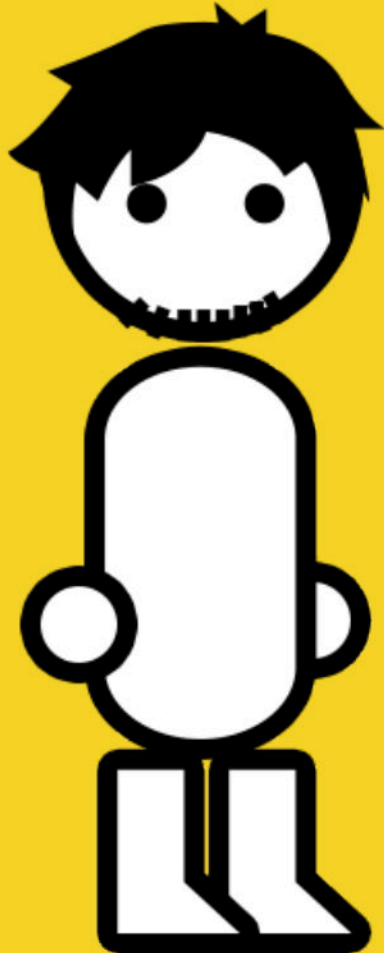
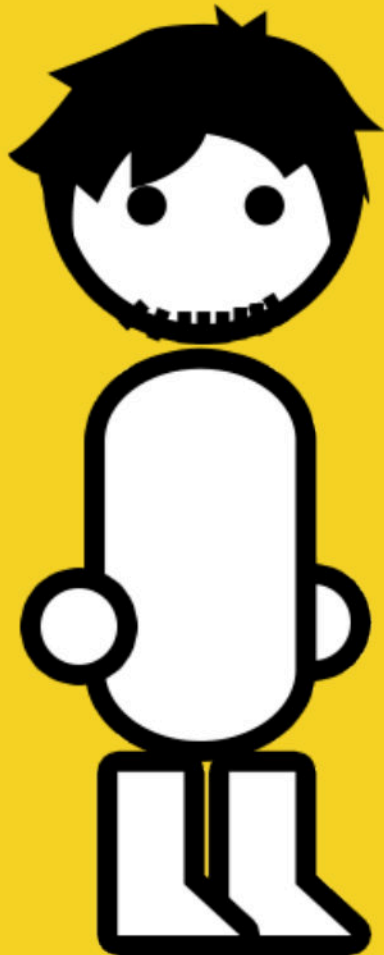


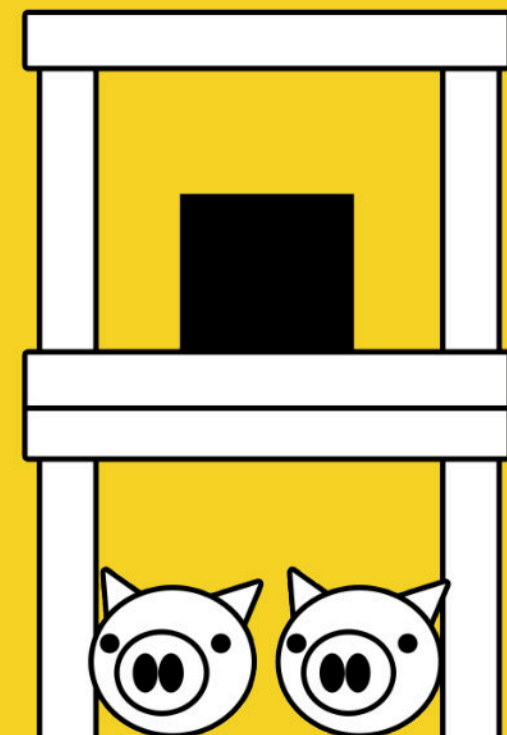
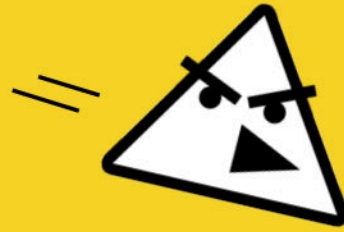


RAMINE
~~DAARAABIHSD~~
COMPLICATED LAST NAME



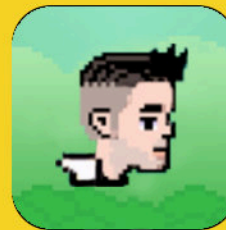
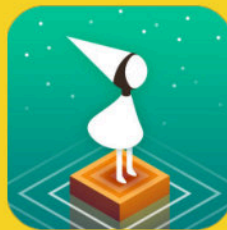
RAMINE
~~DAARAABIHSD~~
COMPLICATED LAST NAME





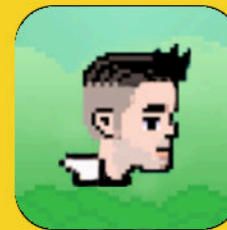
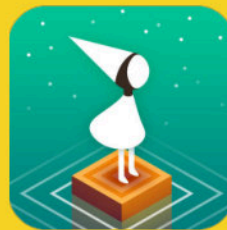
HEROES OF SOULCRAFT

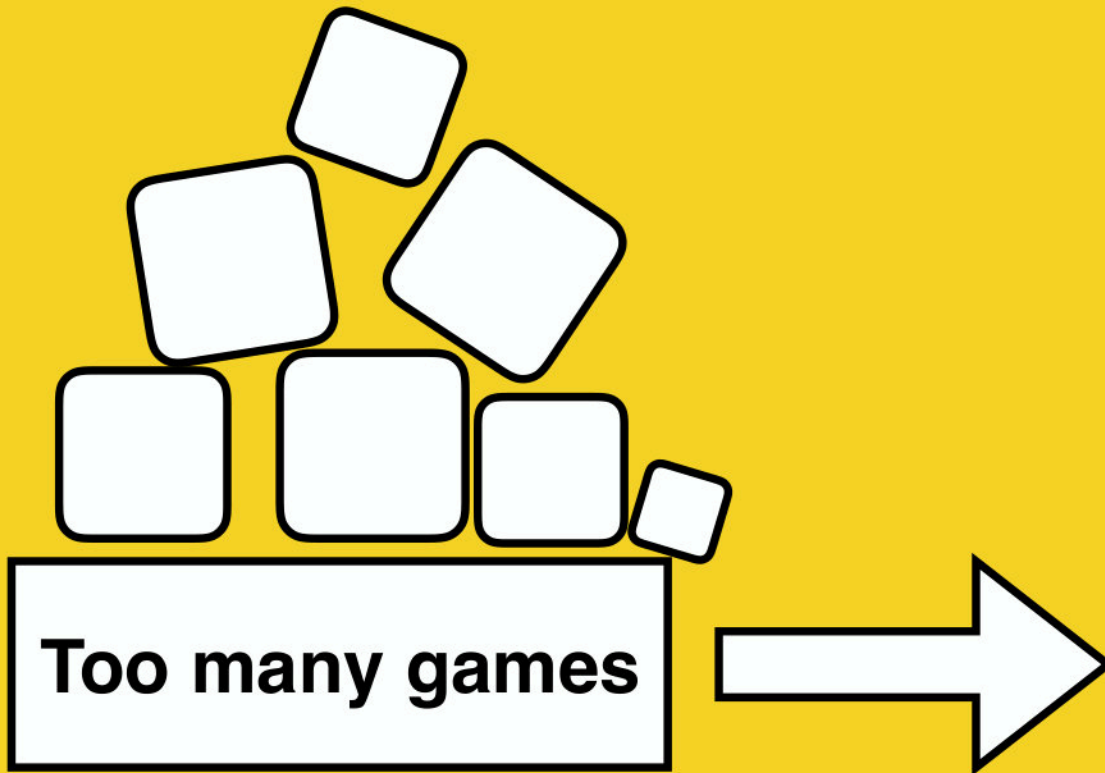
This is my world



“Don’t remain in vain, glory and victory is near [...]
Ascent the league and become a legend[...].”

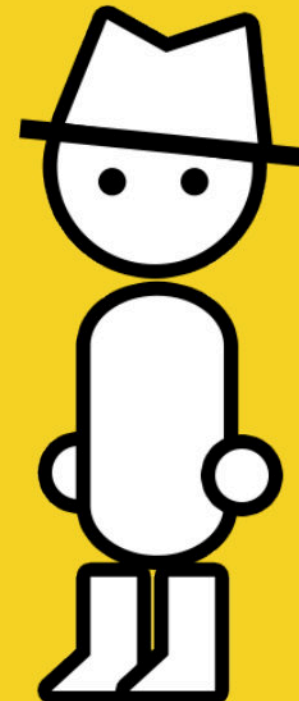
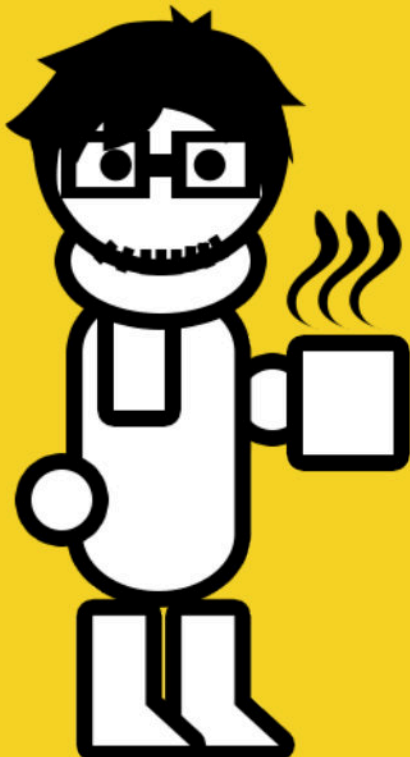
HEROES OF SOULCRAFT





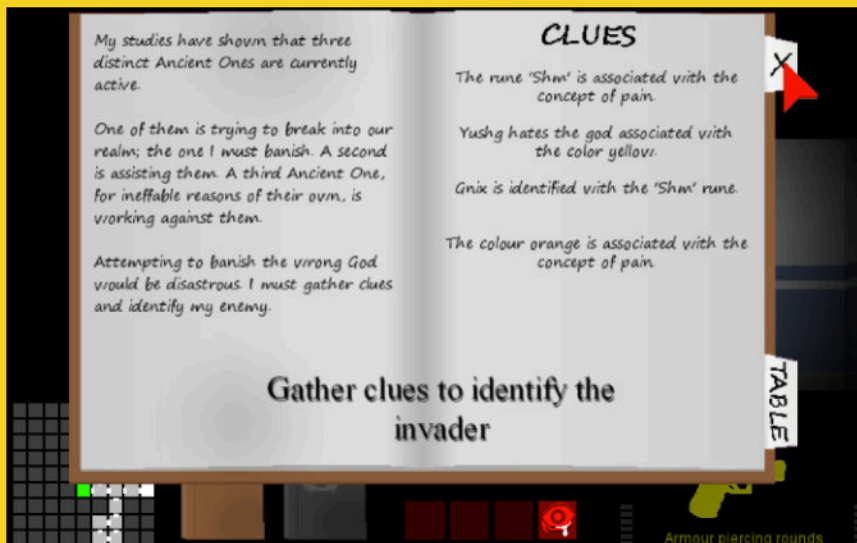
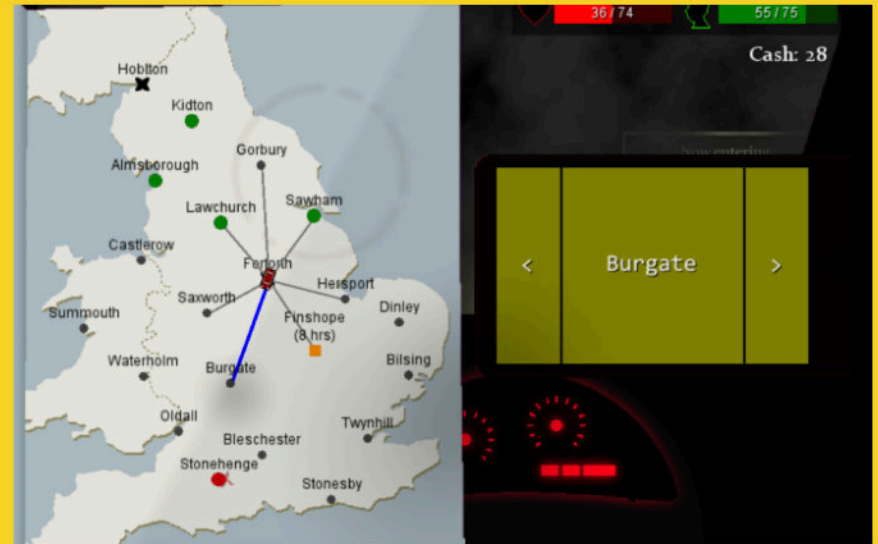
Help me with
my game!

Yahtzee





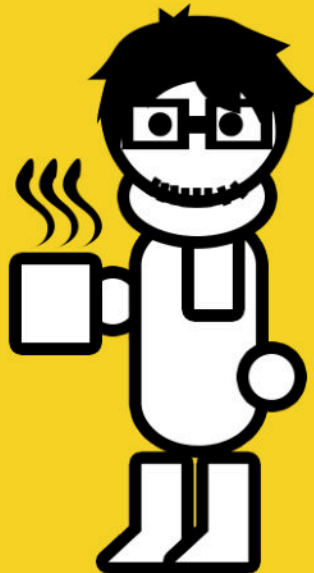
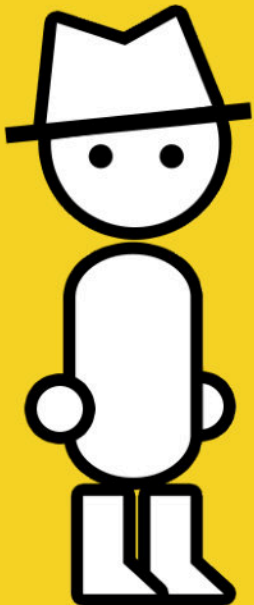
THE CONSUMING SHADOW



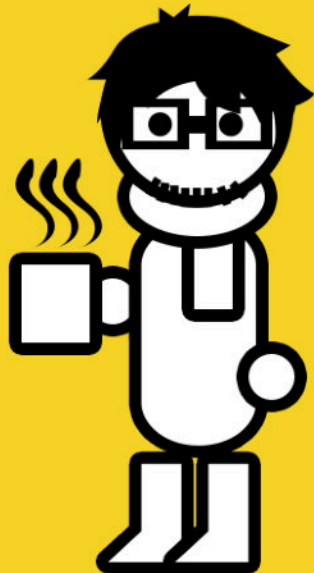
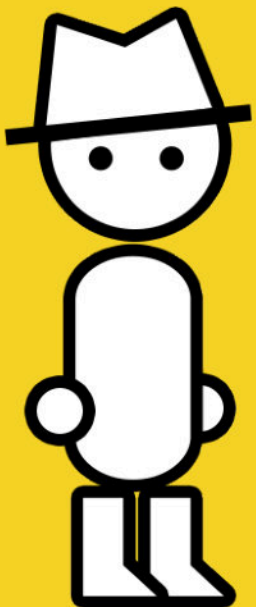
Production
Distribution
Marketing
QA



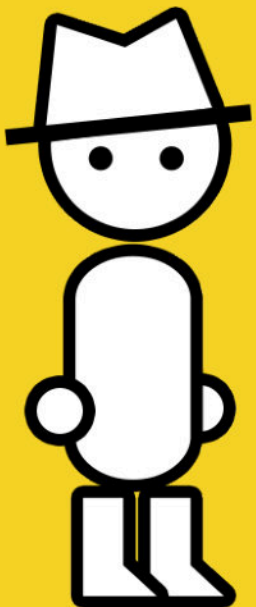
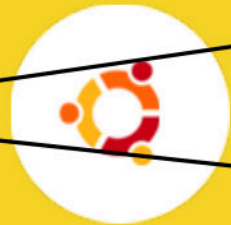
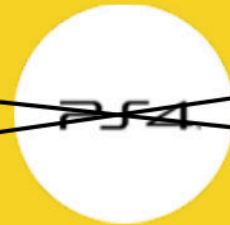
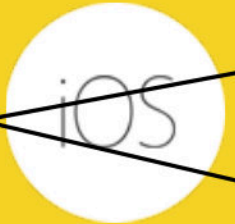
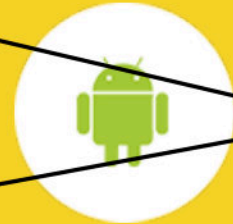
Let's ship this!



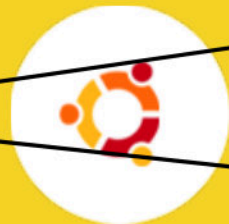
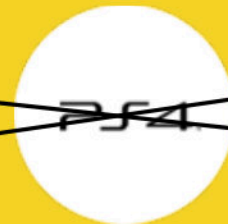
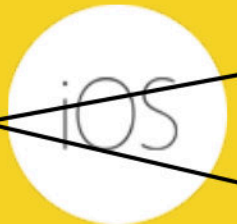
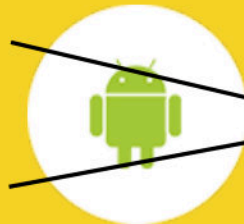
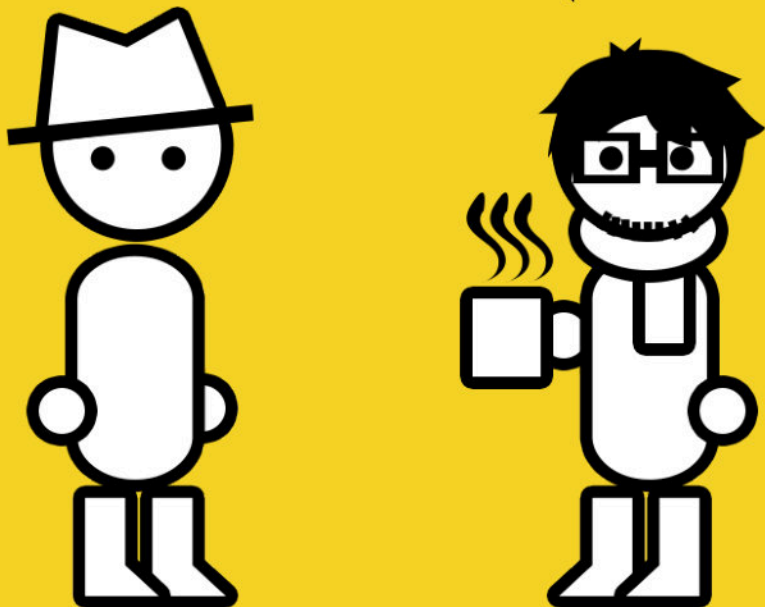
GameMaker
Studio

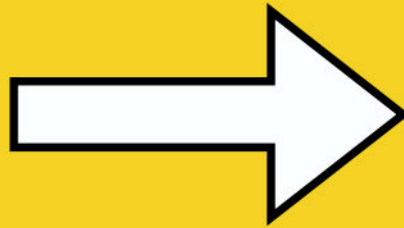


GameMaker Studio



GameMaker Studio



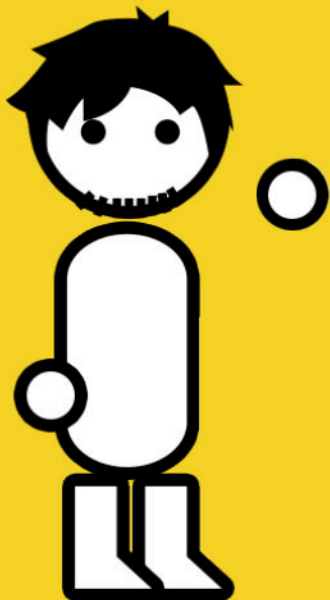


**Mobile biz is
sophisticated**

**Indie is
simplistic**



**I would like to sell
our game**

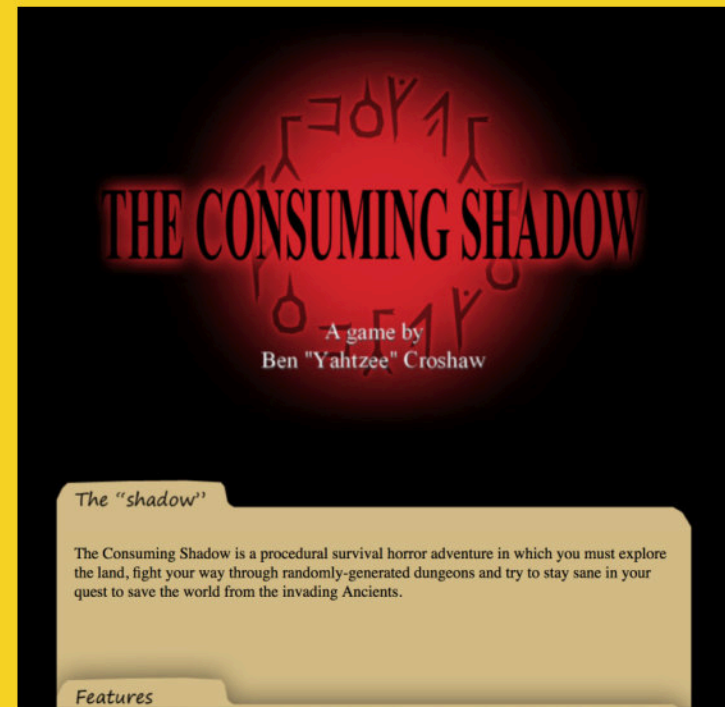


Go get votes.



SHOW OFF THE GAME

(but it's ugly)



SEND ALL THE EMAILS

(but most people don't care)



HUSTLE ALL THE THINGS!

**EVERY EVENT
EVERY COMPETITION
EVERY CONFERENCE**

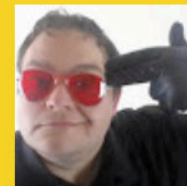
DISTRIBUTE



COMMUNITY



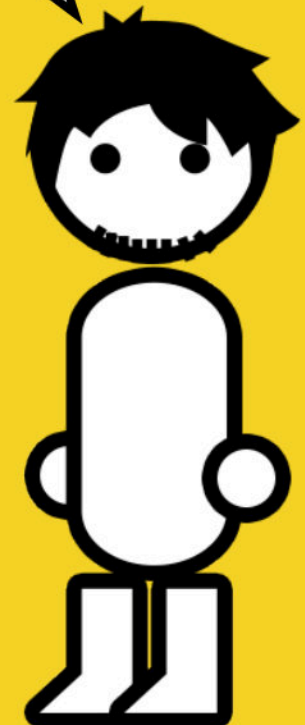
MEDIA



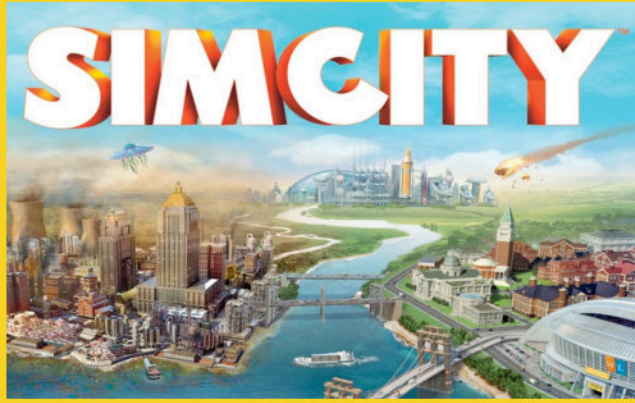
User Acquisition (UA)



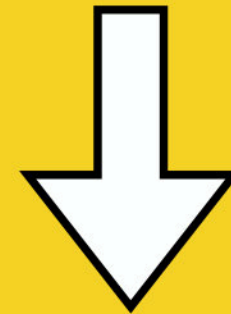
Doesn't work
outside mobile!



Different expectations



Players expect
offline support



Less data driven
Less “social”

Offline means less:

New levels

New enemies

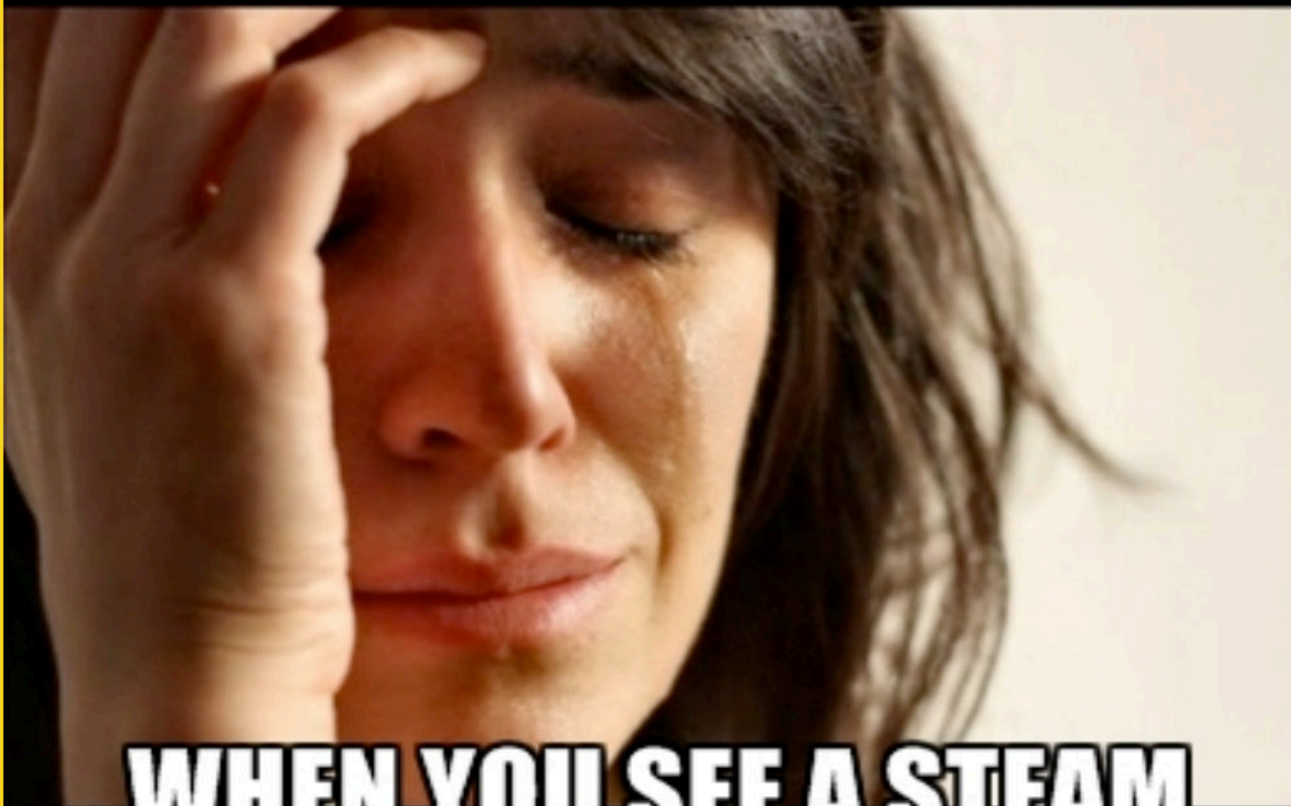
New features

Daily updates

Seasonal updates



THAT MOMENT



**WHEN YOU SEE A STEAM
UPDATE**

memegenerator.net

NUCLEAR THRONE















The Consuming Shadow

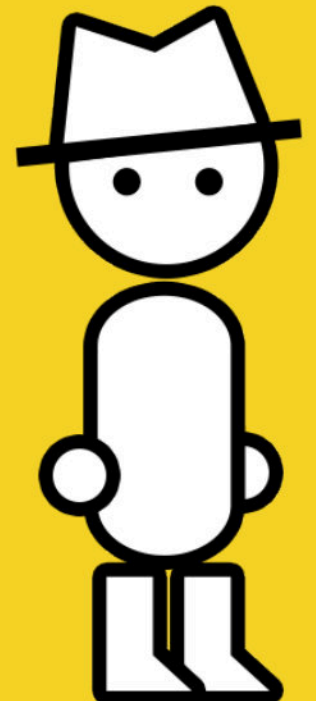
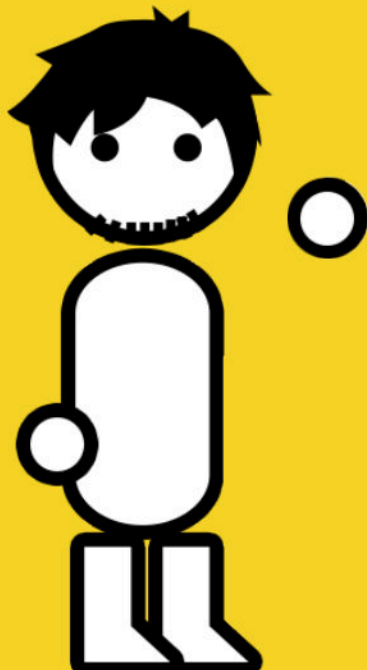
All Discussions Screenshots Artwork Broadcasts Videos News Guides Reviews

Showing 1-15 of 67 entries

< 1 2 3 4 5 >

-  **HOWTO: cheese your way through wizard challenges by run...** Mar 10 @ 2:04pm 2
ultramage
-  **has any one encountered the tall man** Mar 10 @ 1:52pm 5
Not-Another-Capcom-Zombie
-  **Weird Achievement Bug** Feb 27 @ 10:17pm 5
Babu Bhatt
-  **Game still broken for some?** Feb 18 @ 7:32pm 3
Madame Plumm
-  **Fix your ♥♥♥♥ing game Yahtzee it hasn't worked in weeks** Feb 18 @ 1:35am 7
The Mighty Blake
-  **So the gun for this game is showing up in another game** Feb 15 @ 1:21pm 7
dedreamer428
-  **[BUG] Portal is blocking the exit.** Feb 10 @ 12:05am 0
Melcadrien [Demochef]
-  **Newest update 28/1/2016** Feb 2 @ 2:52pm 9
Yahtzee
-  **Do Non-Invader gods hate each other?** Feb 1 @ 12:00pm 25
Fer82
-  **Car not movin** Feb 1 @ 3:09am 0
Magister
-  **Roguelike designers, please stop this "accumulate power fo...** Jan 30 @ 1:37pm 22
UncleYar
-  **Linux/SteamOS Version?** Jan 25 @ 6:55pm 0
HadBabits
-  **Game doesn't work for me. Any solutions?** Jan 25 @ 8:25am 5
savethepoppers

Ready to
launch!



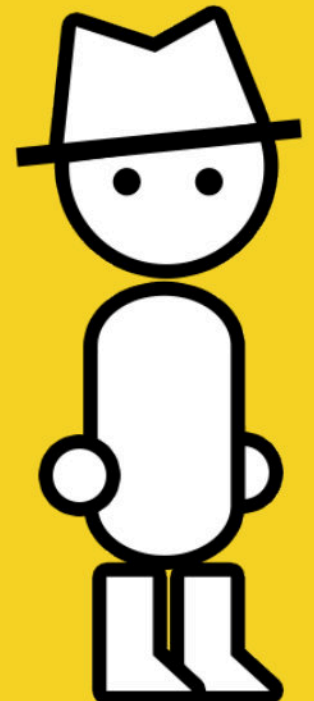
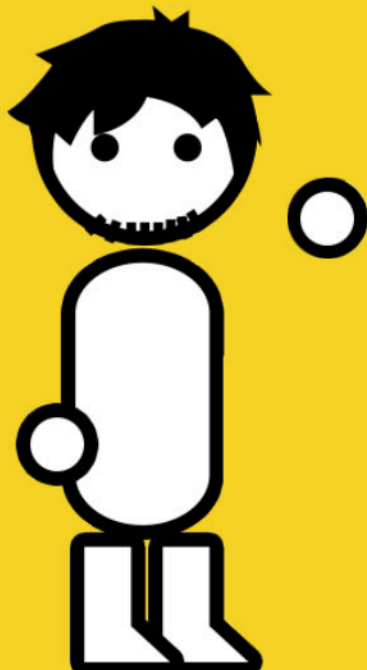
Challenges

Steam
cards

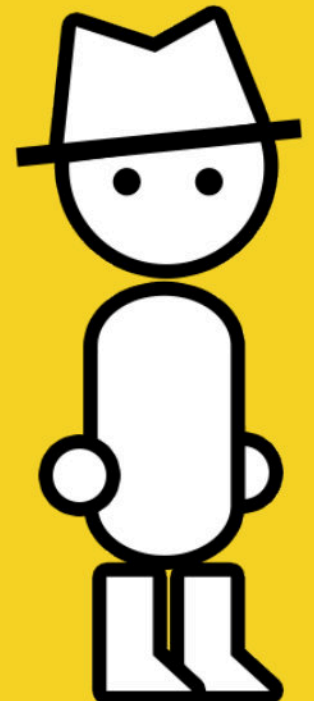
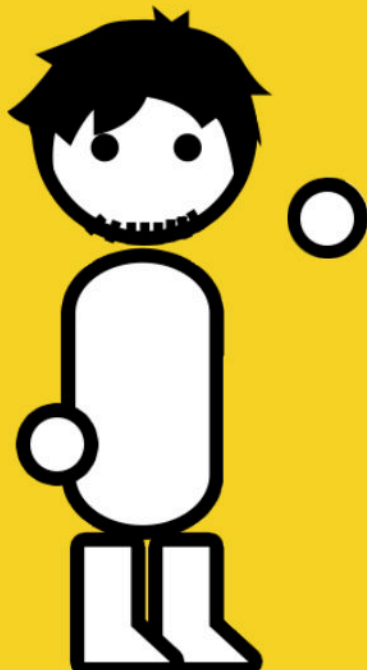
New
monsters

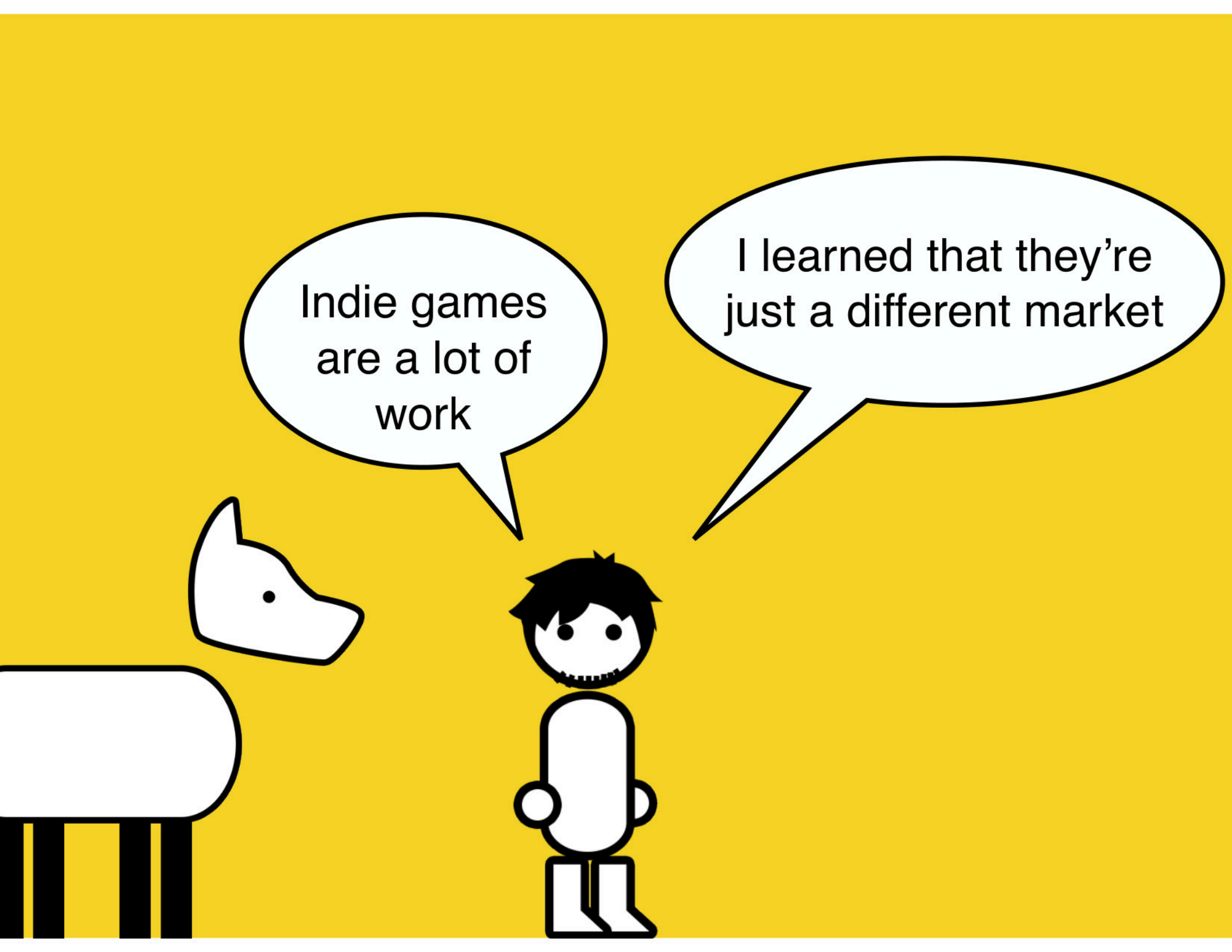
Achievements

Endless
mode



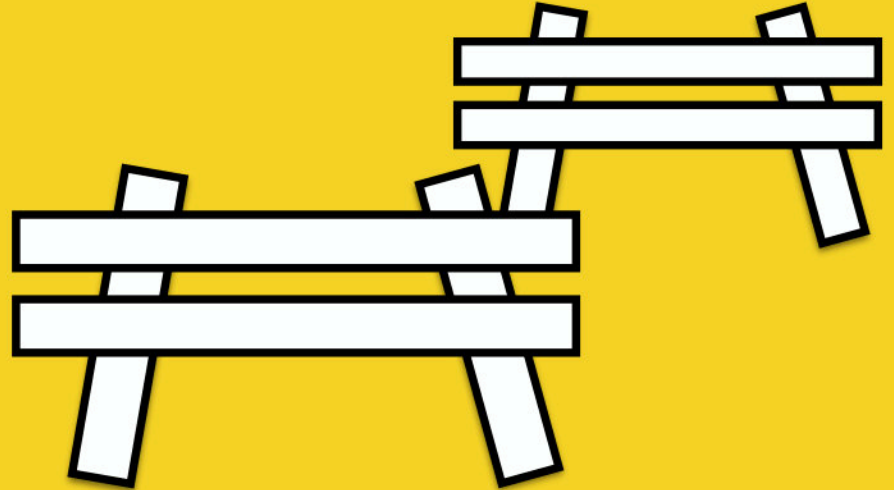
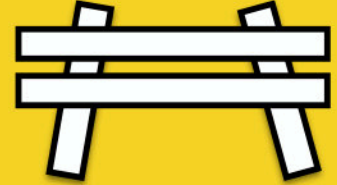
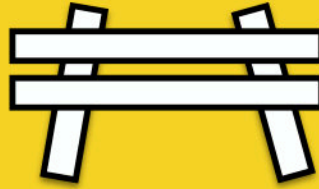
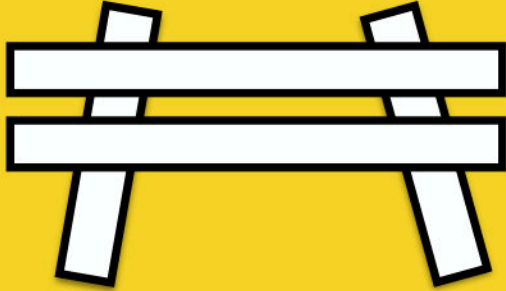
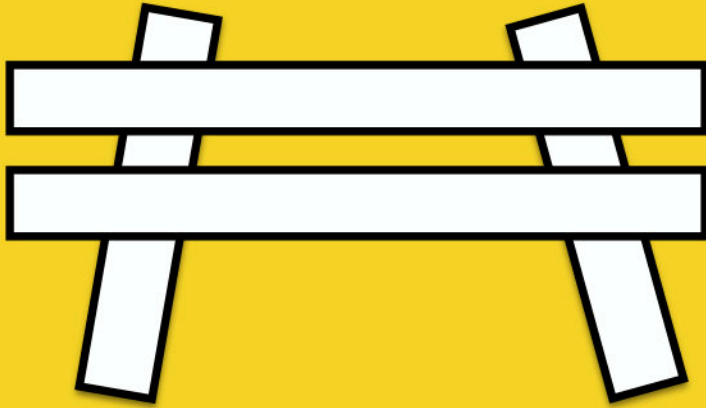
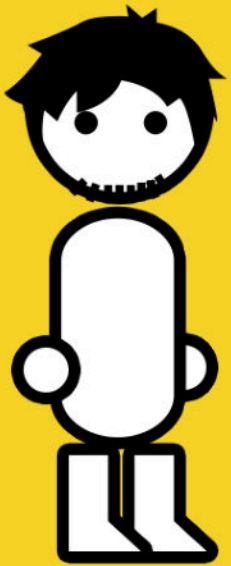
Featured on Humble Store
Featured at New Game on Steam
12,000 sold
10 media reviews
50 streamers
0 awards
Store reviews: very positive



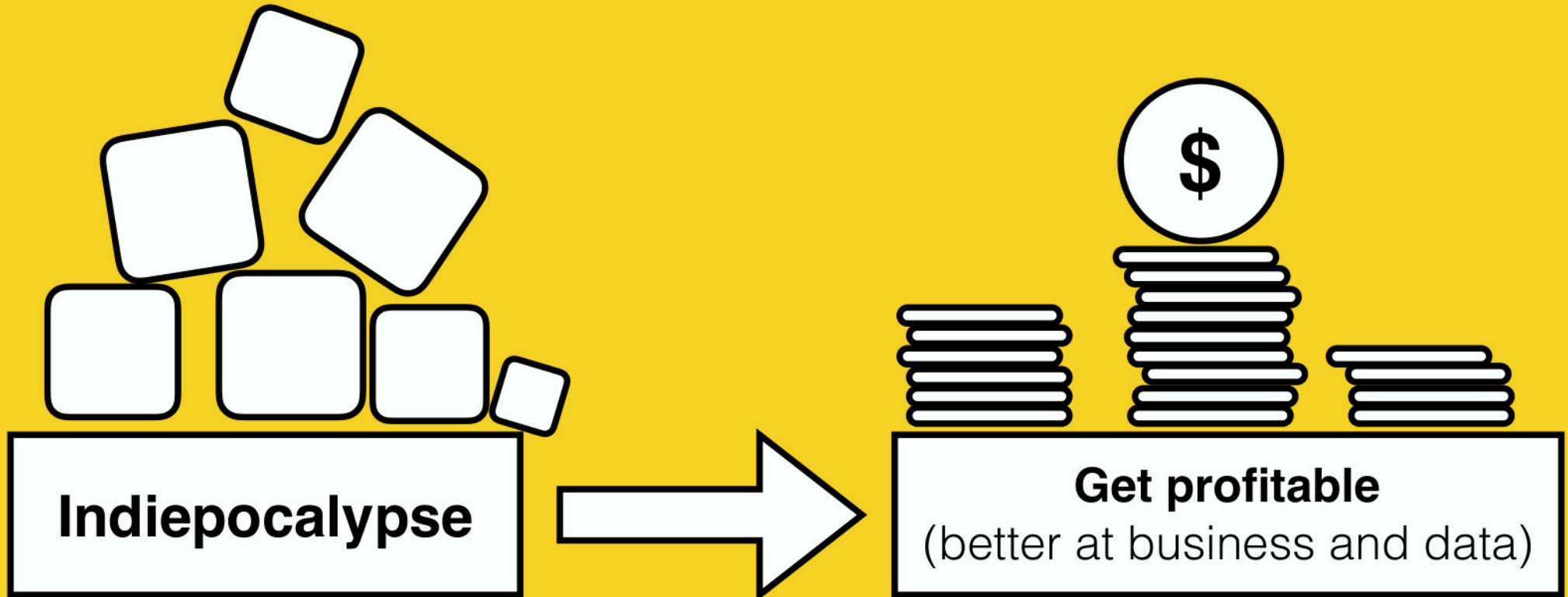


Indie games
are a lot of
work

I learned that they're
just a different market



COMING SOON:



FIN

