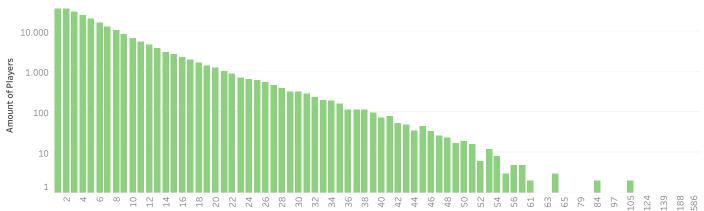


Player Retention

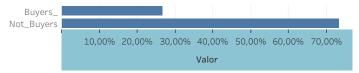
Target Max Day Played



Total Percent of Users that purchased in the virtual store

Buyers_	26,72%
Not_Buyers	73,28%

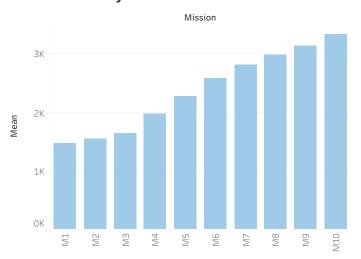
Total Percent of Users that purchased in the virtual store



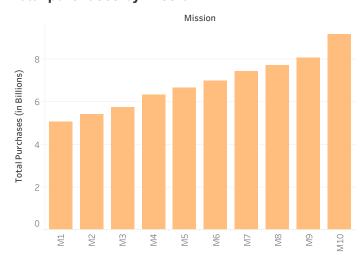
Total Distance by Mission

Mission 800M 600M Total 400M 200M OM M10 $\overset{\otimes}{\geq}$ 6W \mathbb{A} MS \mathbb{A} M_{5} 9W \succeq $\overset{\cong}{\mathbb{R}}$

Total Distance by Mission



Total purchases by Mission



Total purchases by Mission

