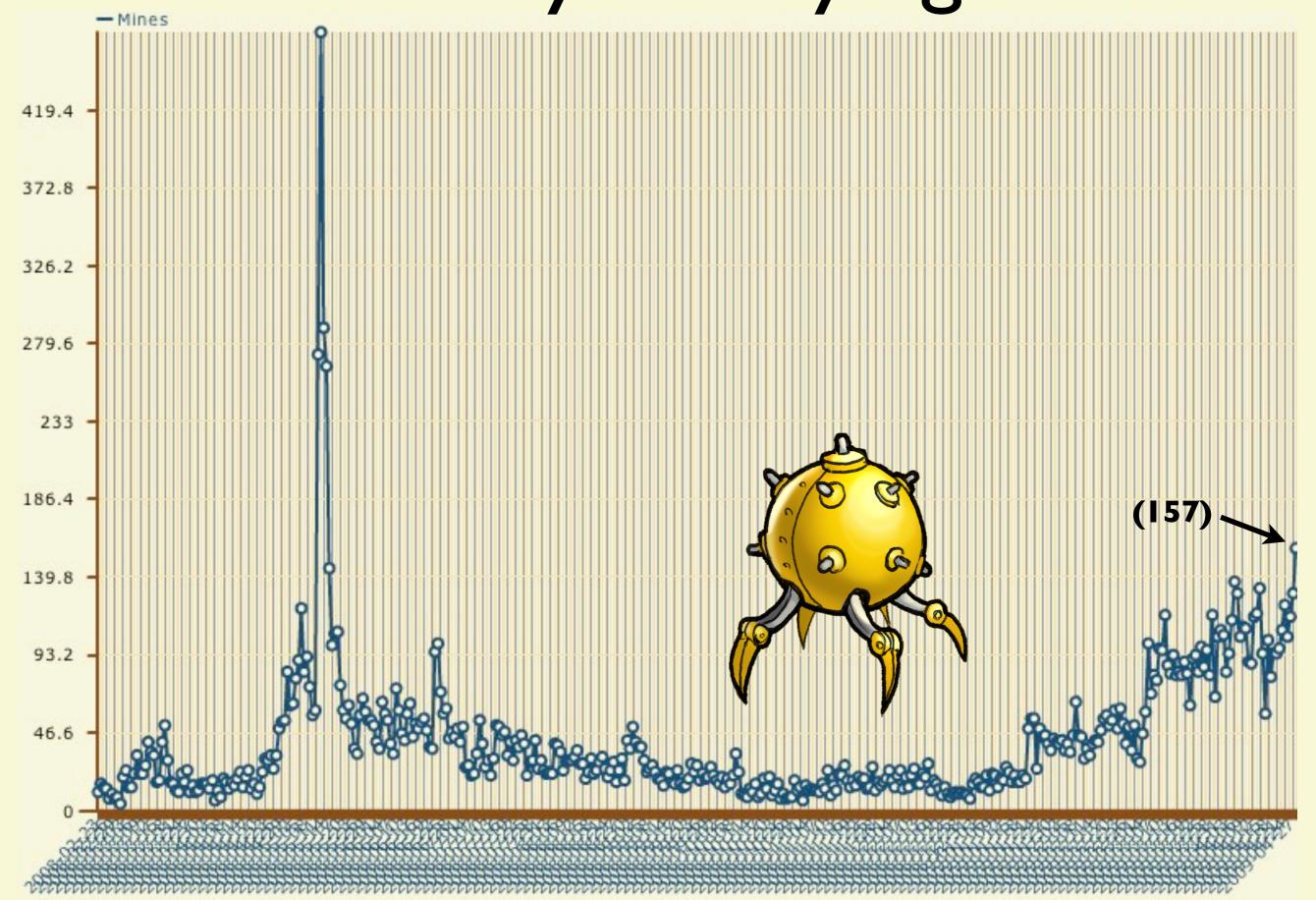
Social: Players Sending PMail per Day



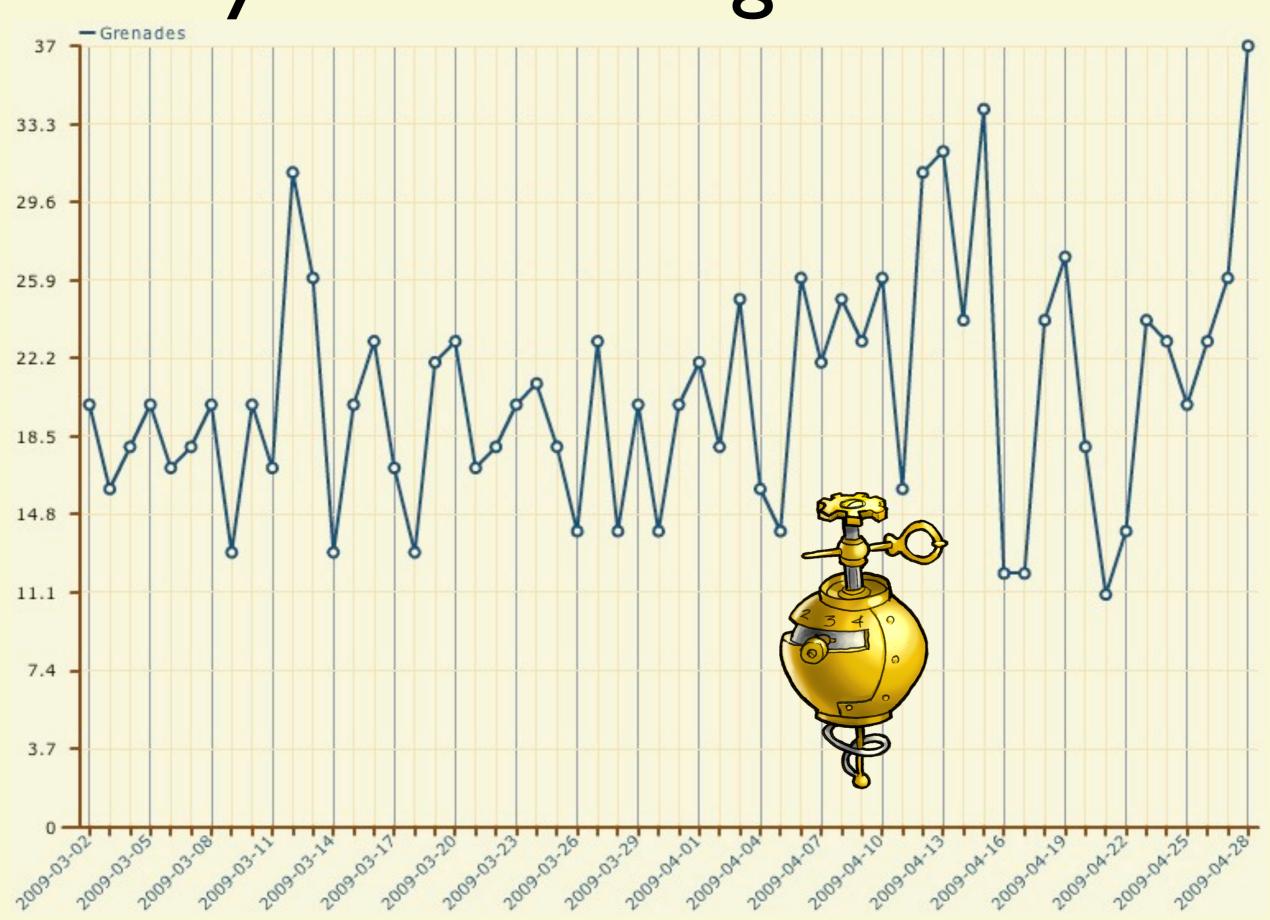
Awsm - Players laying DP Cards



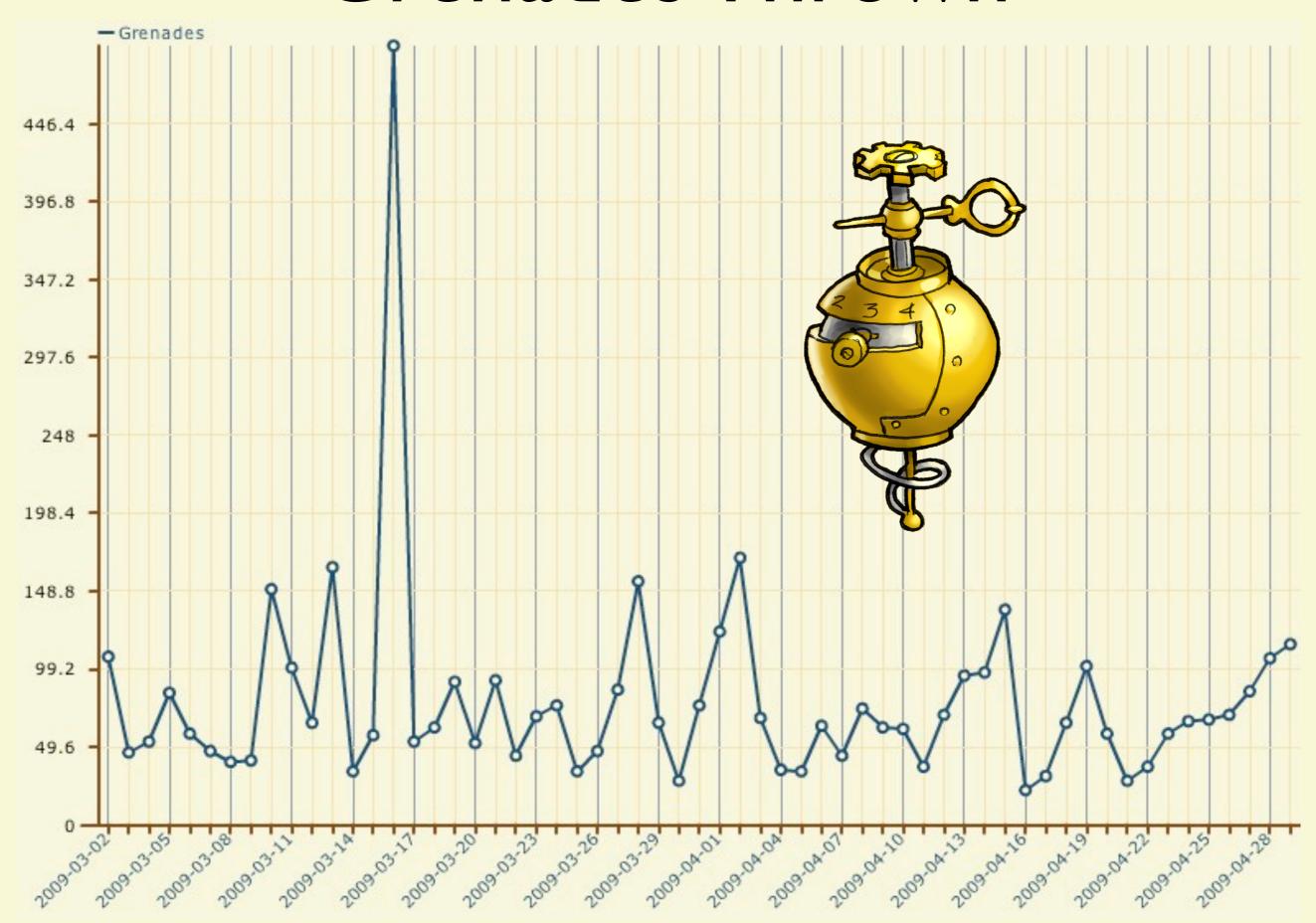
Attack - Players Laying Mines



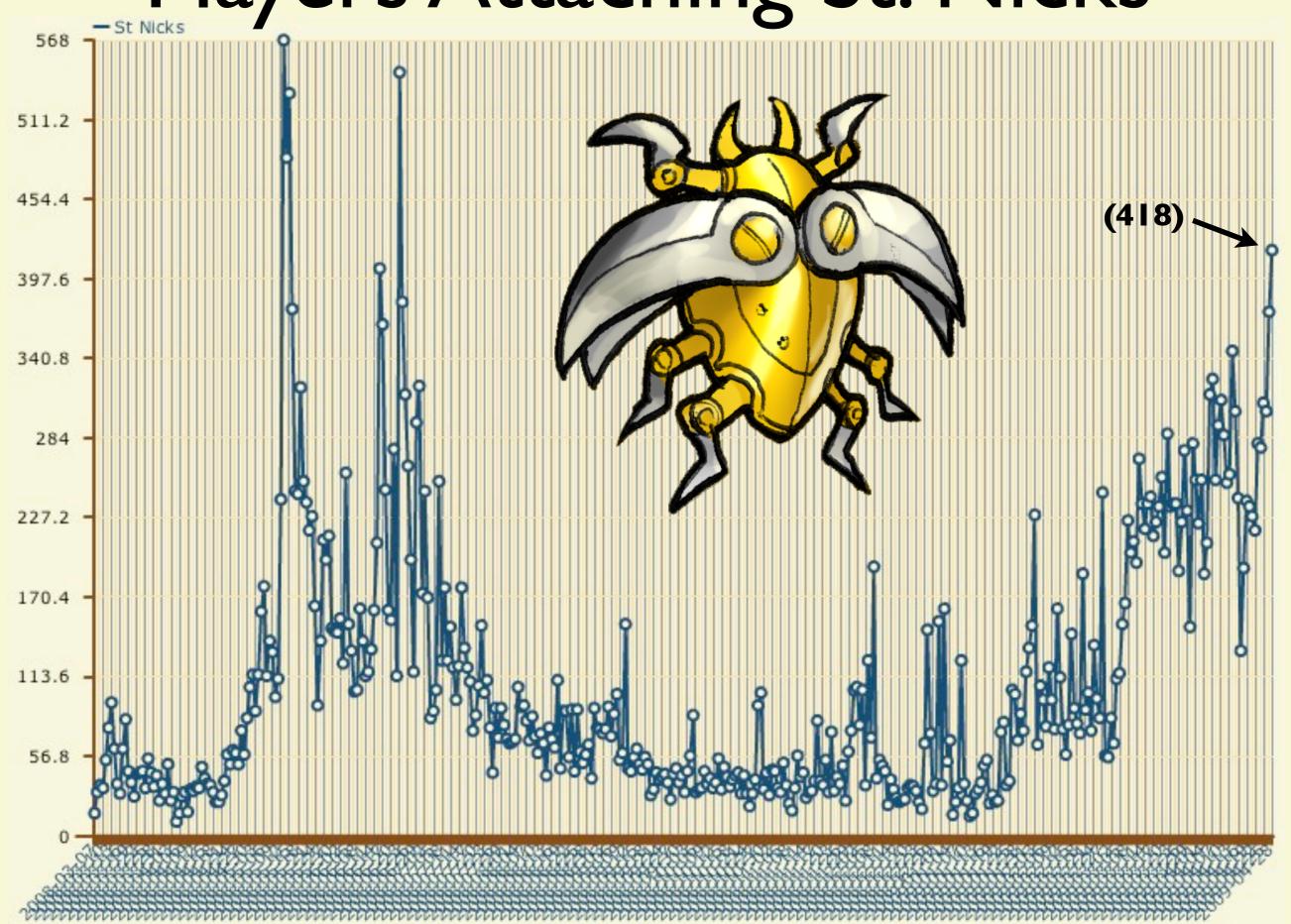
## Players Throwing Grenades



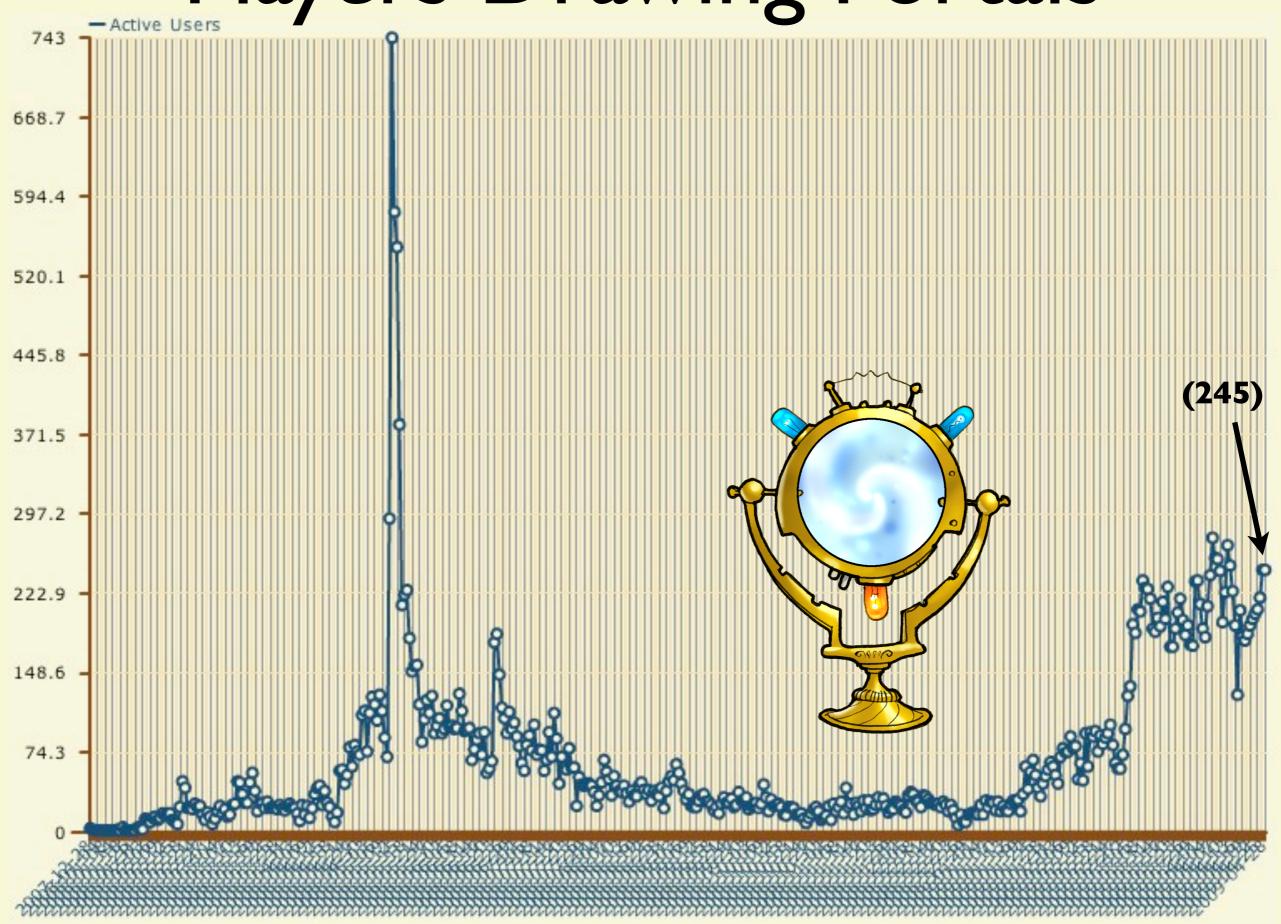
## Grenades Thrown



Players Attaching St. Nicks



Players Drawing Portals



Players Making Missions February March April (95)

## Class Popularity

primary class of logged in players within the last week

Seers	2,243	Total Chaos:	
Vigilantes	1,895	5,889	
Destroyers	1,751		
Benefactors	1,605	Total Order:	
Bedouins	946	3,406	
Pathmakers	855		
Shoats	2,606		

## Class Mission Contest

#### Ending 8 May; here are the Rules:

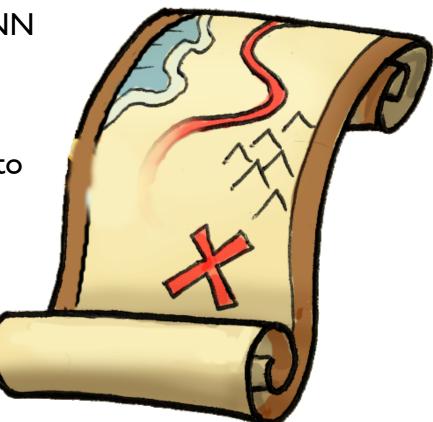
 The Mission must be geared towards Shoats and explain the basics of the Class including their role and function in TNN

The Mission must be completely SFW

 The Mission must be written with standard spelling and to the best of your ability with good grammar

 The Mission must contain links outside of TNN; it may contain relevant links inside TNN, too

- The Mission may contain Puzzle Posts
- The Mission may not be an "old school" Puzzle Mission
- The Mission may not contain more than 10 Lightposts
- All entries must adhere to these guidelines



## Version 0.8

#### April 16:

- Events Window
- Event Notices
- New Tools
- Puzzle Posts



## Web Toolbar Tour

#### Toolbar: The Keys to The Nethernet's Awesomeness

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This area allows you to keep track of your future Nethernet friends' activities as well as your own progress. Clicking on your avatar reveals your inventory, levels, and other basic information.

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## Strategic Priorities:

Make The Nethernet

Accessible

Social

Engaging

## Accessible Initiatives

- I. Where is the Game Happening?
  Events in the Toolbar
- 2. Referral Link for Casual Invites
- 3. Blog Widget
- 4. Changes to the Landing Page
- 5. Streamlining Signup
- 6. Web Toolbar Tour

## Social Initiatives

- I. Closing the Social Circle
- 2. Other Players in your Toolbar "Presence"
- 3. Groups
- 4. More Player to Player Tools

## Engaging Initiatives

- I. Events Stream from the toolbar
- 2. Additional New Tools and Upgrades
- 3. Revised Badges & User Generated Badges
- 4. Perks in-game boosts for sale

# Ally with Friends. Fight for Order or Chaos. Explore The Nethernet!

### Arc

- 3 month story arc
- Weekly "episodes" that include game events and real changes to the rules
- Arc ends with the beginning of another 3 month arc





The struggle continues...

Chaos' hold on the Nethernet begins to slip: Pathmakers, Bedouin, and Benefactors get more powers and their numbers grow

Missions improve and are better protected

## The final weeks...

- Mines and St. Nicks could be artificially limited, to mimic a shortage in weaponry
- Bloody Tuesday is killed in battle
- Ninefinder finally defects from Order to join the nearly lost cause of Chaos

## And the End

A new NPC arises:
 Jerdu Gains' daughter
 allies with Ninefinder
 and Victoria Ash to lead
 the fight against Order



## Steward Puppetmasters

- The Stewards role-play as the NPCs
- They respond personally to PMail
- They co-create the weekly storylines and have a lot of great ideas

## Messaging as NPCs



 NPCs can send mass PMails to entire classes, as well as individual PMails. In this way they can "recruit" players that have appeared on the Leaderboards to their cause and entice mass actions like attacking specific websites.





## o\_O victoria\_ash

Following - Device updates OFF

#### Plotting, of course.

25 minutes ago from web

- twitter.com/victoria\_ash
- twitter.com/bloody\_tuesday
- twitter.com/sasha watkins
- twitter.com/thomas\_hoggins
- twitter.com/ninefinder
- twitter.com/jerdu\_gains
- twitter.com/professor\_esper

Name Victoria Ash
Location Wouldn't you like to know?
Web http://thenethern...
Bio V for Vigilante

O 2
following followers

Updates

1

## Initial Fictional Expansion

- Blog Fiction with Stewards
  - "The Return of Jerdu Gains"

NPC PMail

Short YouTube Videos



Previously viewed Battle for The Nethernet HD

A silent film cutscene for the MMO The Nethernet - a game





Previously viewed

Inevitable Rise of Jerdu Gains HD

Nethernet at a faster rate! Until Chaos can re-tip the



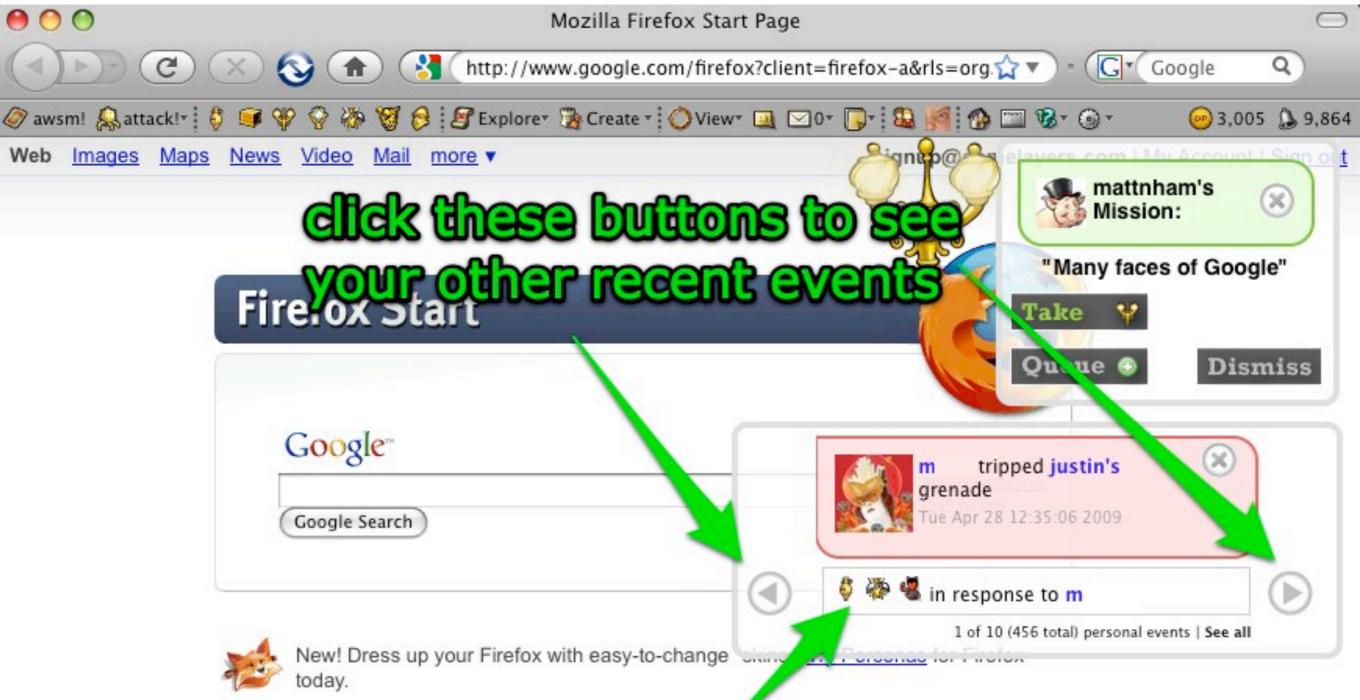


## Next Five Weeks

- Cwikla
- Extension Experience
- First Five Minutes
- User Acqusition



## 0.8.1 - Early May



#### aliak these buttoms to take action

New Tools for May



overclock (a "buff")

<u>plus:</u> ever-mine summon-revised



We will make the best game of the web more stable, with a richer story and more social tool use!

And we will signup scads of new users. Hurrah May '09!

