

Global Mobile Game Community

PLUG

PLUG team.



PLUG Summary

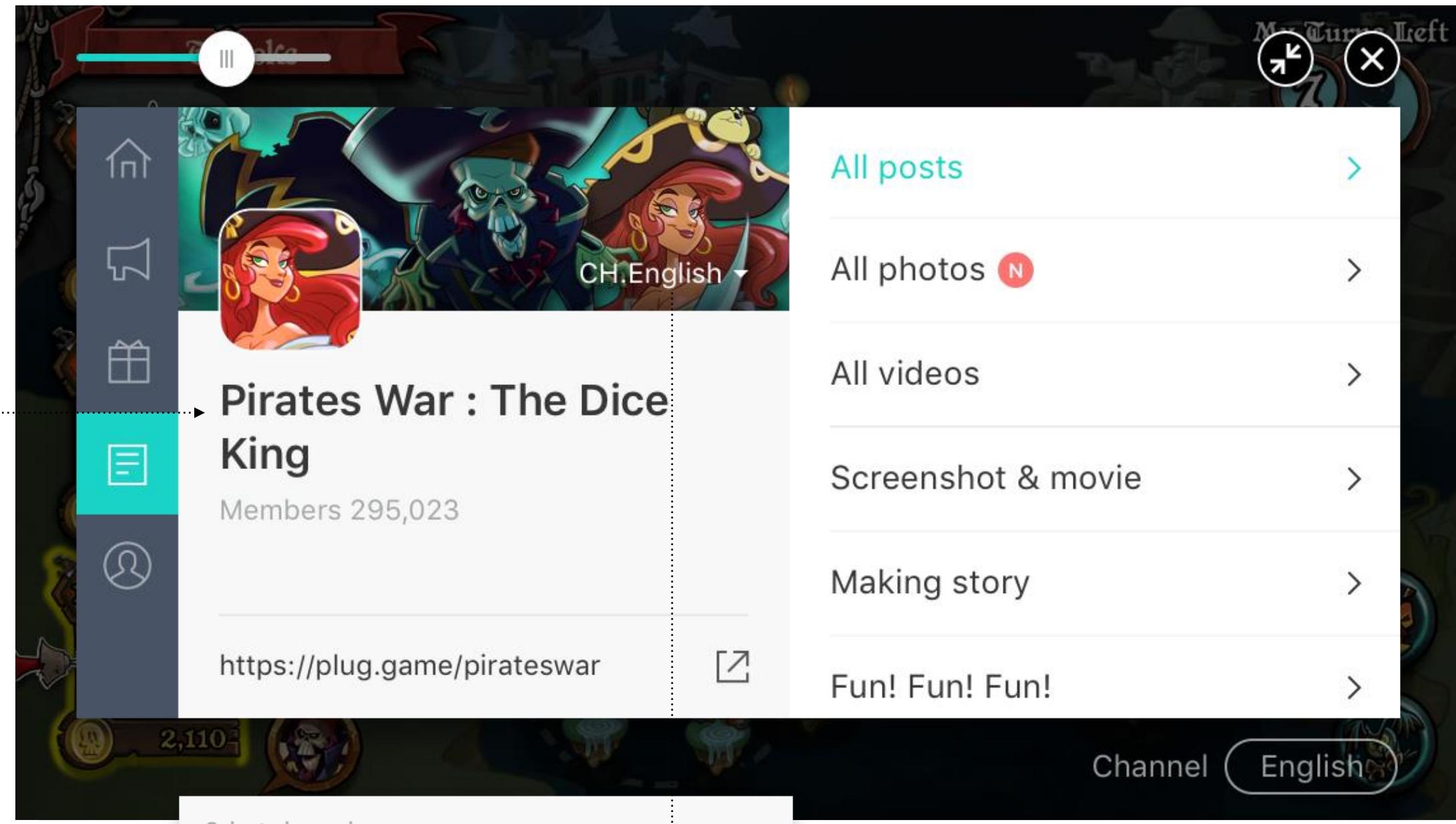
01 Service Summary

Global community service for mobile games

| | |
|-------------------------|---|
| Name | PLUG |
| Language | Supports 16 languages including English, Japanese, Chinese, Thai, Russian, etc. (11 languages are currently supported and supports for 16 languages will be completed by the end of May.) |
| Service Form | Provides in-game native community Provides a responsive webpage corresponding to mobile, table, and PC site: plug.game |
| Login | Offers email account login as well as social logins integrated with Facebook, Google, LINE, Twitter, Weibo, and NAVER |
| Channel | Vitalizes communities by supporting 16 languages (channels) (Allows “developers” to create and operate communities by channel and allows “users” to join communities in each channel) |
| Global One Build | One-time adoption of PLUG SDK applies to an official Cafe and global channels at once <ul style="list-style-type: none">- Korean: Creation of an official Cafe and connection- Except Korean: Creation of each language channel of PLUG and connection |

01 Service Screen - In Game Community

Korean
NAVER Official Cafe



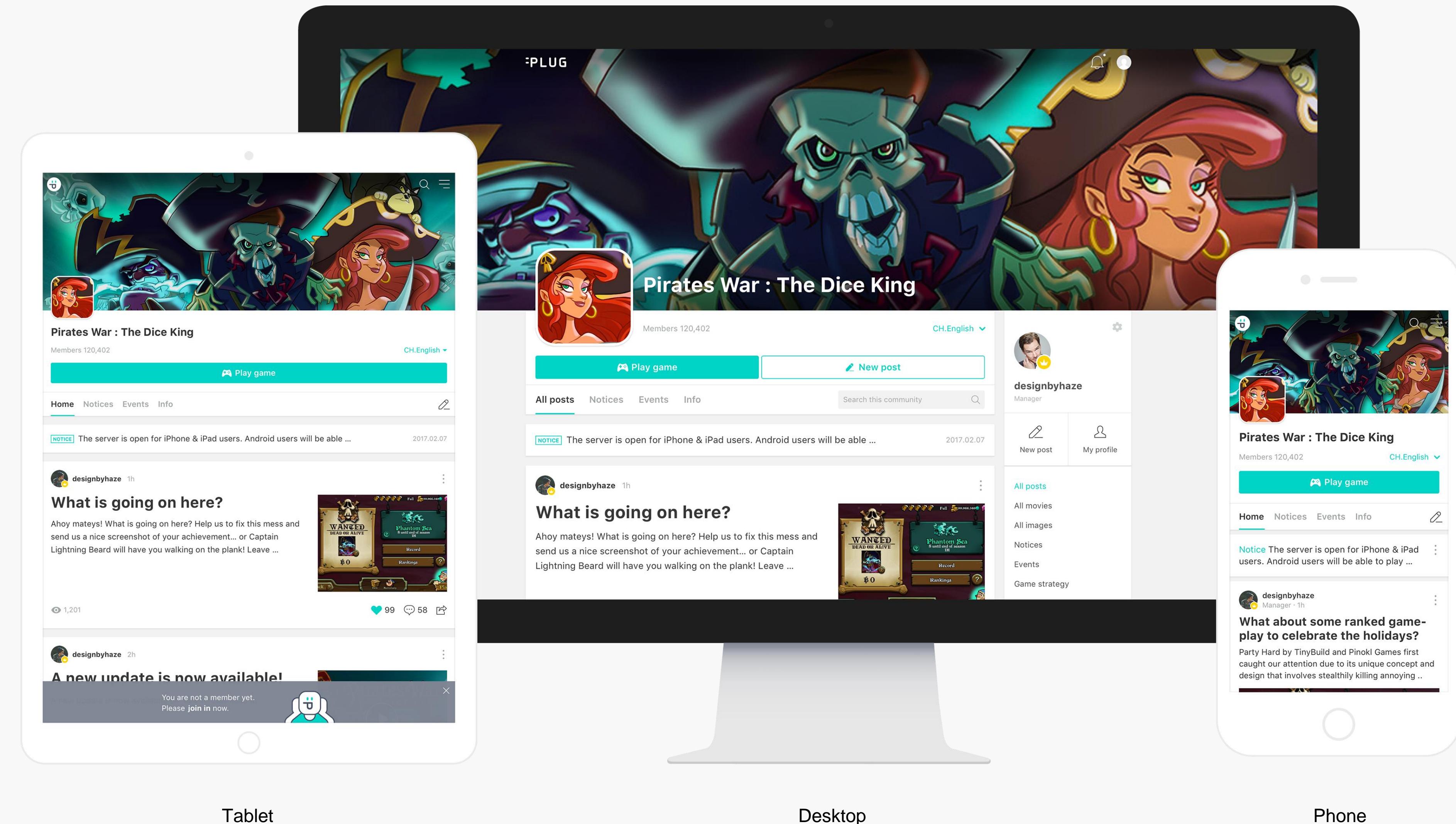
Change channel

- Channel = Community for each language
- Automatically detected by device language
- Users can change their channels

Global (except Korean)

- English
- Japanese
- Simplified Chinese
- Traditional Chinese
- Thai
- German
- Spanish
- Indonesian
- French

01 Service Screen Web (plug.game)



40

Number of applied games

Gunship Battle by JoyCity, Club Audition by HanbitSoft, Goddess Kiss by FLERO GAMES, Sword & Magic TH by LINE, King's Raid by Vespa, Endless Frontier by ekkorr, Knights Fall by CARBON EYED, etc.

90

Number of alliance games

Mobile game waiting to open after affiliation
50 or more (to be opened within the year)

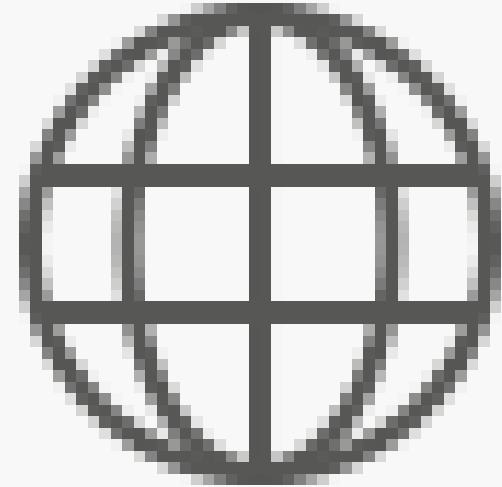


Major development companies

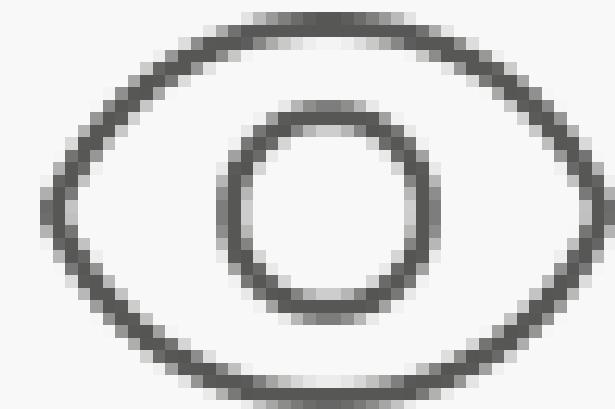
Nexon, NCsoft, 4:33 Creative Lab, Neowiz, NHN Entertainment, JoyCity, FLERO GAMES, LoadComplete, LINE, YD Online, HanbitSoft, CARBON EYED, Mgame, Red Sahara, Entermate, Golfzon, YJM Games, NEW.F.O, etc.

Global supports for Wonder Tactics by Com2uS will be considered after applying to domestic market first

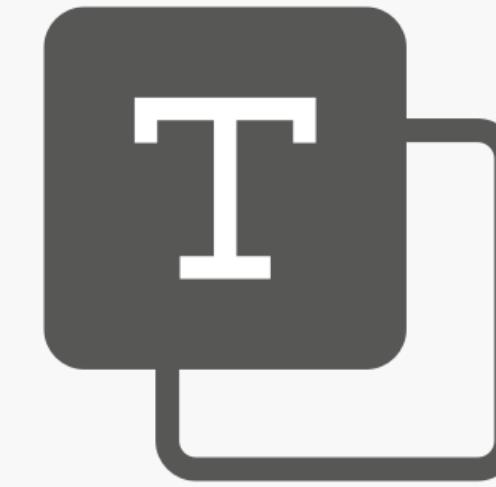
01 Service Summary - Characteristics



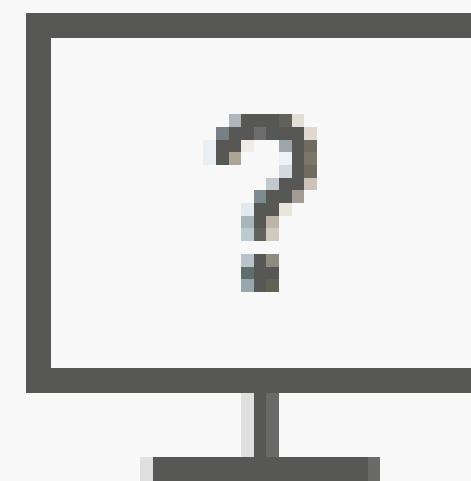
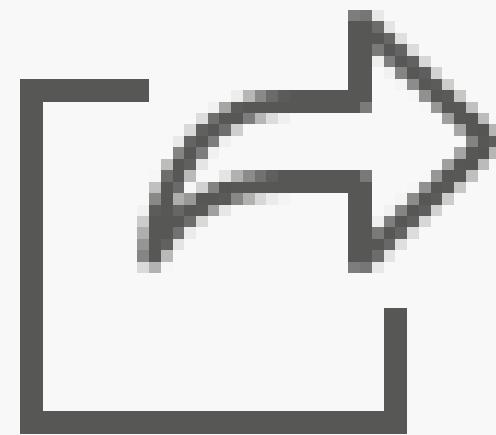
No difference in network speed among countries by enabling the global CDN and POP settings in local servers abroad



Real-time monitoring system for clean community (to be provided)
(e.g. reporting and deleting obscene images)



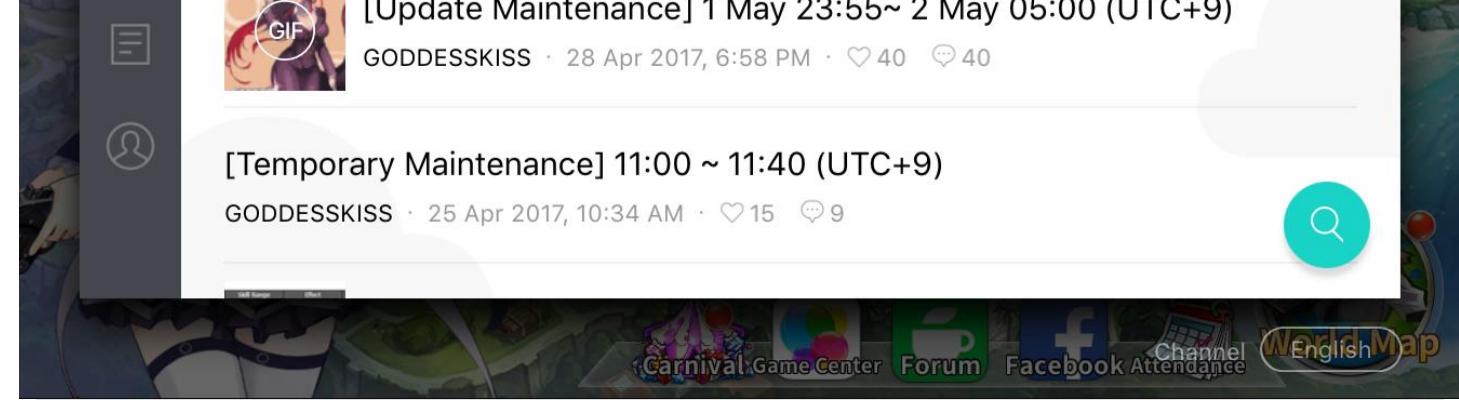
Automatic translation of posts and comments
(12 languages)
English, Japanese, Simplified/Traditional Chinese, Thai, Spanish, Portuguese, Russian, German, Vietnamese, Indonesian, and Hindi



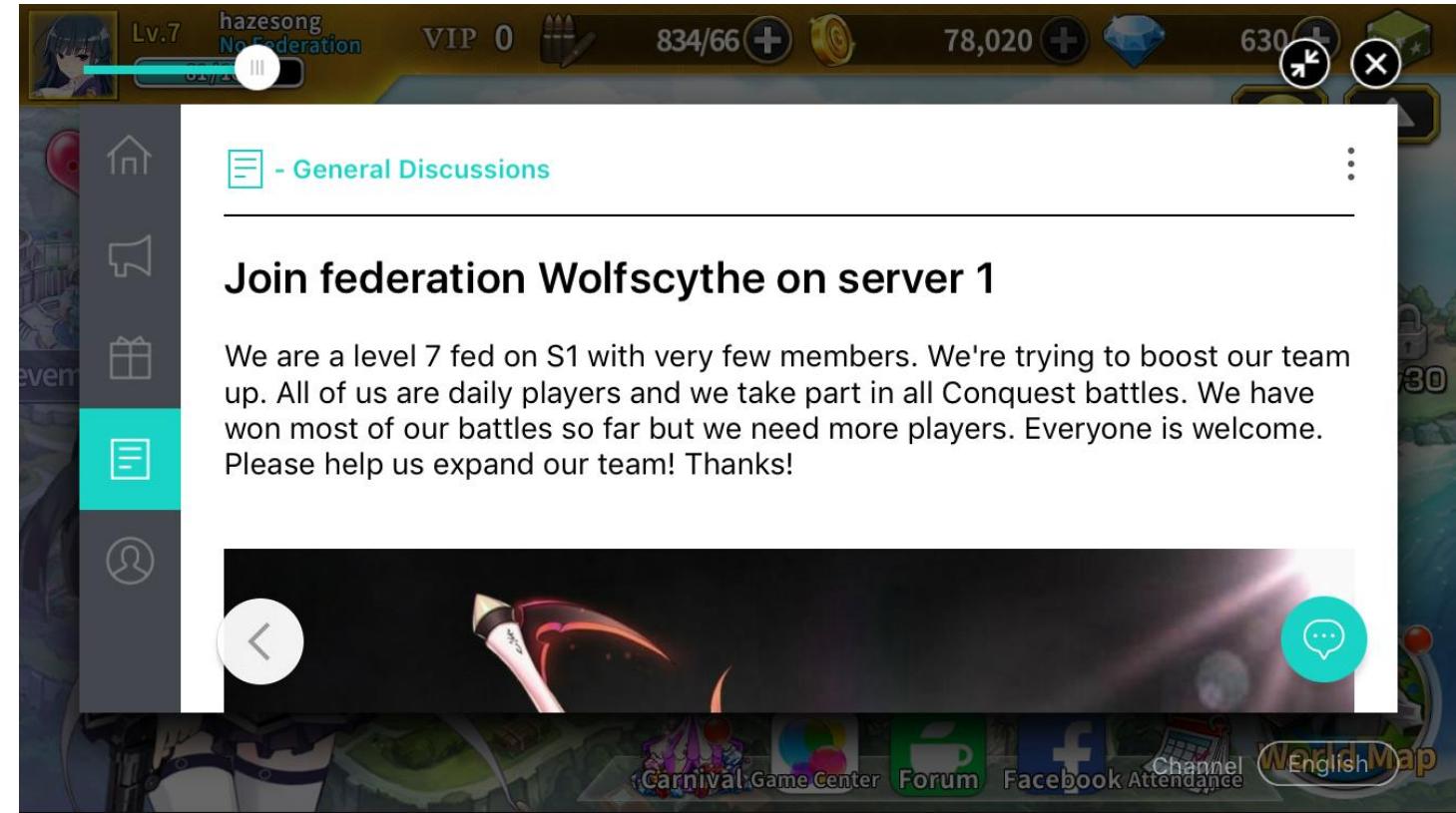
Sharing activities with your gamer friends via social media such as Facebook, Twitter, etc.

Game scheduling, LIVE Streaming, and chats (expected in second half of 2017)

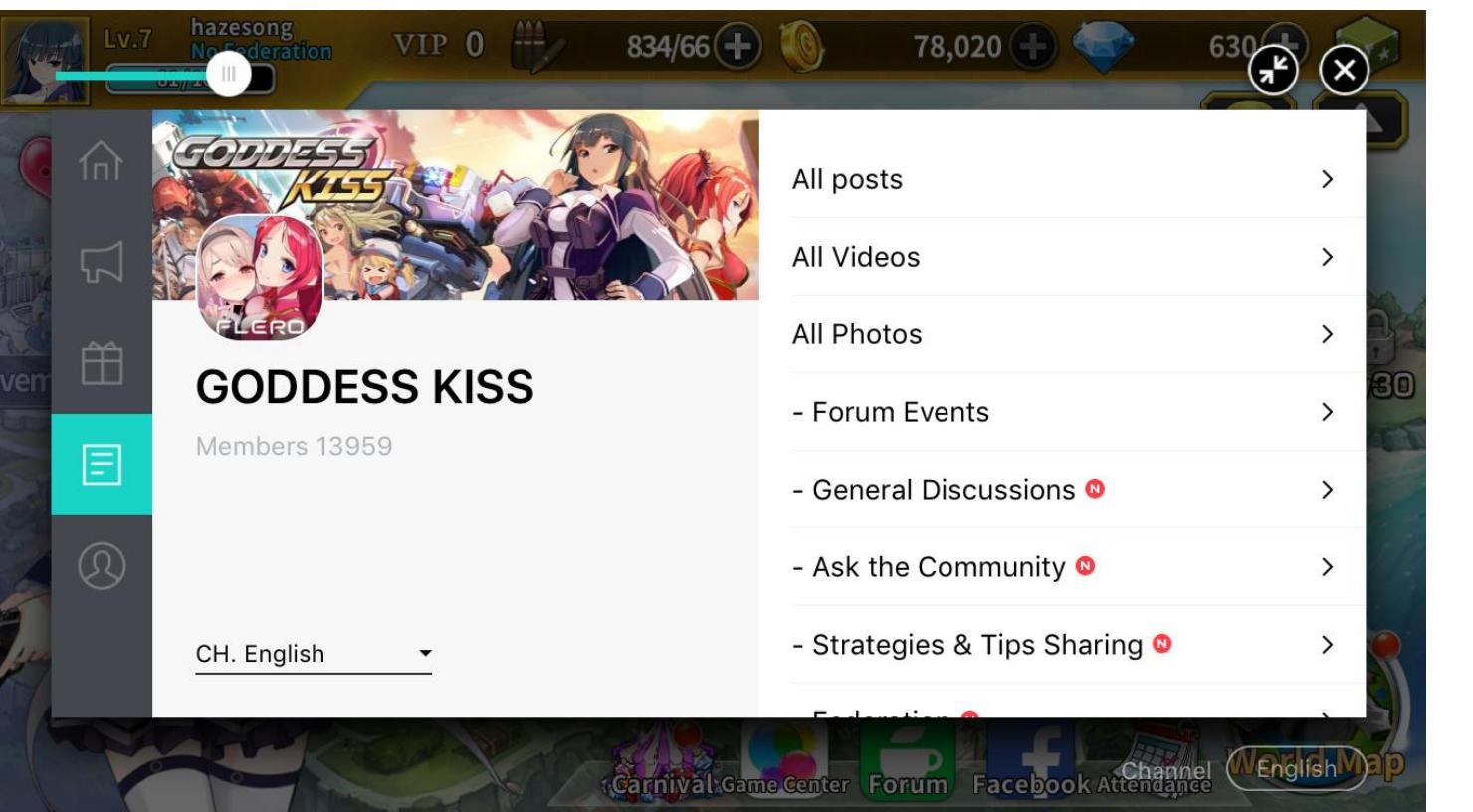
01 Service Summary - In Game Community(Landscape)



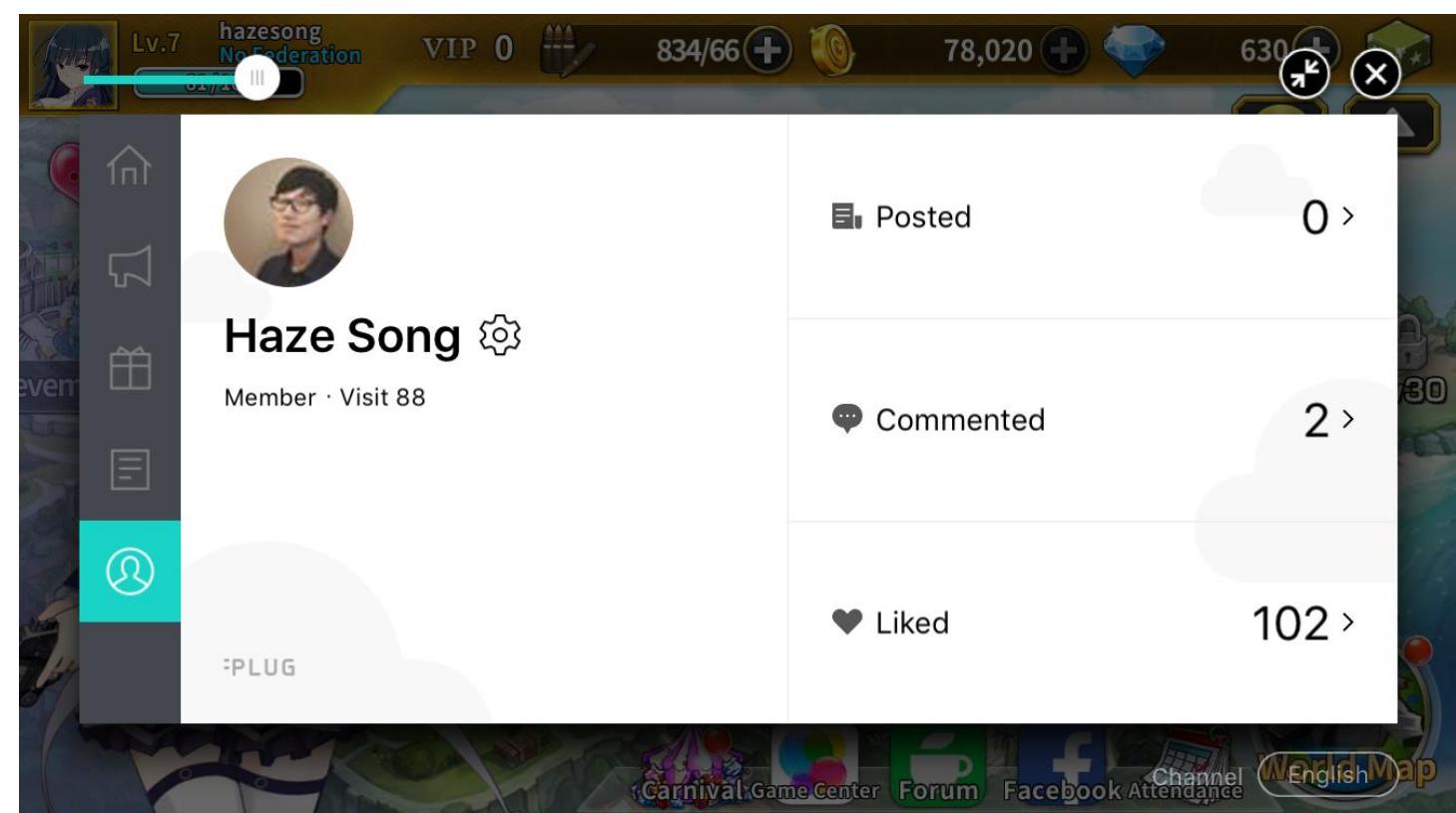
Home



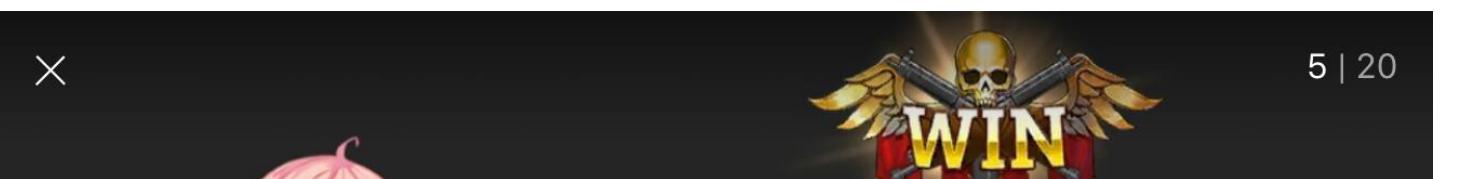
Post List



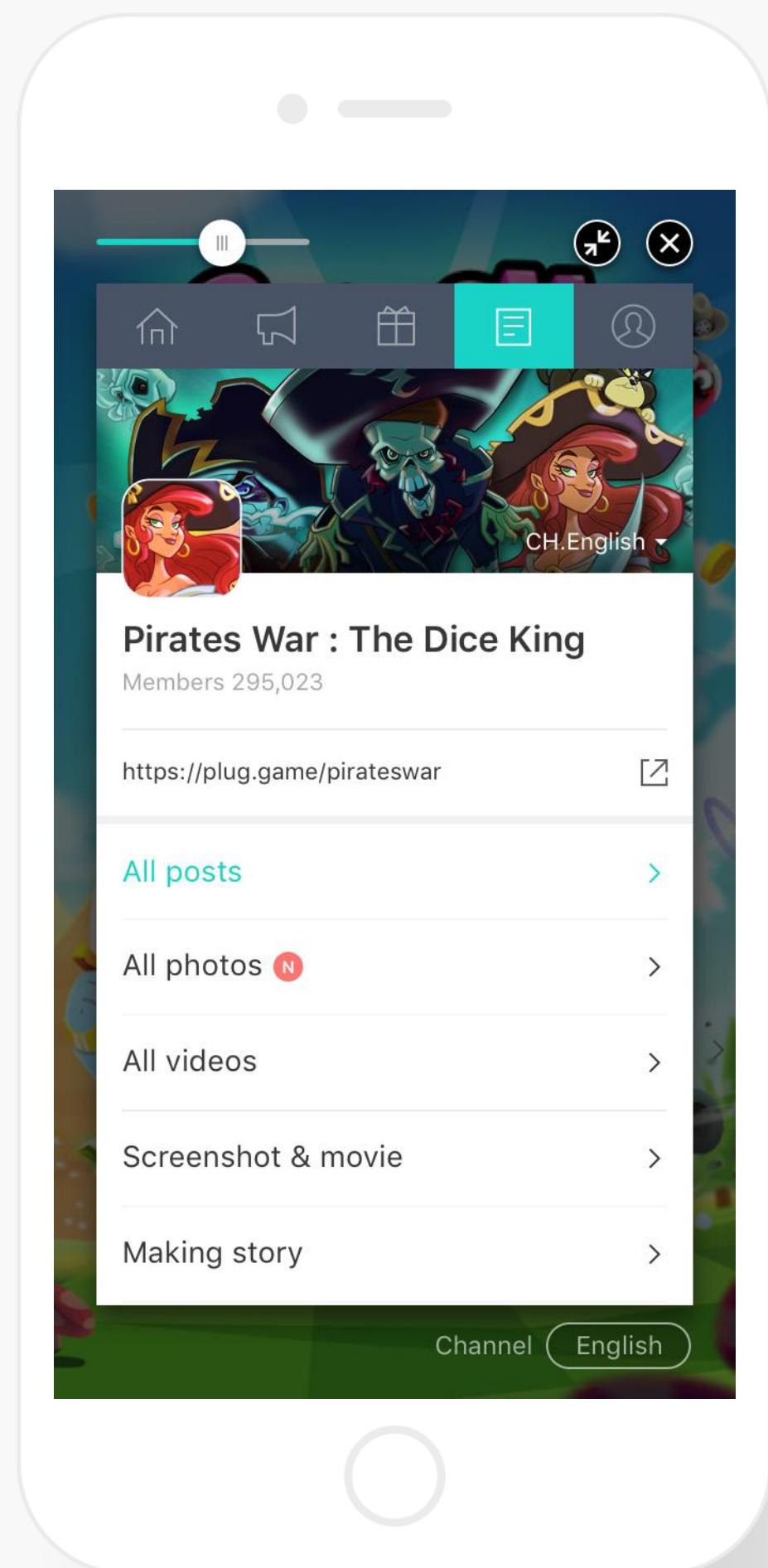
All Boards



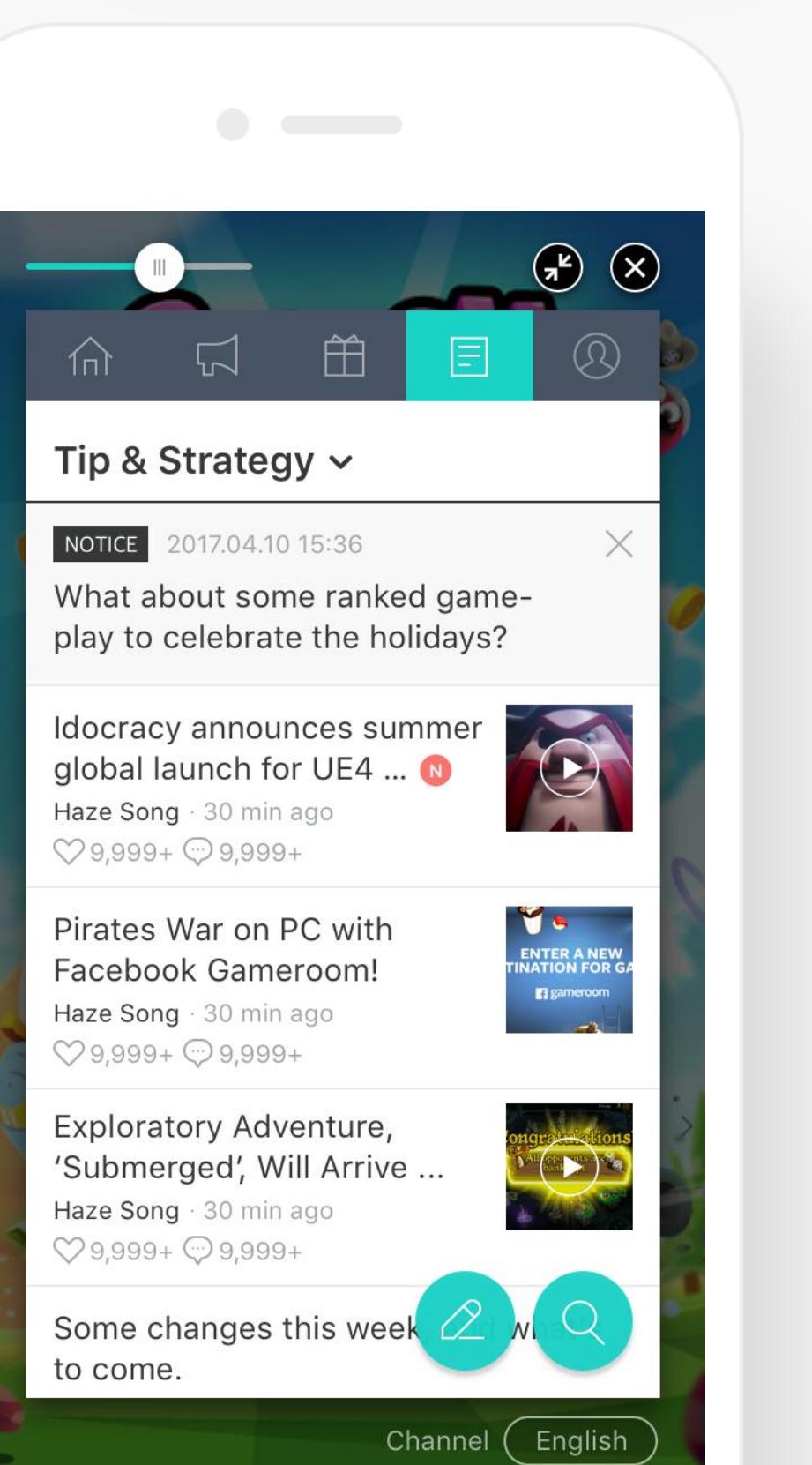
Profile



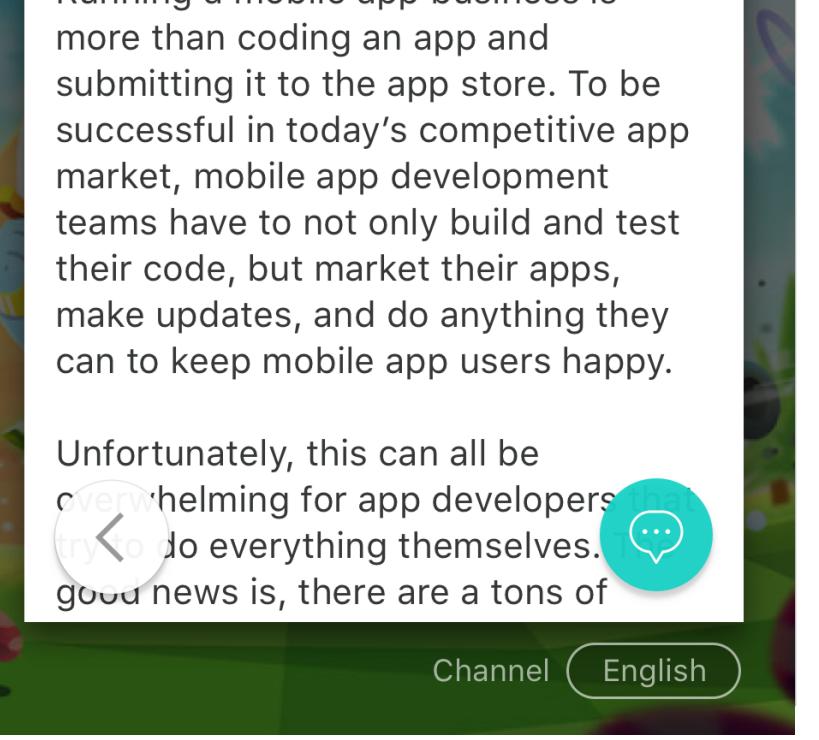
01 Service Summary - In Game Community(Portrait)



Post List

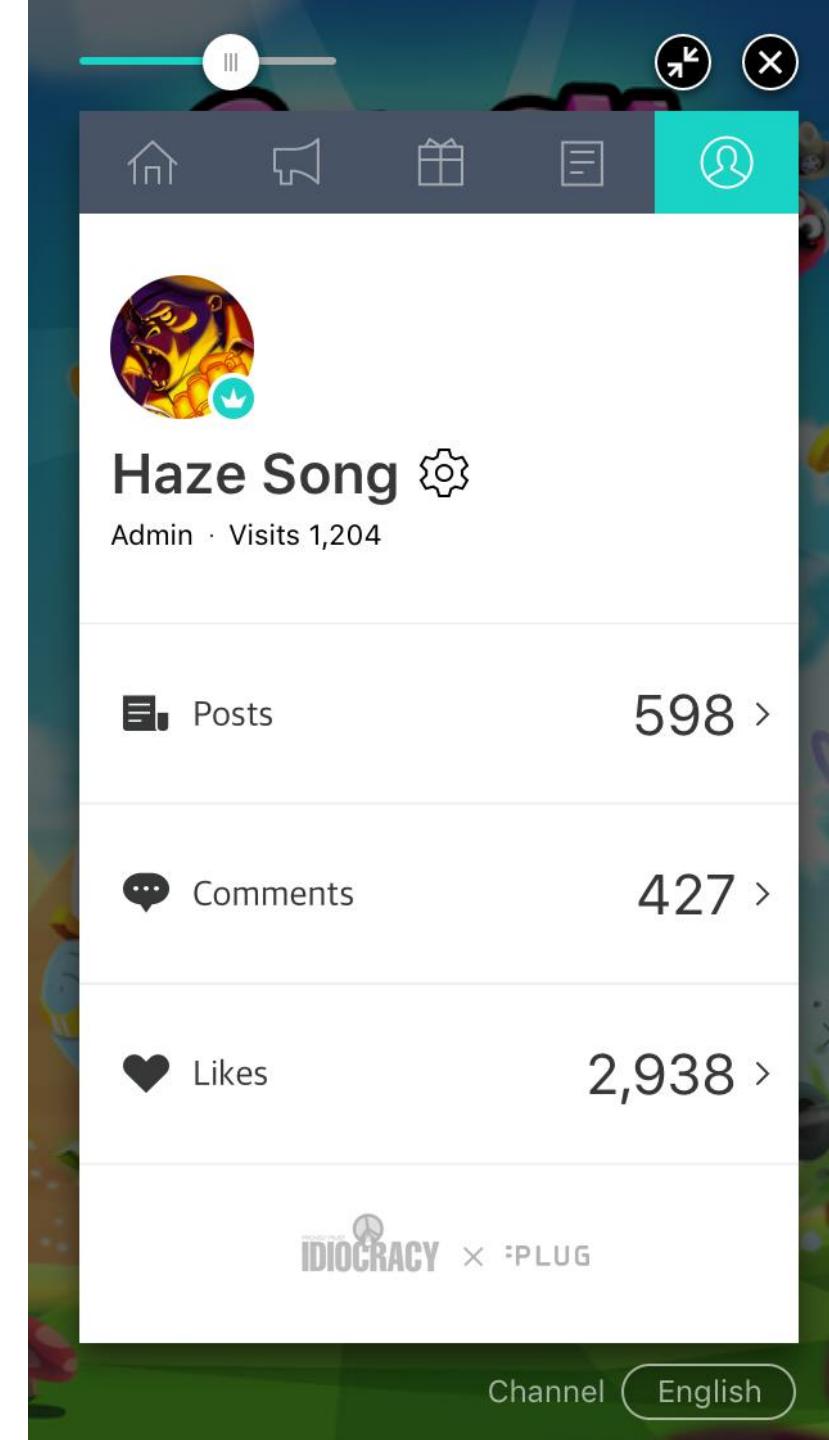


Post Detail

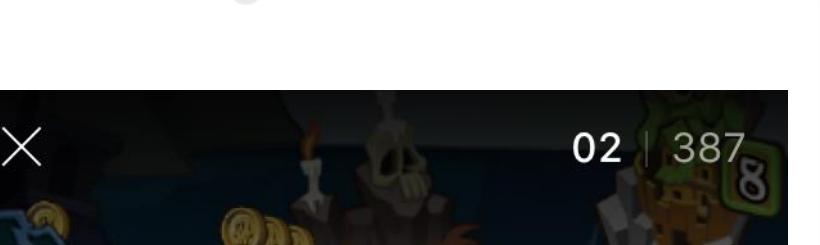
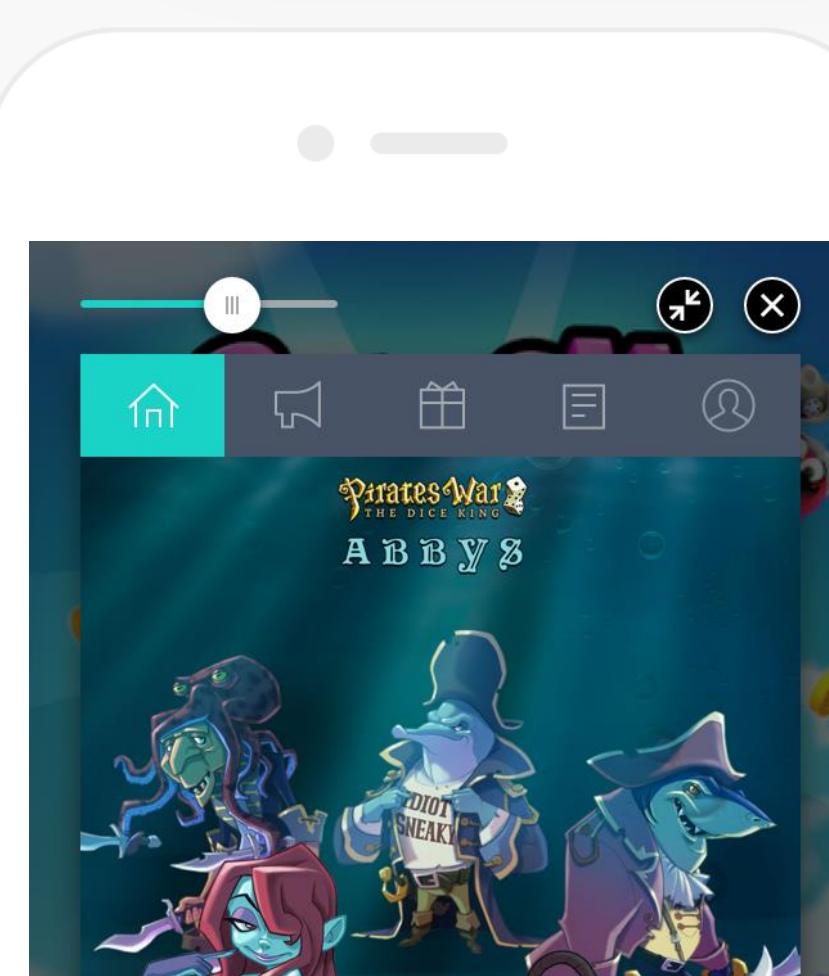


Running a mobile app business is more than coding an app and submitting it to the app store. To be successful in today's competitive app market, mobile app development teams have to not only build and test their code, but market their apps, make updates, and do anything they can to keep mobile app users happy.

Unfortunately, this can all be overwhelming for app developers. Try to do everything themselves. The good news is, there are tons of



Profile

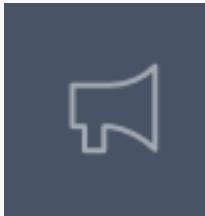
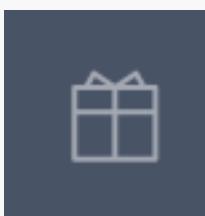
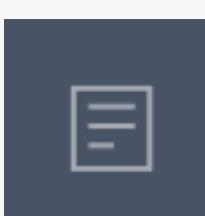
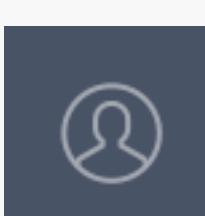


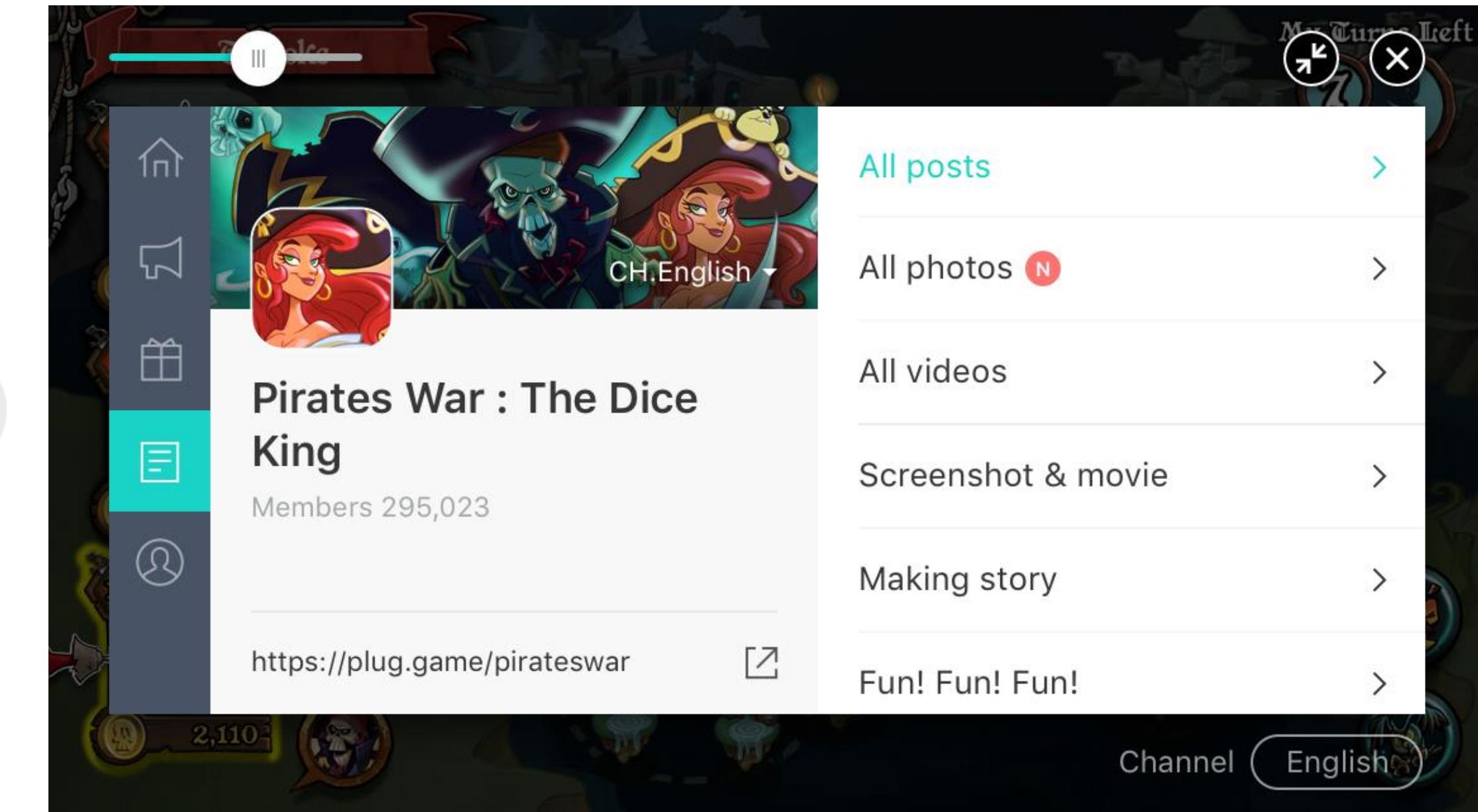
02 | 387

In Game Community

02 In Game Community

Navigation

| | | |
|---|---------|---|
|  | Home | Introduction to game content Shortcut to posts and videos, and app schemes |
|  | Notices | Notice Introduction |
|  | Event | Event Introduction |
|  | Menus | Shows all menus except for Notices and Events |
|  | Profile | Edit your nickname / profile image Written, commented, and liked |

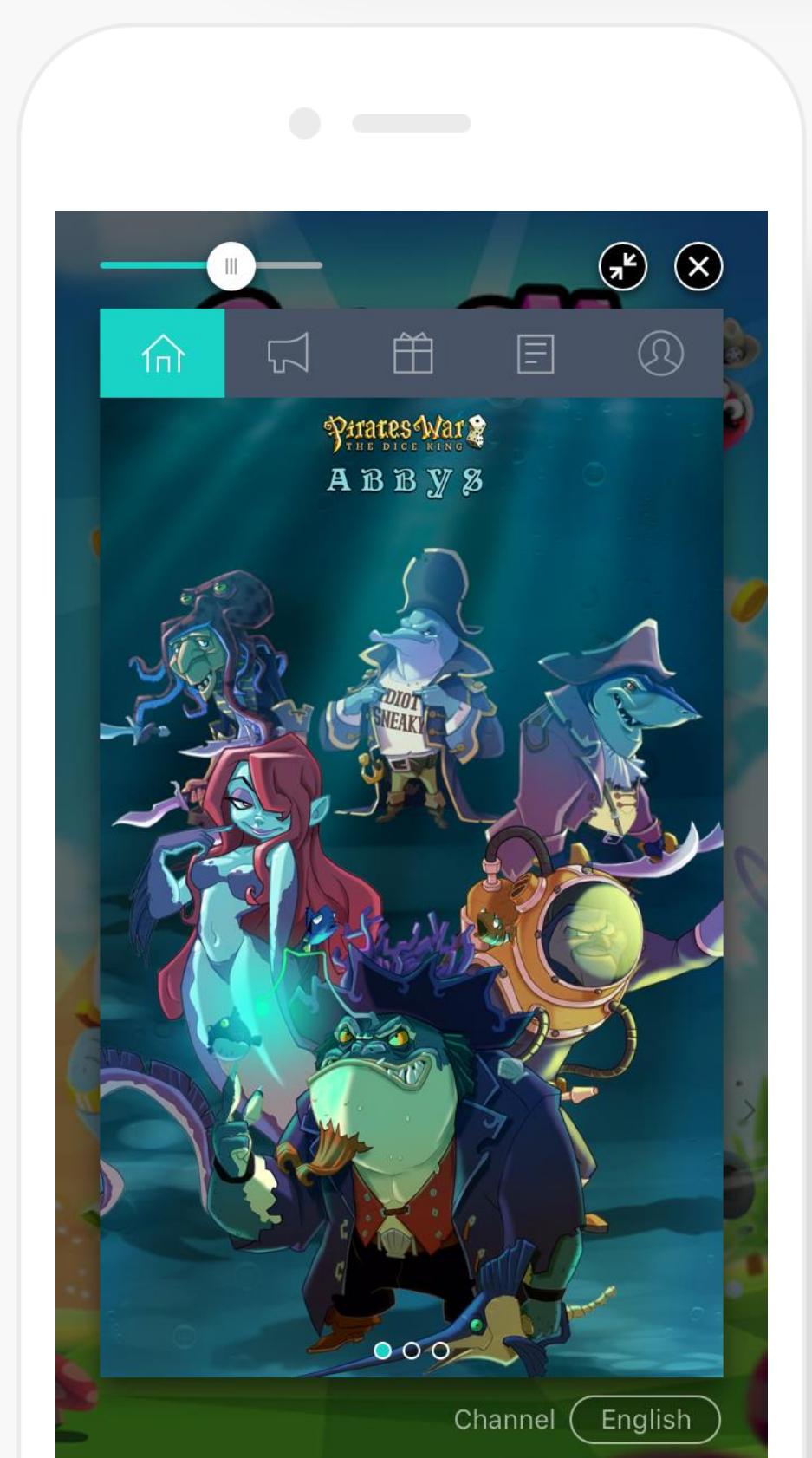
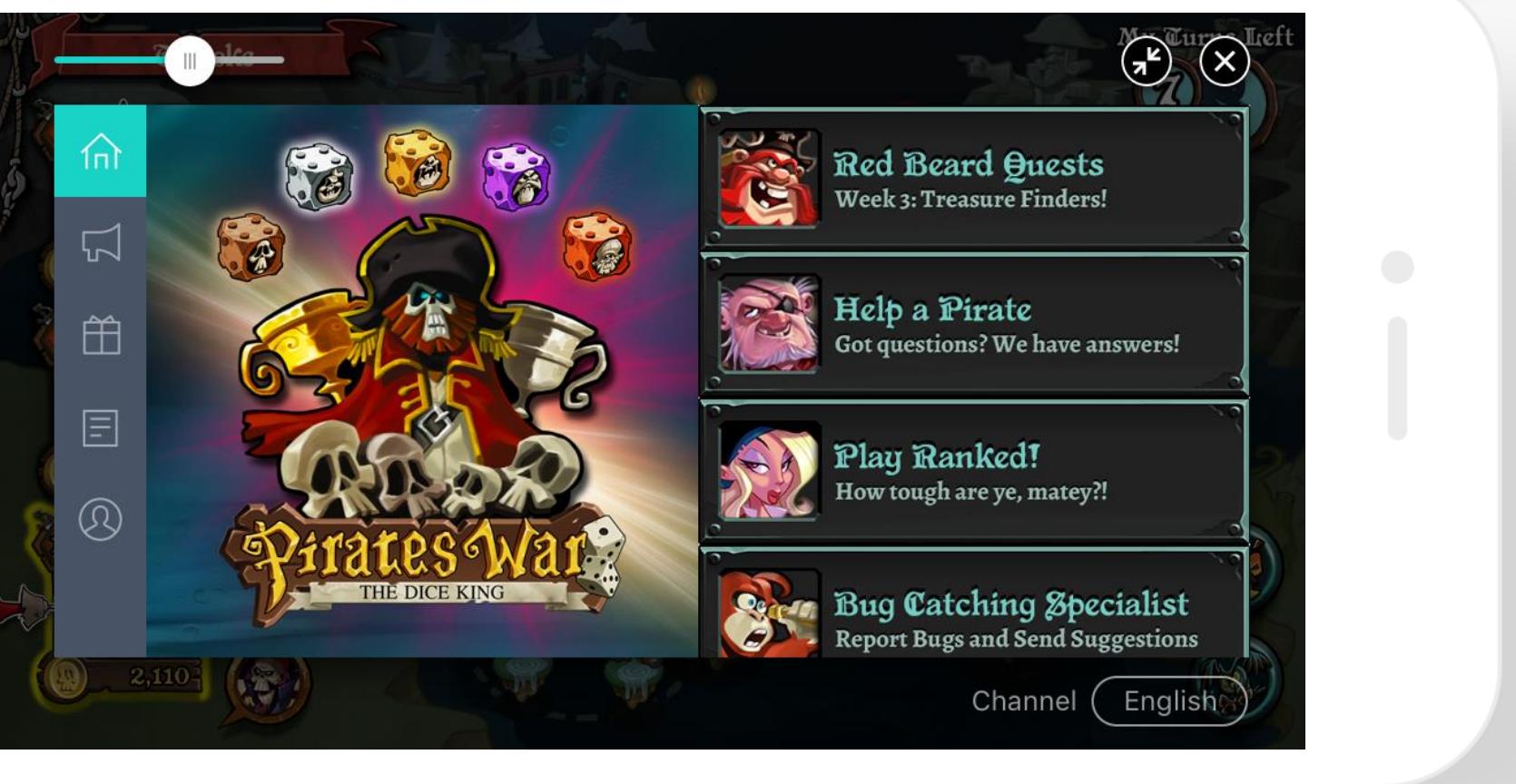
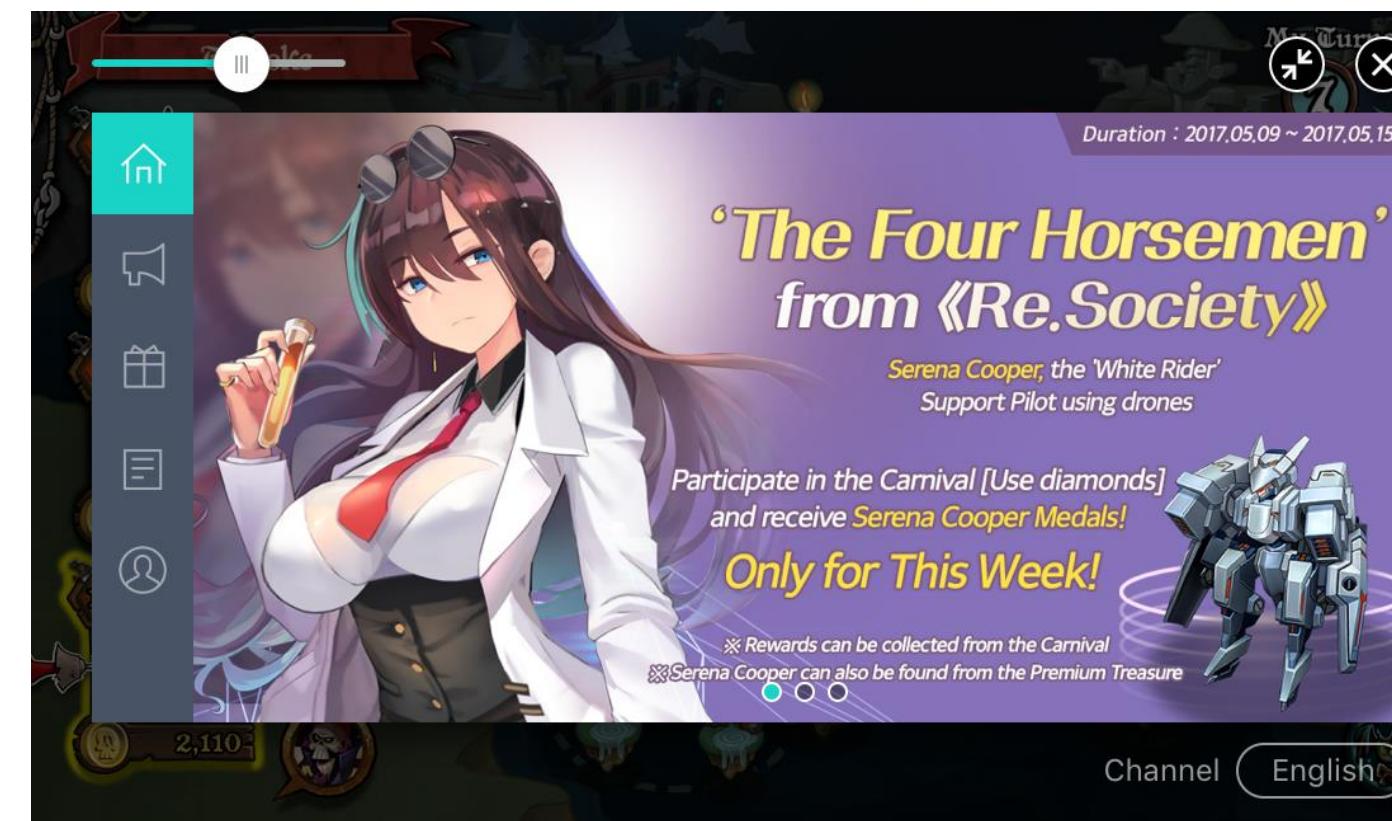
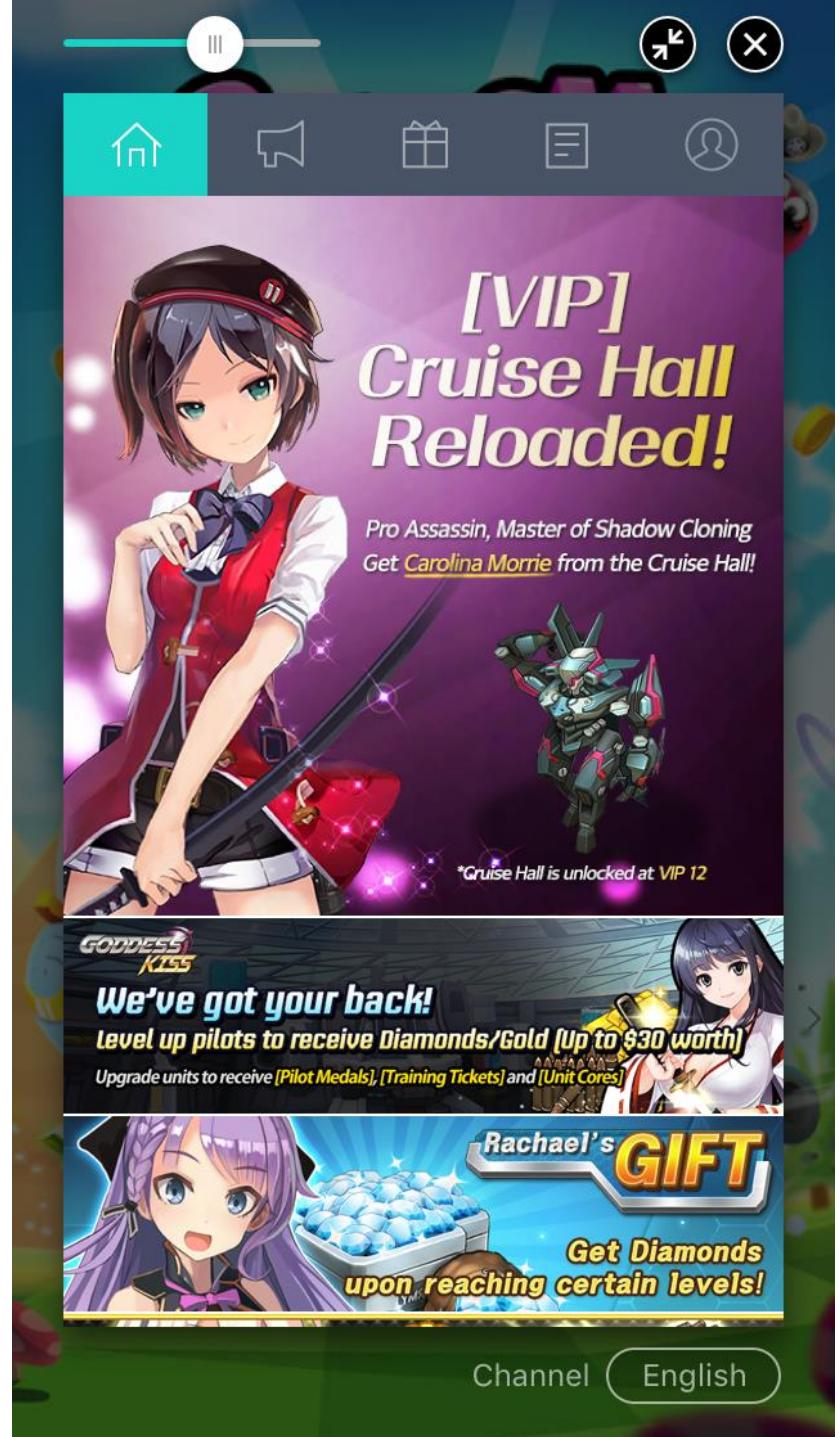


* On the Channel Management page, click Settings.

02 In Game Community

Home banner

- Allows you to add videos and images
- Shortcut to various content such as posts, videos, and app schemes
- Supports for full-view/spilt-view banners for games in portrait and landscape modes



* On the In-App Administration page, click Settings.

Transparency adjustment

Allows you to implement the transparency feature so that users can enjoy game and community at the same time.

10%



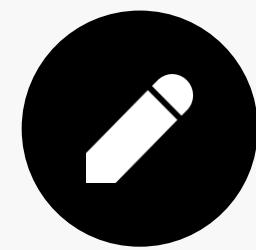
100%



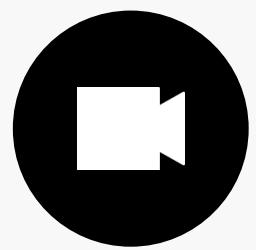
02 In Game Community

Widgets

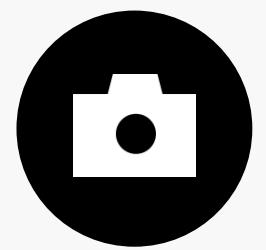
Always press the Floating button in the game Support for community use



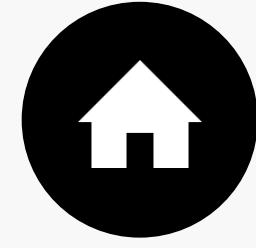
Post



Record



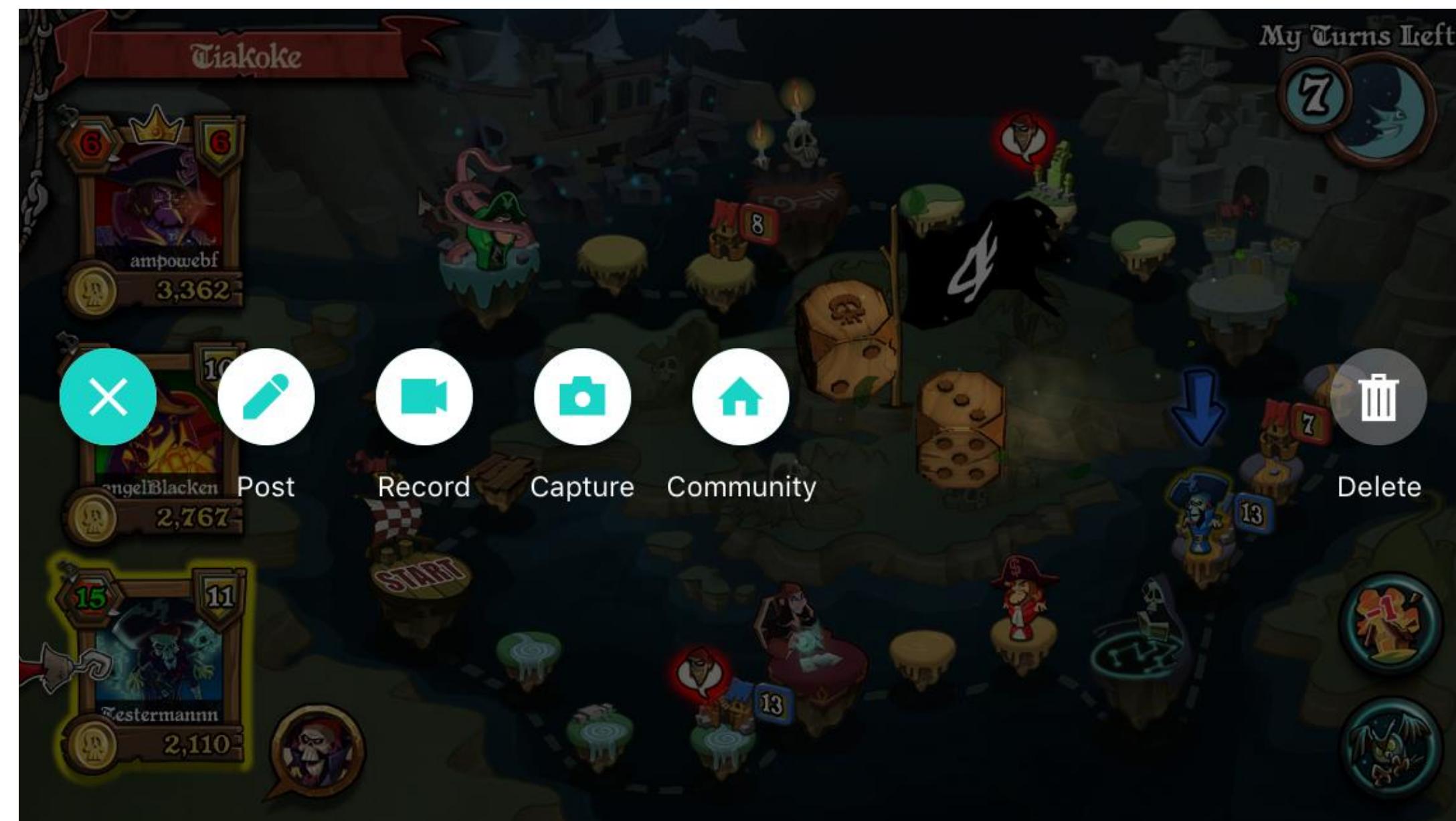
Capture



Community

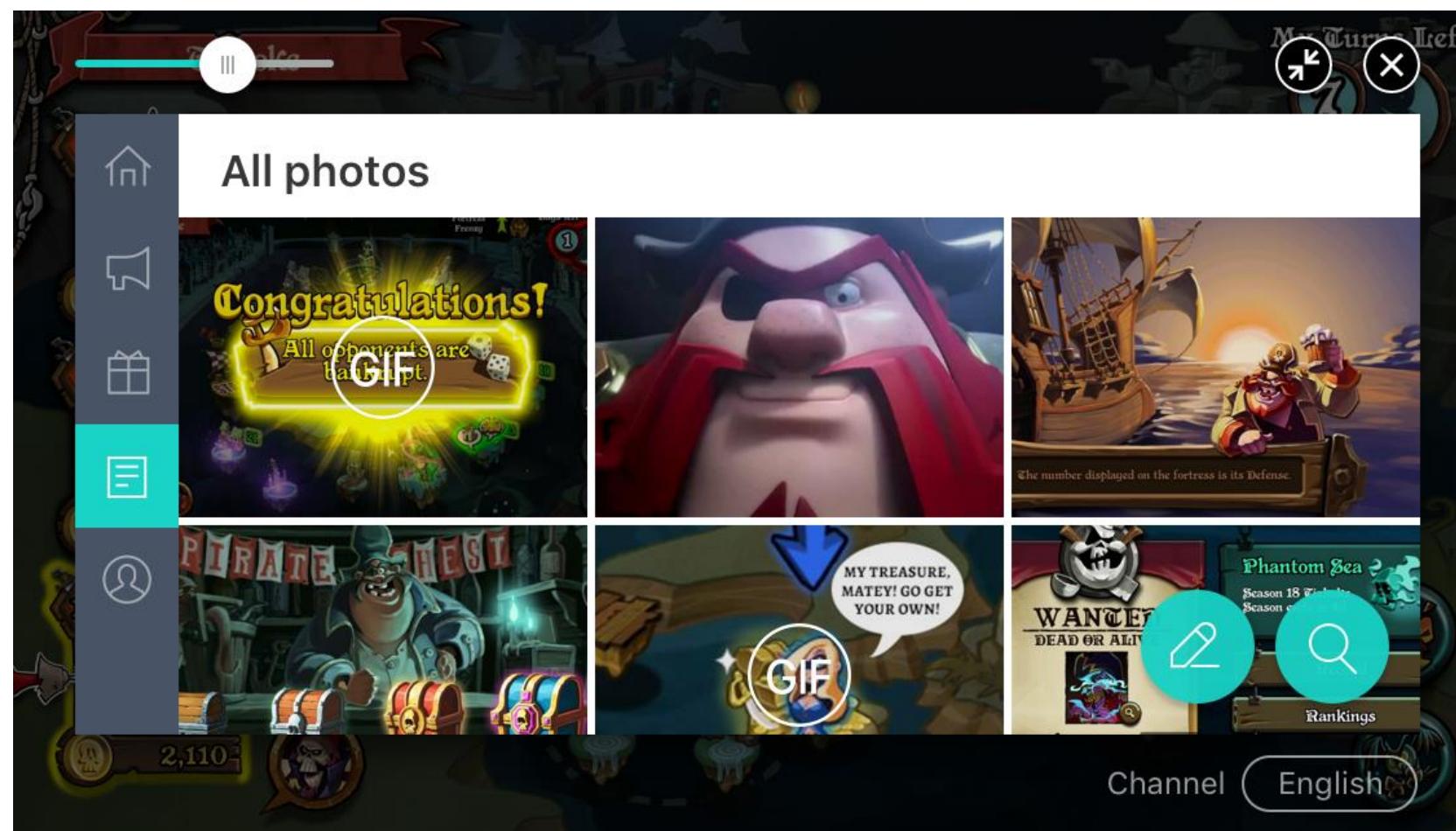


Delete

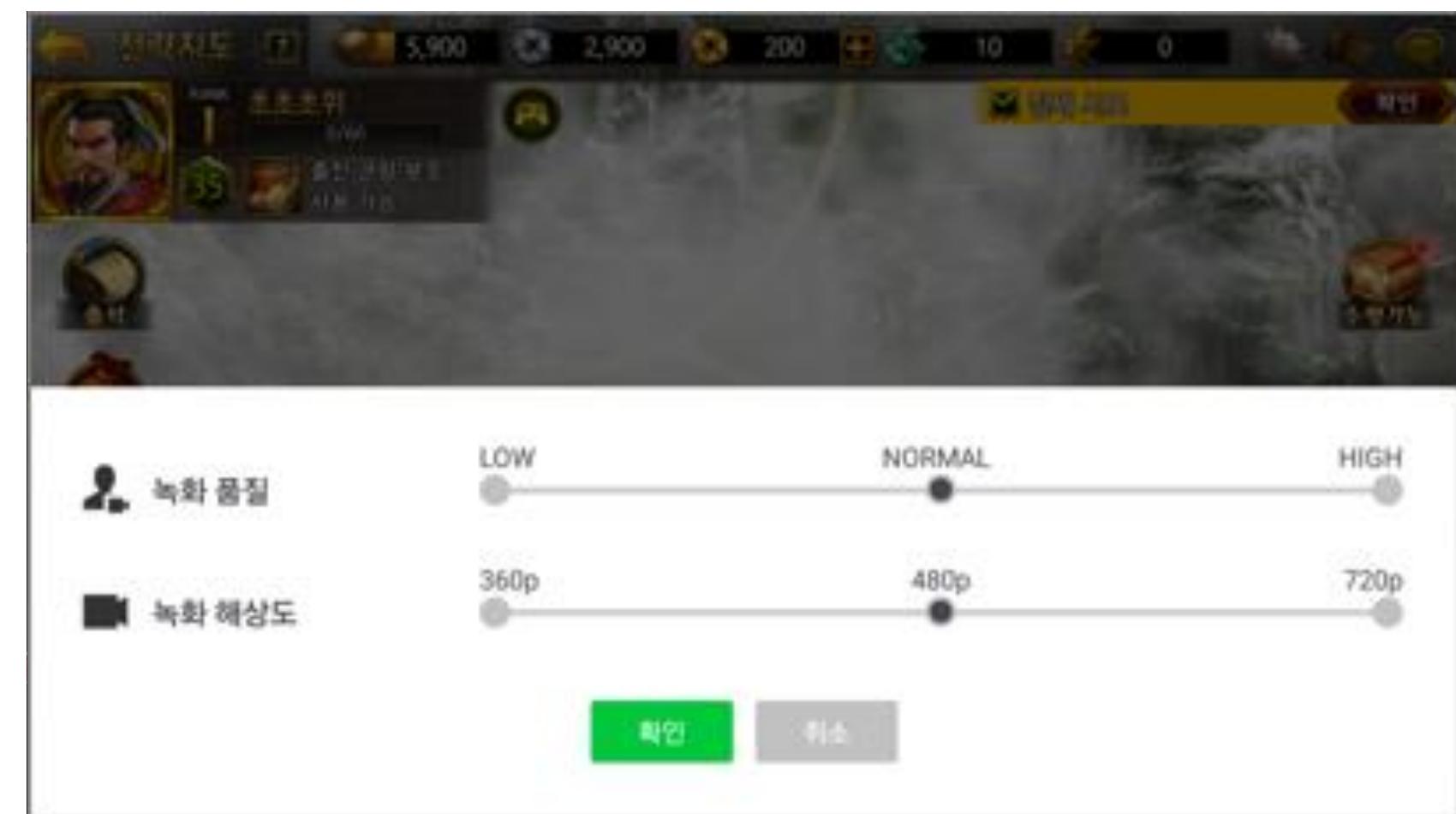


Screen Capture & Video Recording

- Users can take screenshots or record videos during the gameplay
- Video recording: Users can use the widget's "Record Video", which is implemented by using the built-in feature of the operating system, to record a video
- Screen capture: You can locate the "Capture Screen" button anywhere you want or use the widget's "Capture Screen" to provide this feature



Screen capture

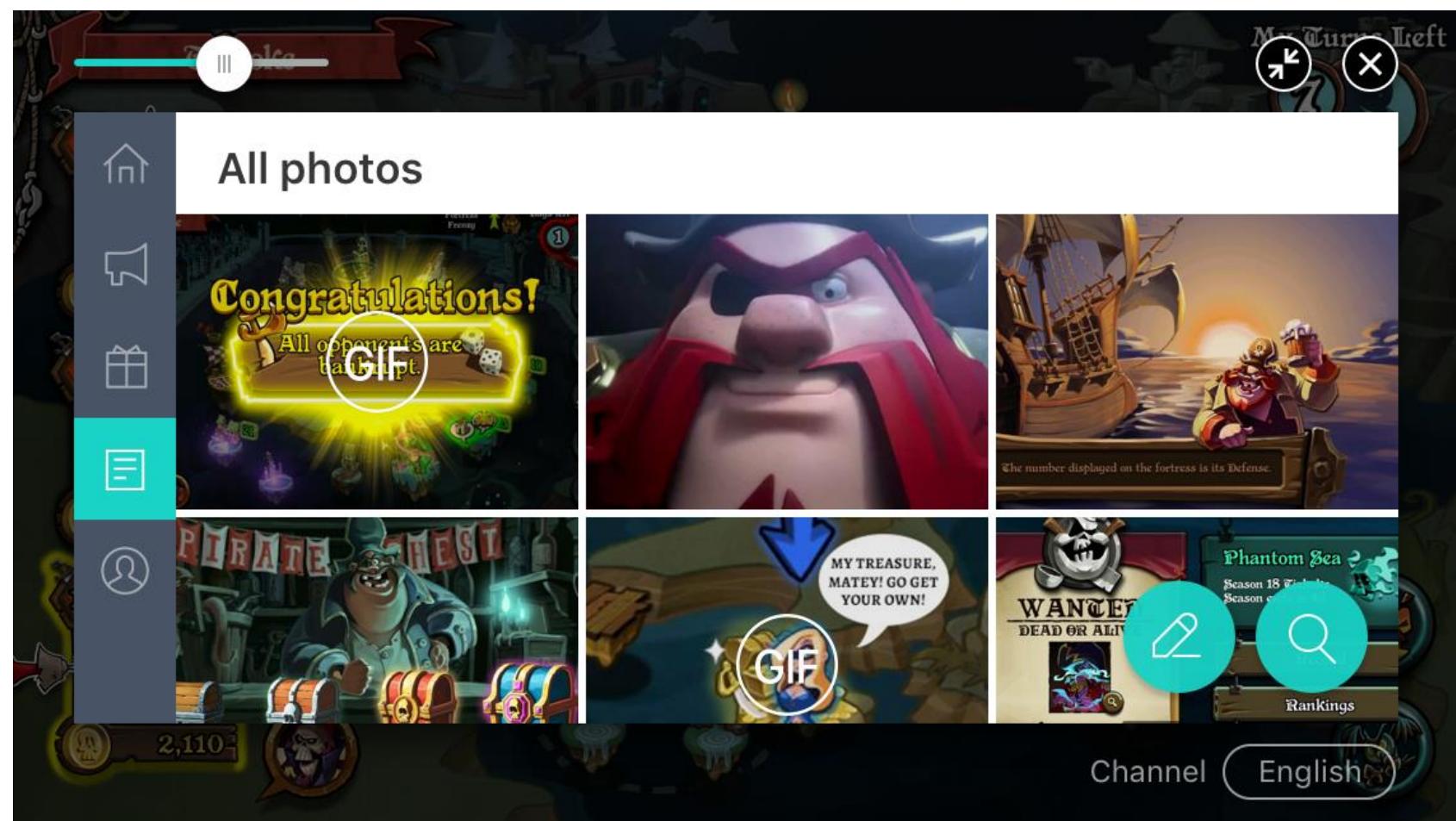


Record video

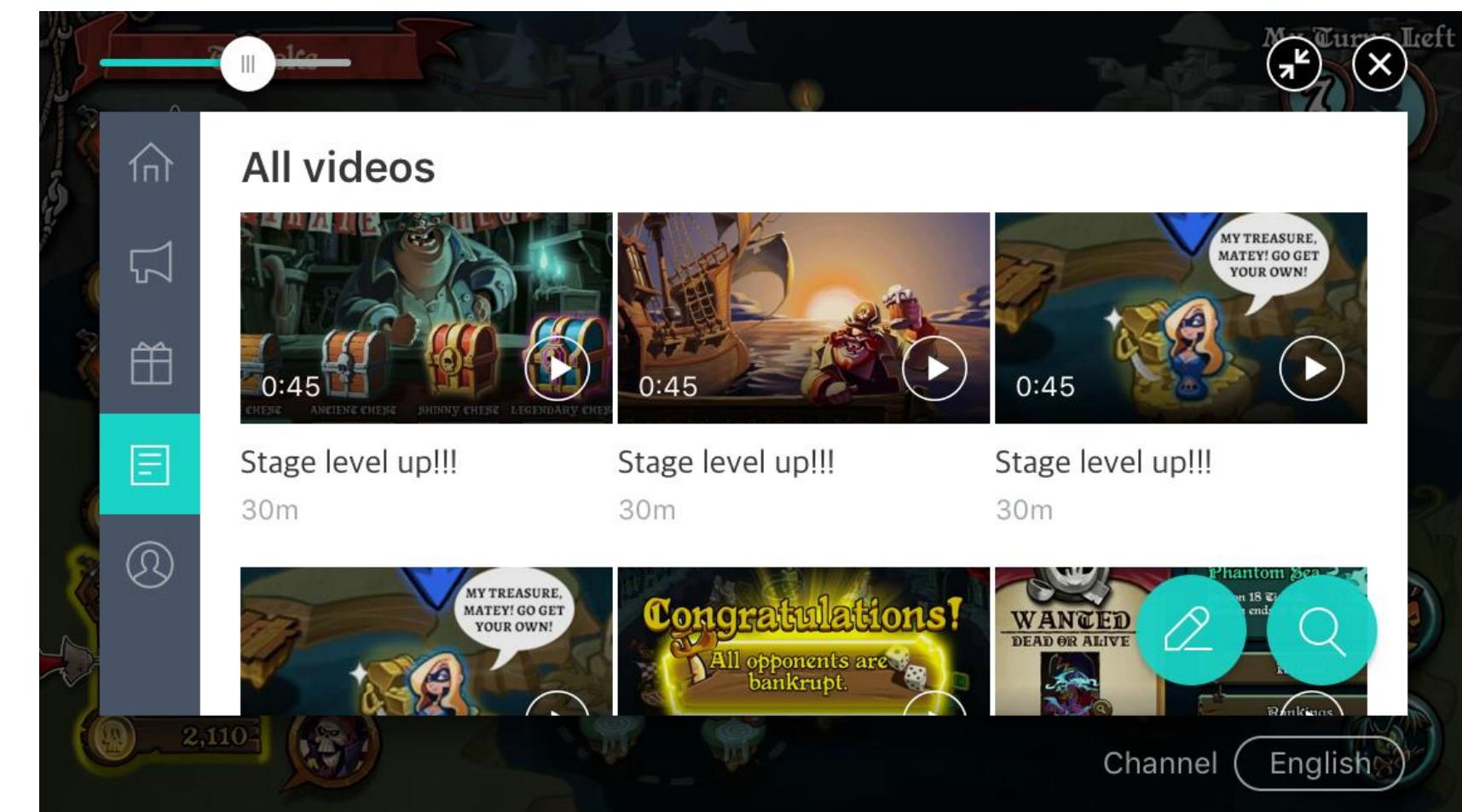
02 In Game Community

Show videos or images together

Provides forums that show videos or images included in posts together



See more images



Watch a video collection

Call Back API

Helps you hold game events conveniently

Automatically gives in-game items to users on a real-time basis when they sign up for the communities, or write posts or comments

Signup conversion rate has reached 40% during the event when using callback API upon launch

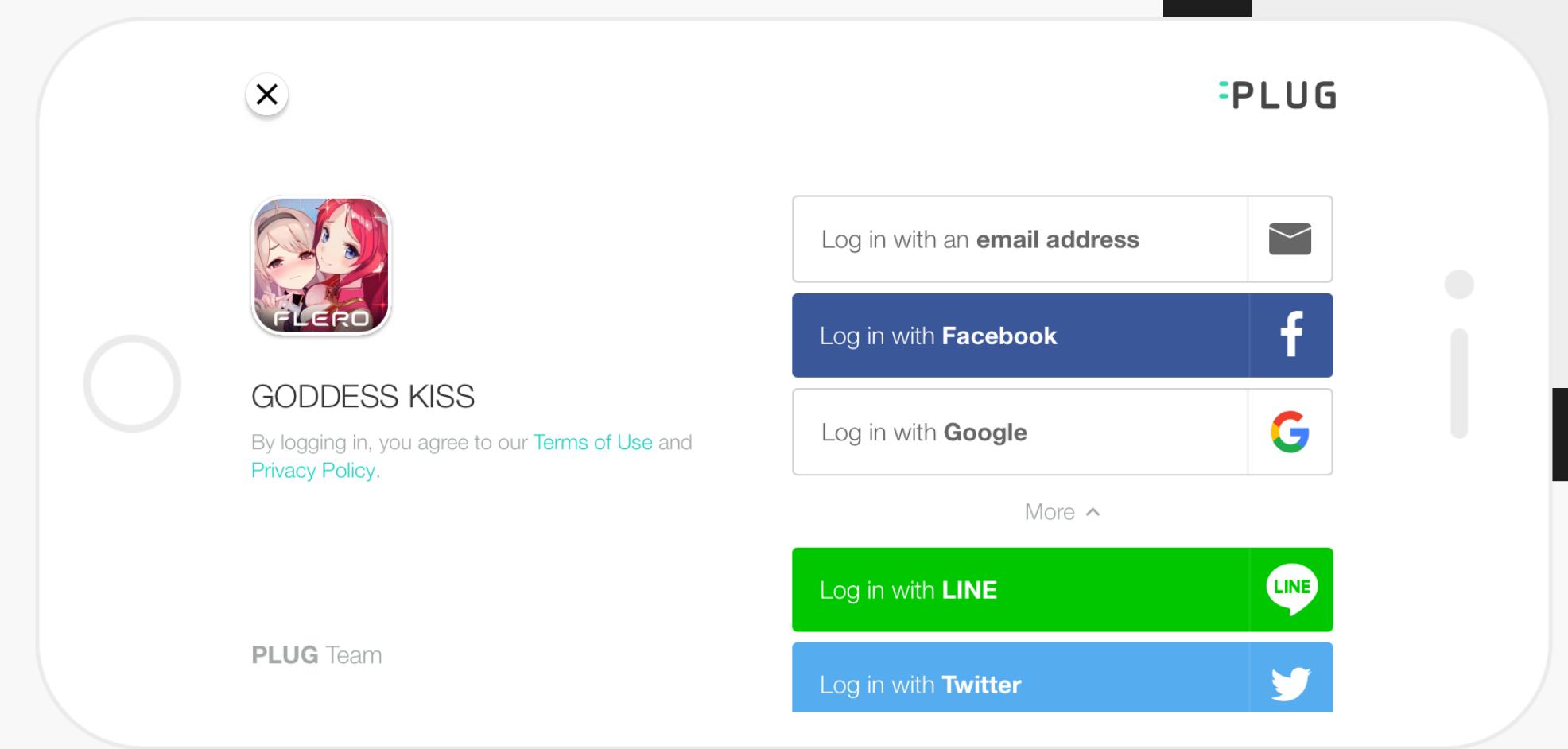


02 In Game Community

Social login & Easy signup

Provides one-click service enabling users to become the members of communities as soon as they sign up

Allows to select the default login media by channel



In app sign in

A screenshot of a web-based management interface titled "PLUG | GODDESS KISS > Channels Settings > CH. English". The top navigation bar includes "Channel Info", "Menus", "Content", "Members", "In-App Community Settings" (which is underlined), and "CH. English". Below the navigation is a header with "Home", "Menus", "Gamer ID", and "Log In". The main content area is titled "Set login method per channel" with a note: "* You can set the login method order for each channel." and "* Email log in is exposed at the top area." There are two numbered steps: "01. Select the login that will be displayed first" and "02. Complete". A section titled "Select Social Media Login" lists several options with checkboxes: "Log in with Facebook" (checked, blue "f" icon), "Log in with Google" (checked, green "G" icon), "Log in with LINE" (unchecked, green "LINE" icon), "Log in with Twitter" (unchecked, blue "Twitter" icon), "Log in with Weibo" (unchecked, red "Weibo" icon), and "Log in with NAVER" (unchecked, green "NAVER" icon). A "Next" button is located at the bottom right.

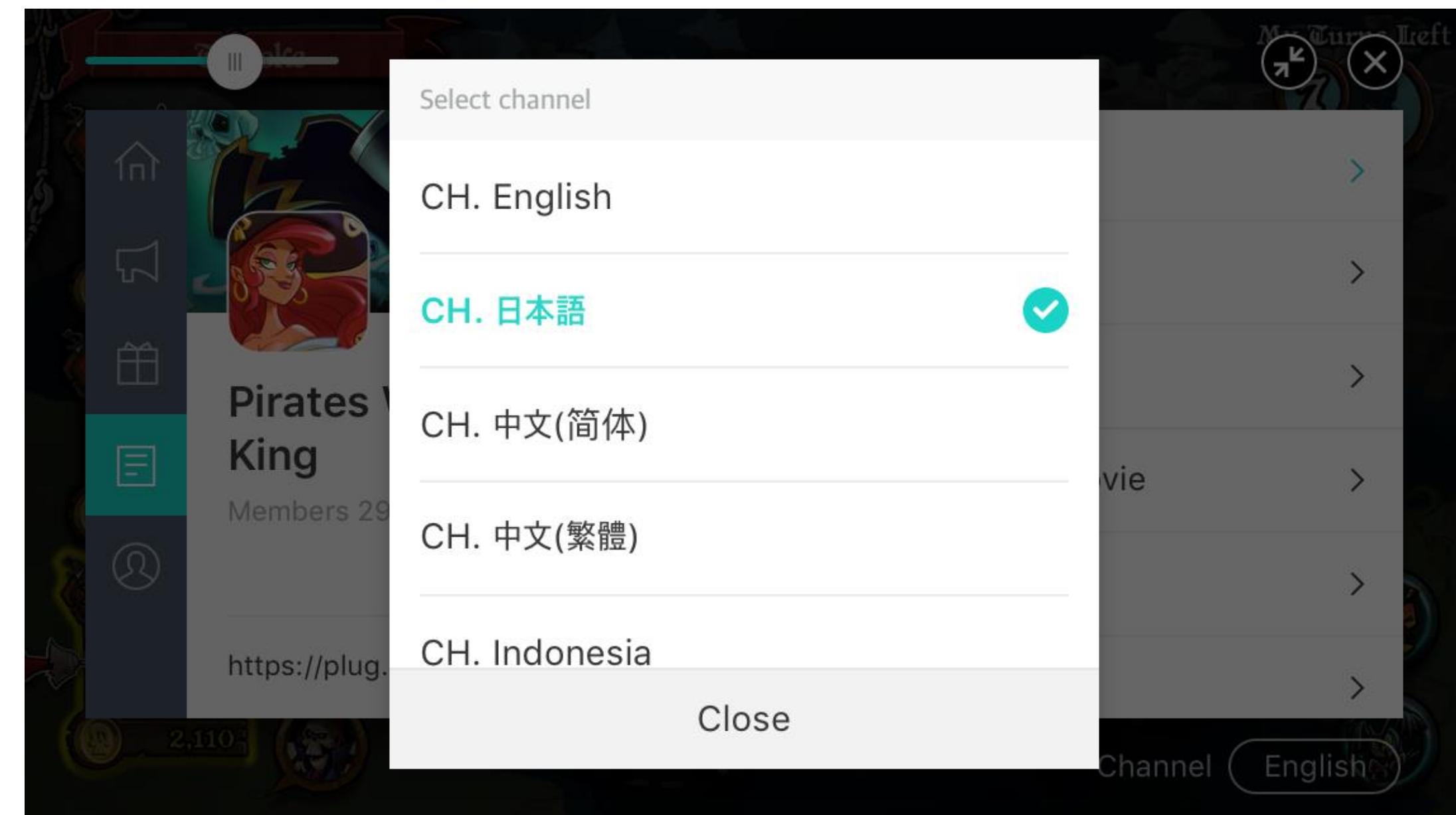
Manage social sign in

02 In Game Community

Change of language channels

Basically provides channels based on device's language setting, and allows users to simply change their languages

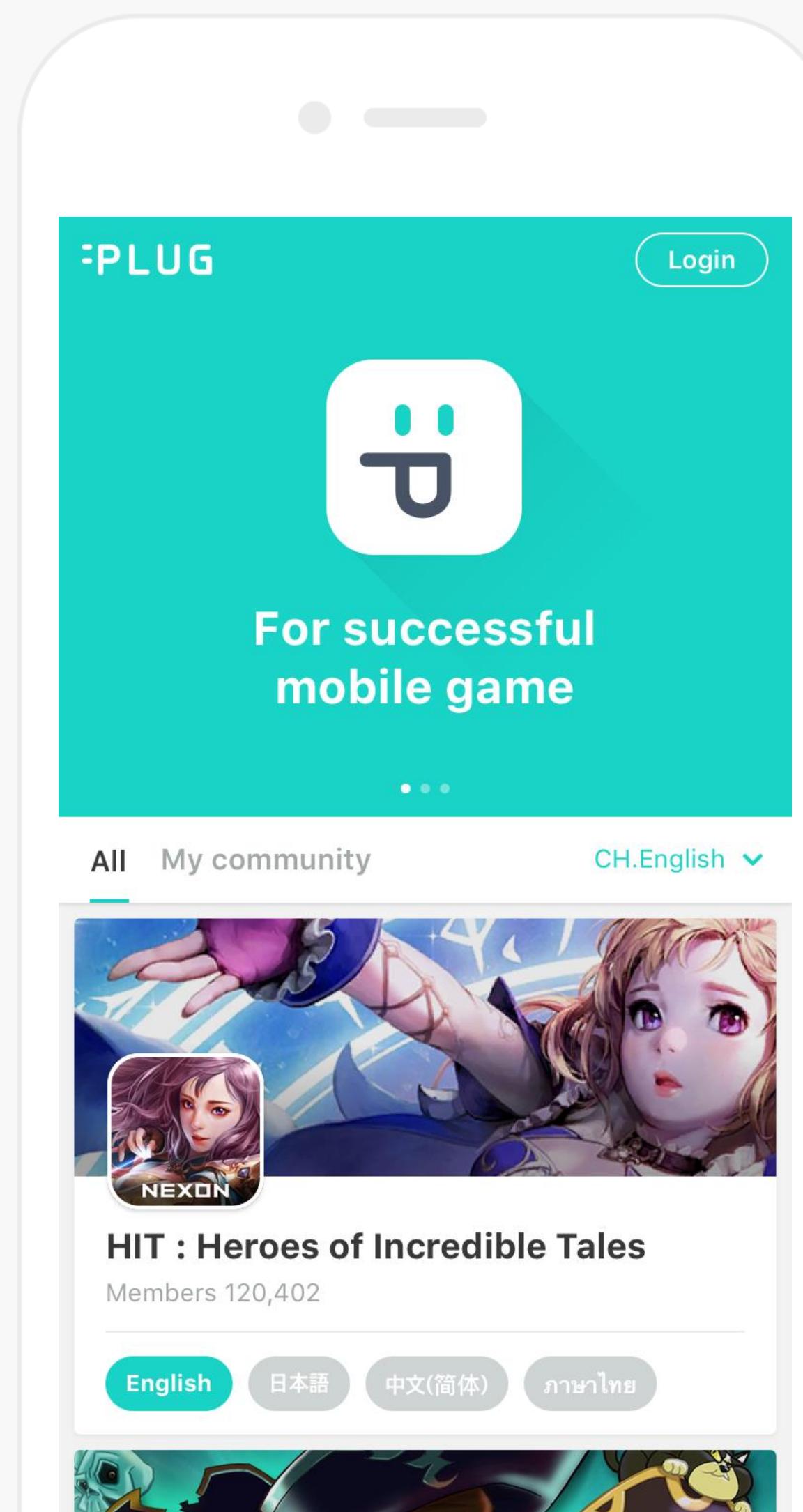
- Language change available in the Menus tab
- As the channel changes, so does its content



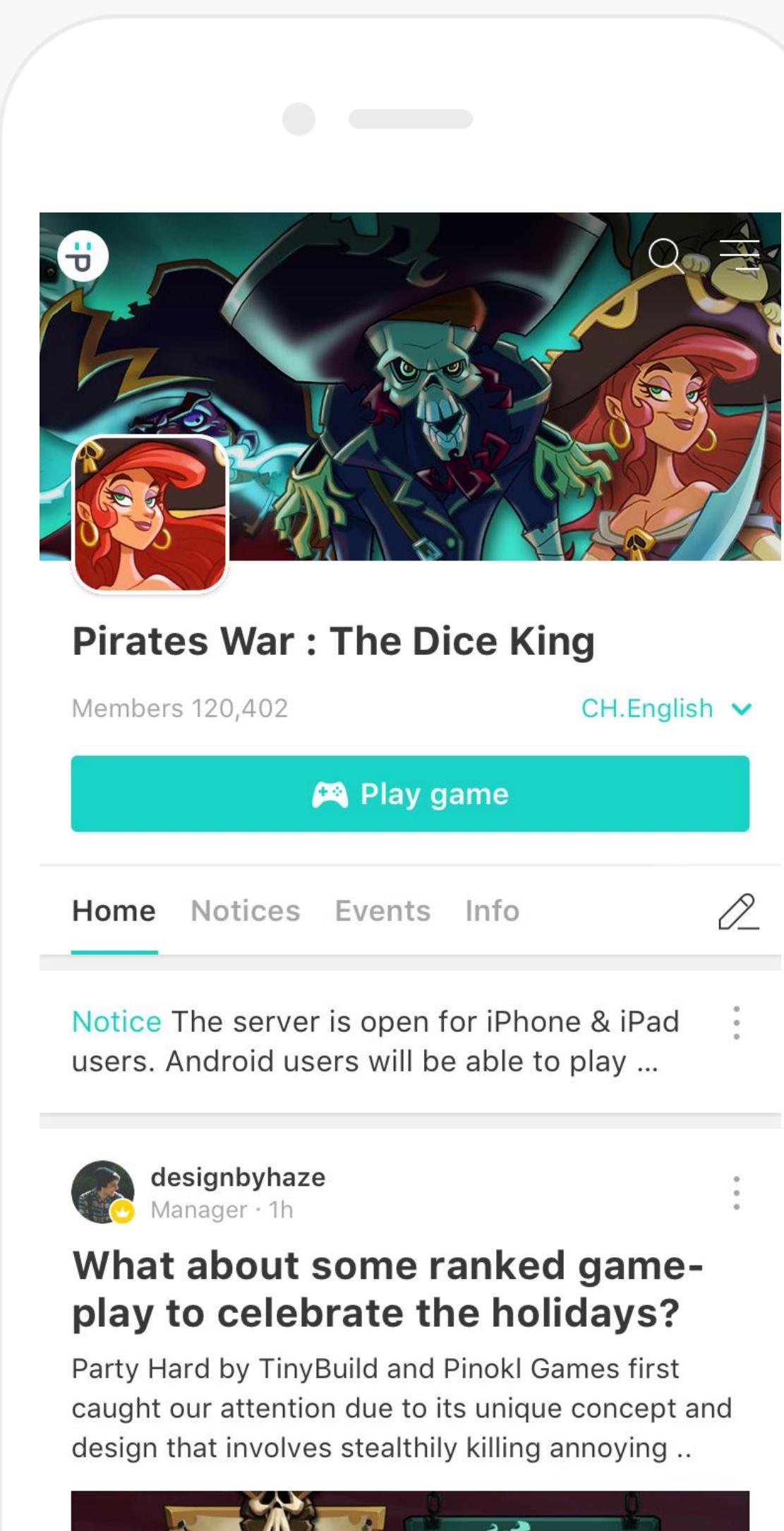
PLUG Web

03 PLUG Web

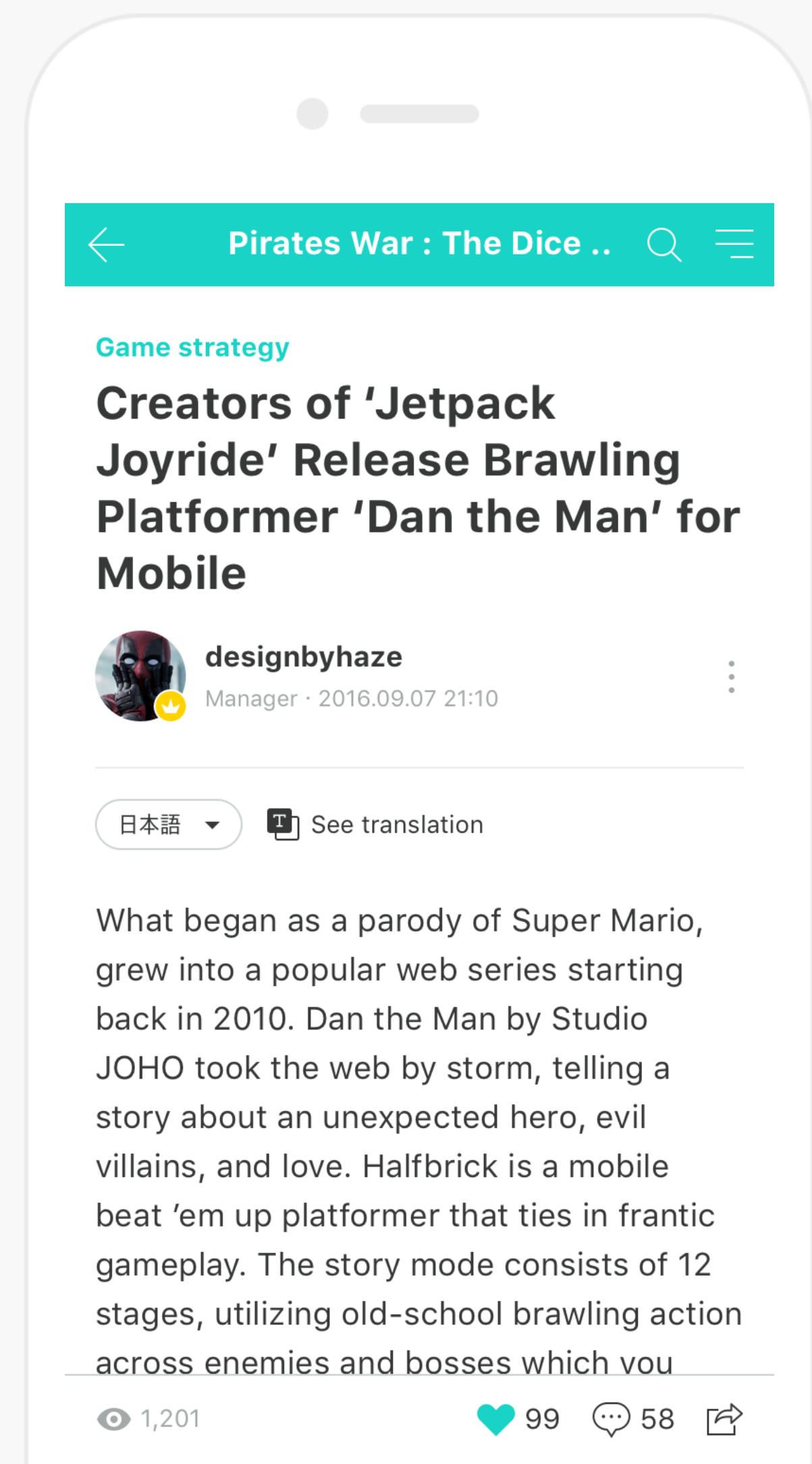
PLUG Home



Game Home by Channel



View Posts

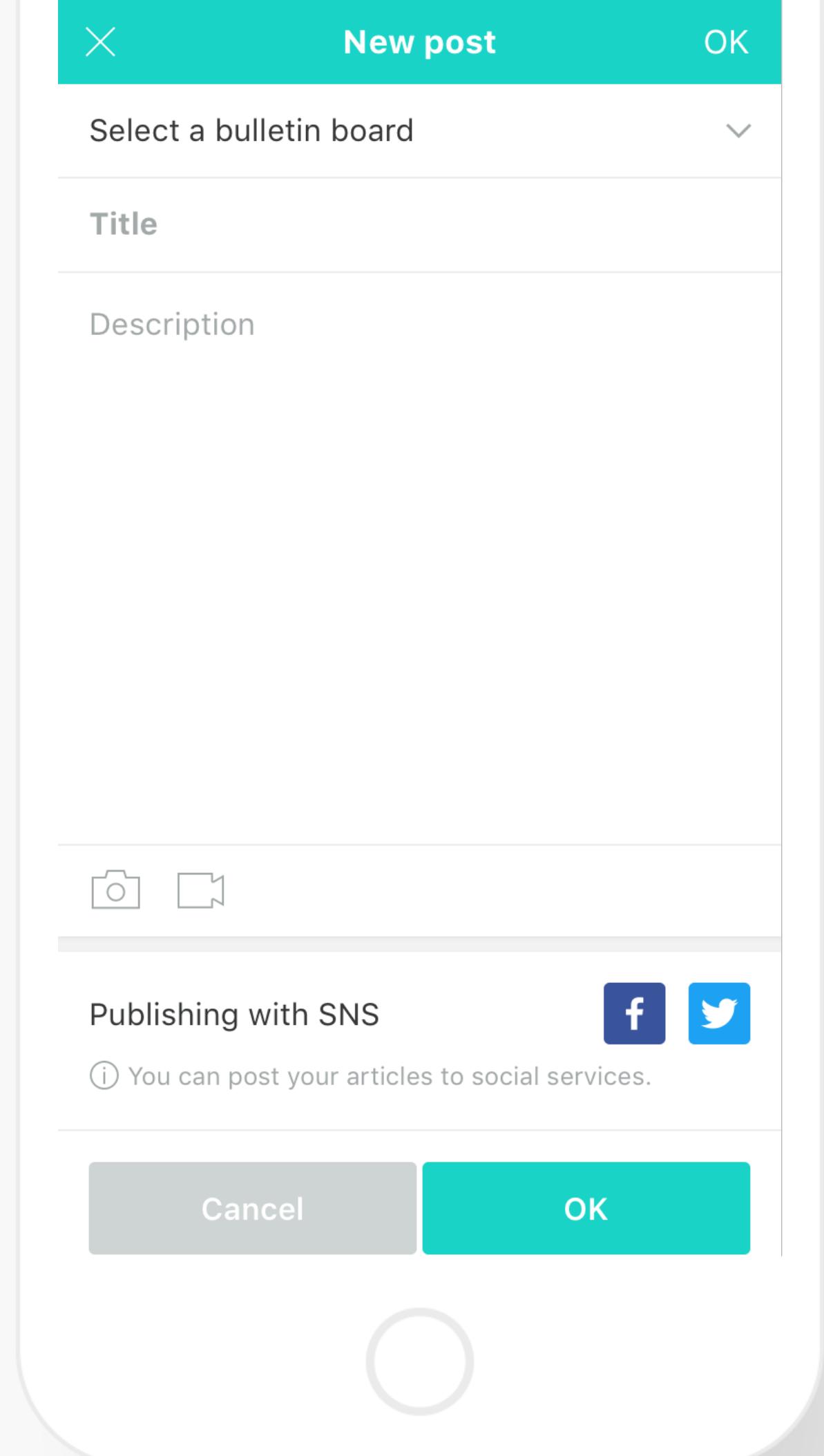


03 PLUG Web

Share

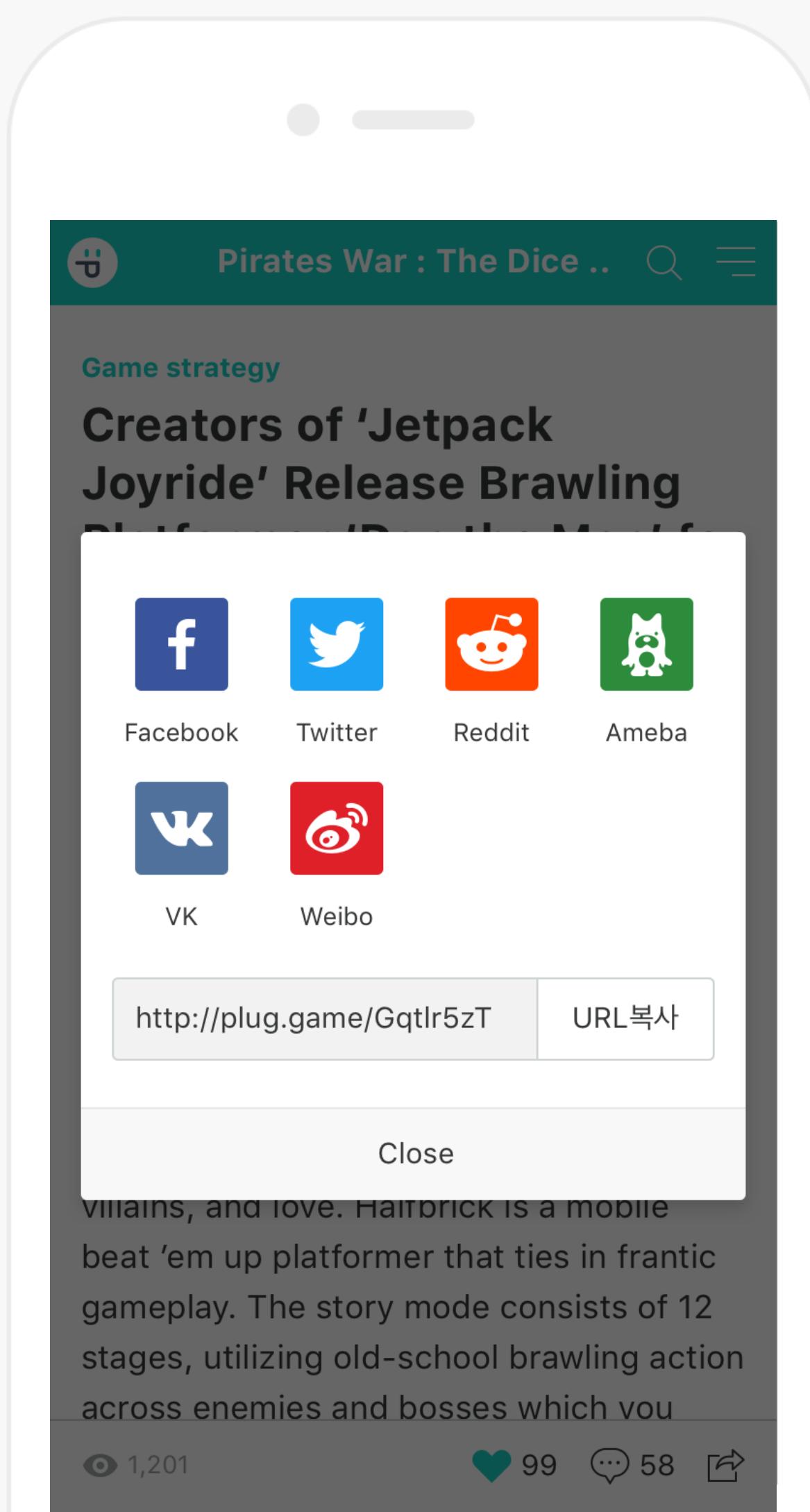
At the time of posting, you can post to the desired SNS account at the same time

Provides multi publishing function to upload. In addition, the created posts are Facebook and Twitter Various social services such as Reddit, Ameba, VK, Weibo You can share.



SNS Sharing

How to Share



03 PLUG Web

Translation

Any post in any language

You can translate it. (13 languages supported)

It also supports the ability to translate
comments and replies.

Game strategy

Creators of 'Jetpack Joyride' Release Brawling Platformer 'Dan the Man' for Mobile

 **designbyhaze**
Manager · 2016.09.07 21:10

⋮

日本語  See translation

| | |
|---|-------------|
| 한국어 | English(US) |
| 中文(简体) | 中文(繁體) |
| 日本語  | ภาษาไทย |
| Bahasa Indonesia | Tiếng Việt |
| Español | Português |
| Русский | Deutsch |
| हिन्दी | |

Post Translation

Translate Comments

Comment 15 

 Language settings to translate 

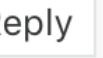
designbyhaze 5 days ago

Supercell's Clash Royale has been out and in "testing" in places like Canada and New Zealand since January. [Translate](#)



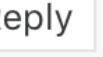
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designbyhaze 5 days ago

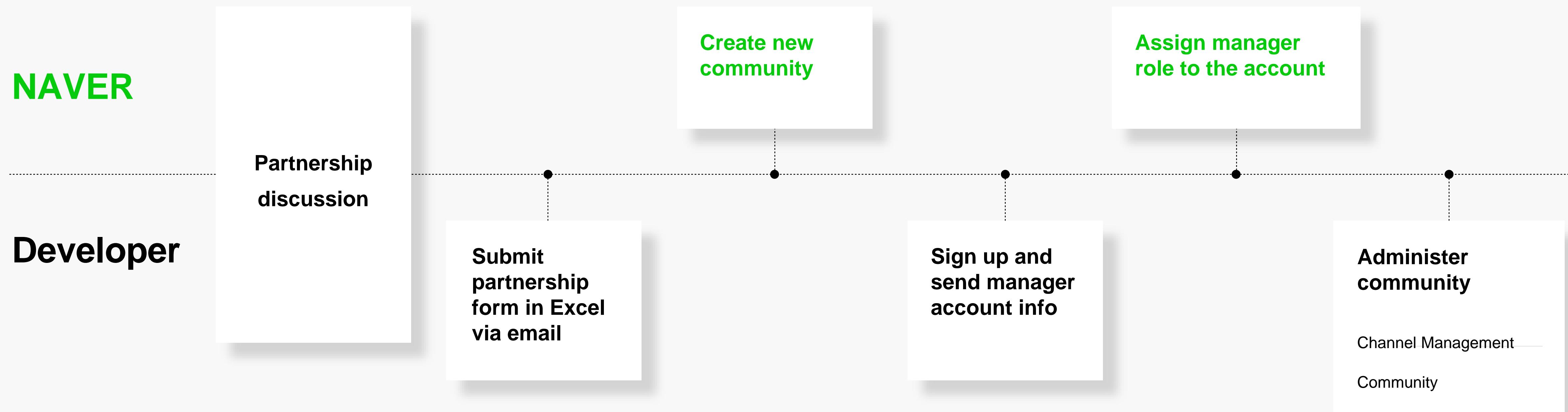
Supercell's Clash Royale has been out and in "testing" in places like Canada and New Zealand since January. [Translate](#)



designbyhaze 5 days ago

Operation Guide

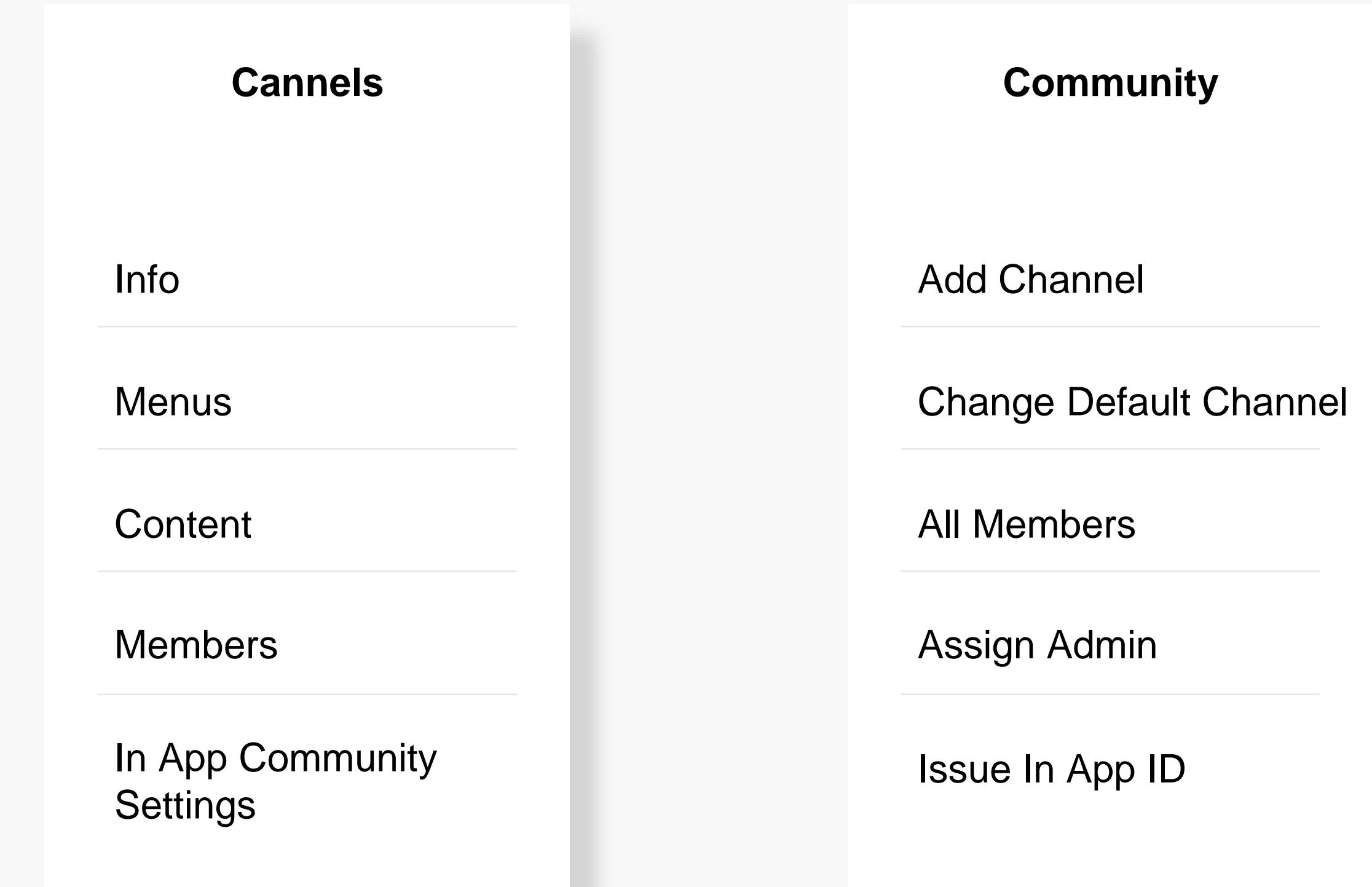
Process of PLUG Partnership and Community Creation



Administration page Menu structure

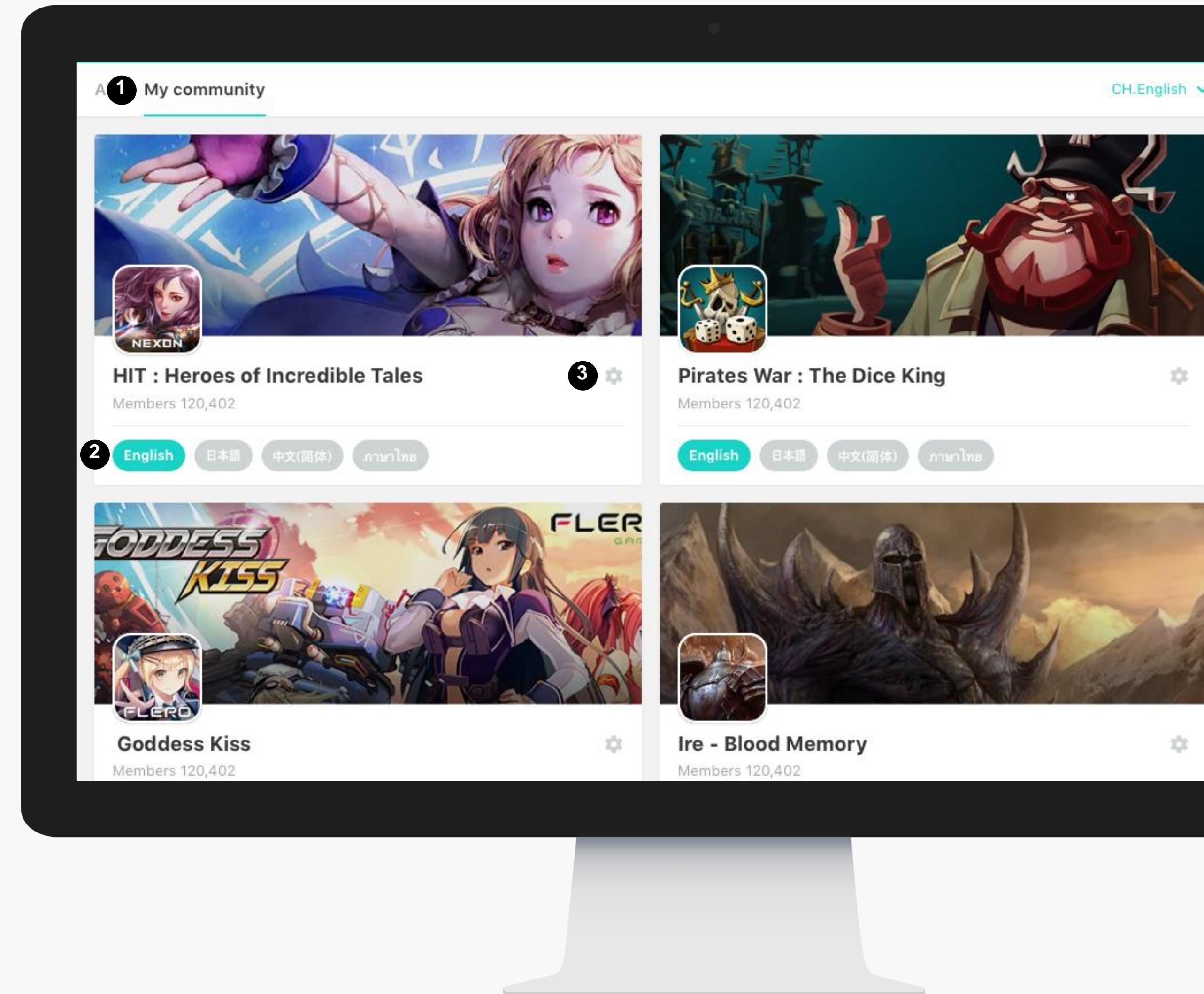
Easily manage in-app and web communities through managed pages You can do it more You can operate it.

Operation



My Community

- ① List of my communities
- ② Language buttons supported in the community
Clicking the button directs to the corresponding channel
- ③ Clicking the Settings menu directs to the administration area of Channels and Communities



[Index] My Communities

Channel

① GNB: Settings (Channels, Communities)

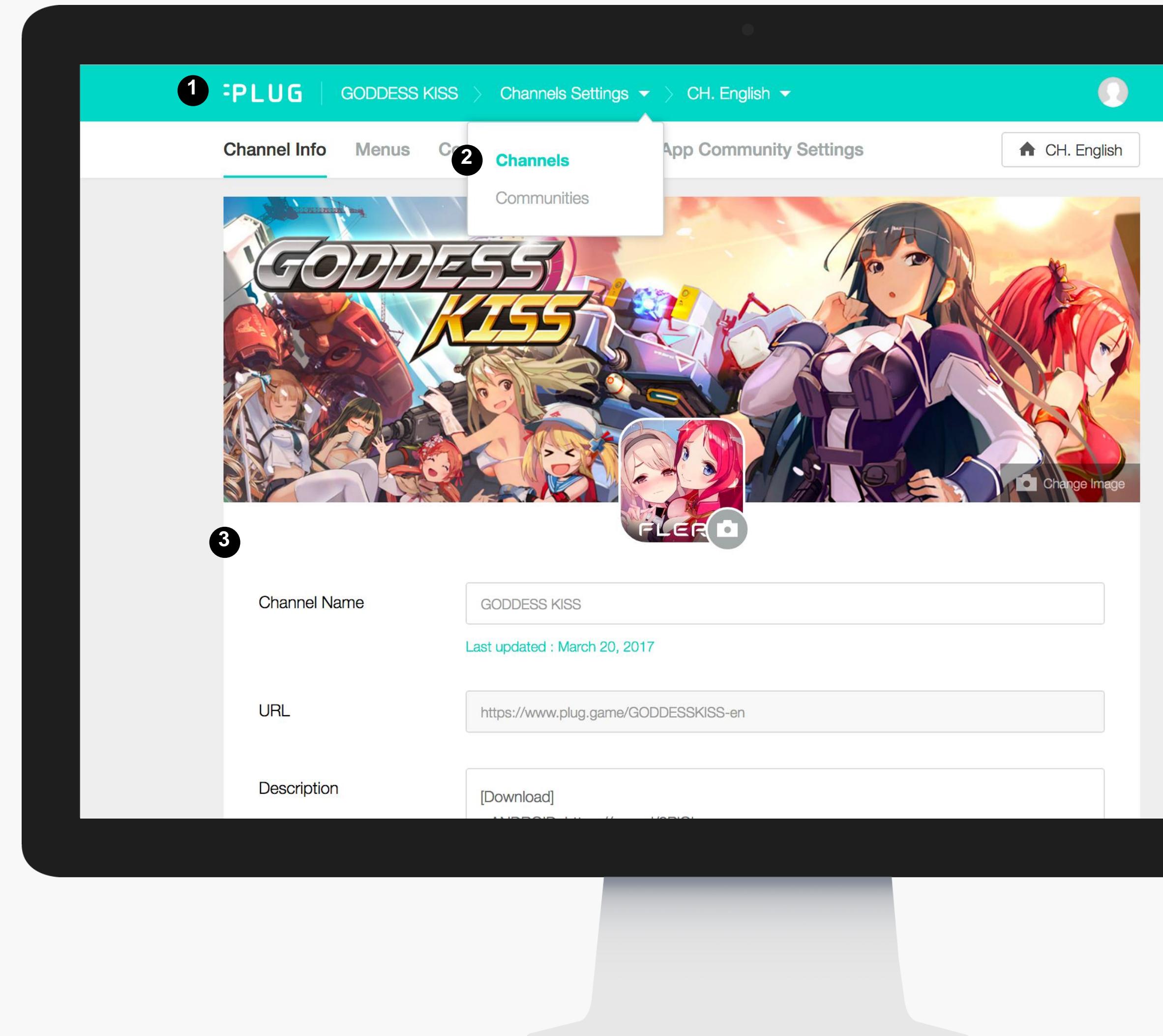
- My communities: List of my communities (available for all members)
- Settings
- Channels: Administration area of specific language channels
(available for managers and staffs of each channel)
- Communities: Administration area of the community (available for managers only)

② Channels

- Administration area of the current channel

③ Channel information

- Consists of cover image, icon, channel name, creation date, and description
- The cover image and icon here are also shown on the in app community



[Channel] Manage channels

Channel info

① Cover image and icon uploaded upon channel creation (editable)

- Info area by channel; appears on in-app community
- Cover image: 528x176 pixels
- Icon: 120x120 pixels

② Channel name (unique, editable)

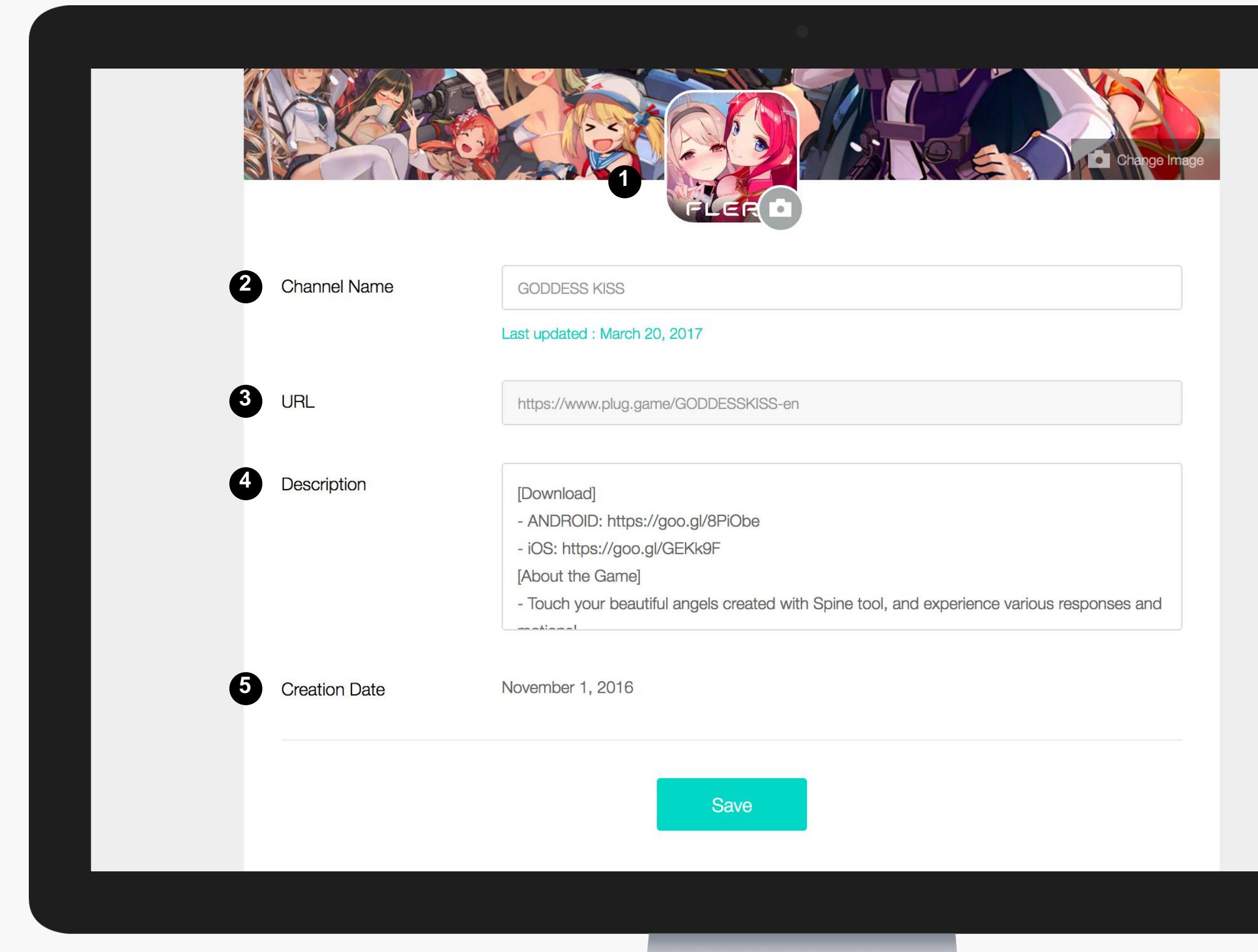
③ URL (unique, editable)

- “channel URL” + “-” + “language code”

④ Channel description (up to 500 characters in case of Korean)

- Info area by channel; appears on in app community

⑤ Creation date: The date on which the channel is created



04 Operation Guide - Channel

Menus

Move, add, and delete menus

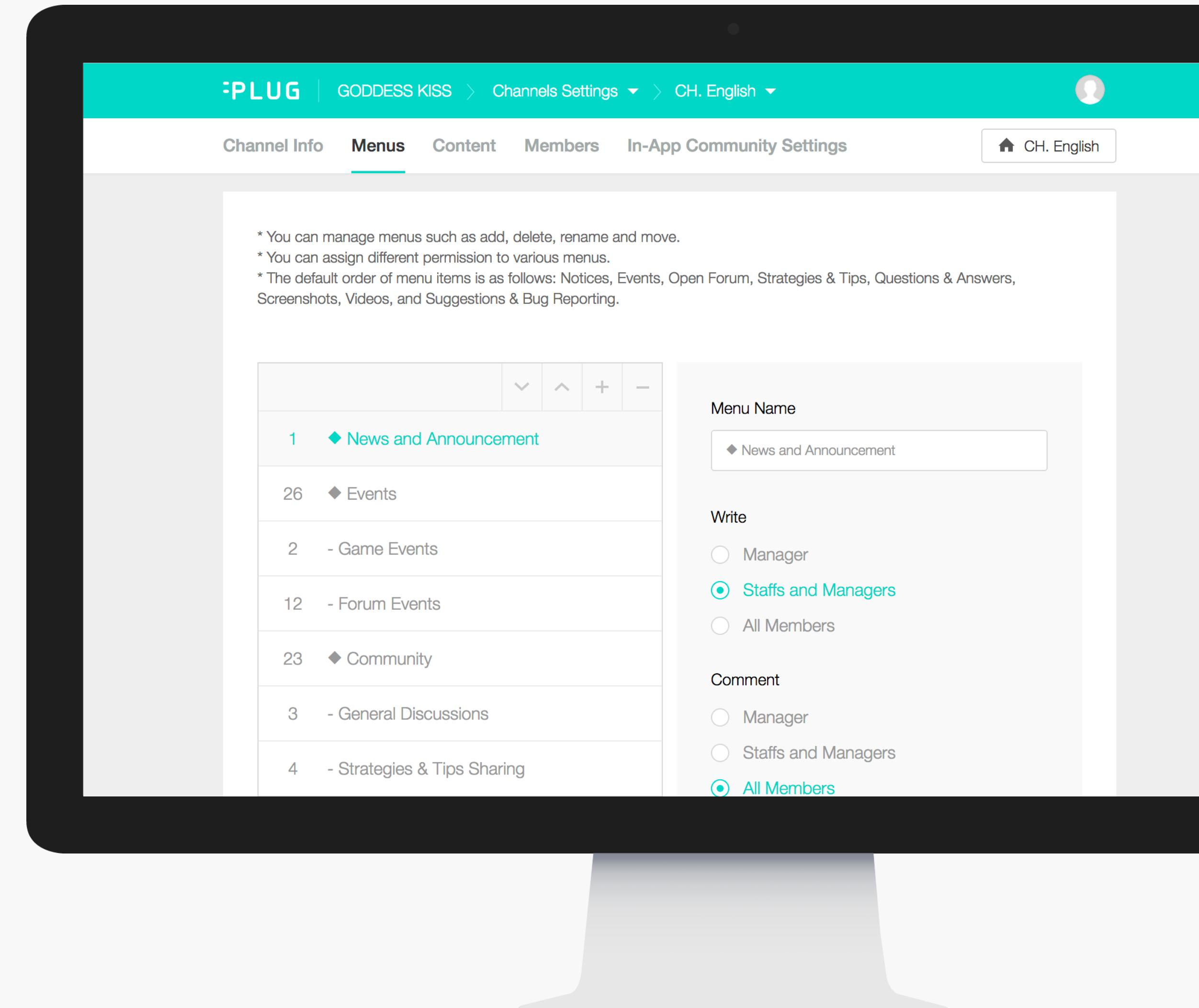
Default menus provided for each language upon creating or adding a new channel

Total of 8 menus (Notices, Events, Open Forum, Strategies & Tips, Questions & Answers, Screenshots, Videos, and Suggestions & Bug Reporting)

Edit menu name

Grant permissions

- managers/staffs and managers/all members



[Channel] Menu management

Posts

① Select added or deleted posts and selects comments

② Delete a selected post

③ Shows posts by forum

④ Shows post information

checkbox (selectable), subject, part of body content, author ID, forum, etc.

The screenshot shows the 'Content' tab selected in the top navigation bar of the i-PLUG app. The main area displays a list of posts. At the top, there are three tabs: 'Posts' (selected), 'Deleted Posts', and 'Comments'. Below these tabs are two dropdown menus: 'All menu' and 'View reported posts'. The post list includes columns for 'No.', 'Posts', 'Game ID', and 'Delete'. Each post entry shows a checkbox, the post number, the subject, a preview of the content, the author, the creation time, and the comment count. The first post is titled 'CONQUEST BATTLE' and discusses CB matchmaking. The second post is from 'Gib liu next time' and is a general message. The third post is from 'NEKOHENTAI' and is a bug report about campaign completion.

| No. | Posts | Game ID | Delete |
|------|---|---------|--------|
| 5230 | CONQUEST BATTLE How is the CB matchmaking decided? Our federation keeps on fighting federation that is not on our league... You Hoshizora · Ask the Community · 2 mins ago · 0 | | |
| 5229 | Gib liu next time thanks Alizabethe · Screenshots · yesterday 10:07 PM · 0 | | |
| 5228 | can't finish my campaign I cant 100 percent finish my campaign because my attacks always two star and can't get karen vergara. Fix it. NEKOHENTAI · Bug Report · yesterday 9:30 PM · 1 | | |

[Channel] Manage posts

Deleted Posts

① Restore one post at a time

The screenshot shows a mobile application interface for managing channel content. At the top, the navigation bar includes the channel name 'GODDESS KISS', 'Channels Settings', 'CH. English', and a user profile icon. Below the navigation is a horizontal menu with tabs: 'Channel Info', 'Menus', 'Content' (which is highlighted with a green underline), 'Members', and 'In-App Community Settings'. To the right of the menu is a button labeled 'CH. English'. The main content area is titled 'Deleted Posts'. Below the title is a table with the following data:

| No. | Posts | Game ID | Deleted | Restore Post |
|------|---|---------|---------------------|--------------|
| 5096 | 30%+ in 24hrs, Yep Empire Army wins this fight. Im not a VIP player, still i've been spamming guest account(800+ bullets/Acc) since past 4 days (lost count of how many... Othman Ezeq · - General Discussions · May 6, 2017 8:57 PM | | May 6, 2017 9:02 PM | 1 |
| 4740 | Приглашаю в федерацию "Rus" - 17 уровень, 1... Приглашаю в федерацию "Rus", самую топовую на 1 сервере. На данный момент наша федерация на 17 уровне... Максим Хохлов · - Federation · Apr 26, 2017 12:23 AM | | May 4, 2017 1:52 PM | |
| 4623 | Приглашаю в федерацию "Rus" - 16 уровень, 1 ... Приглашает в федерации "Русь", самый топовою на 1 сервере. На данный момент наша федерация на 16 уровне... Максим Хохлов · - Federation · Apr 22, 2017 1:44 PM | | May 4, 2017 1:52 PM | |

[Channel] Manage deleted posts

Comments

① Delete selected comments

② Shows comment information

checkbox (selectable), subject, text written, author ID, number of replies, etc.

③ Shows replies to the comment

| No. | Comment | Game ID | Published | Reply | Delete |
|-------|--|---------------|------------------|-------|--------|
| 83008 | ENA's buff doesn't stack? not sure because they are basically the same, bu t they did give them (slightly) different stats, so ... Dandelion · 2017.05.12 08:19 | Dandelion | 2017.05.12 08:19 | 0 | |
| 83007 | ENA's buff doesn't stack? basically its the same unit Alexis Factor · 2017.05.12 08:13 | Alexis Factor | 2017.05.12 08:13 | 0 | |
| 82993 | she attack higher than other support ^o^ Gman always handsome Andre · 2017.05.12 07:42 | Andre | 2017.05.12 07:42 | 0 | |

Members

Shows lists of all members (“members”+“staffs”+“managers”)

① Sort by member group

managers/staffs/members

② Search members

③ Block

Makes a specific member inactive

④ Unblock

Makes an inactive member active

| Member Name | Status | Join Date | Action |
|------------------|-------------------|-------------|---------|
| Goan Angel Burex | Member | 2017.05.12. | Block |
| Ruben Nieves | Member | 2017.05.11. | Block |
| John Black | Member | 2017.05.11. | Block |
| Chang-hoon Yang | Staff English 日本語 | 2016.10.11. | Unblock |
| 2212361 | Member | 2017.05.11. | Block |
| Andrey Senkin | Member | 2017.05.11. | Block |

[Channel] Manage members

04 Operation Guide - Channel > In App Community

Home

Administration area of content appearing
on in-app community home page

① Select between Edit Home and Edit Banner

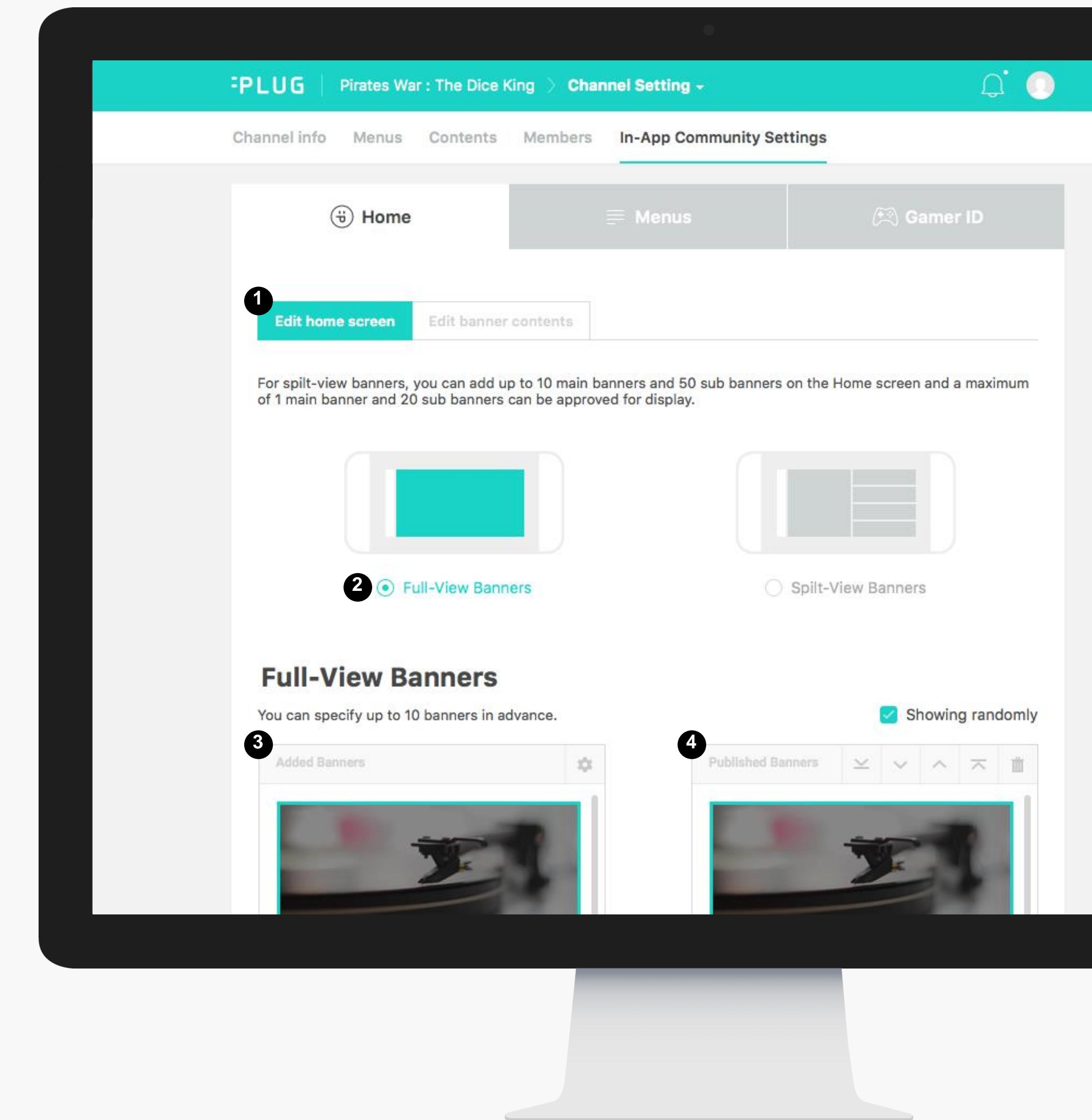
② Select a banner type (full-view or spilt-view)

Supported types may differ based on screen orientation

③ Shows a list of banners which has been added the Edit Banner area

④ Shows a list of banners which are appearing

(or scheduled to appear) on the in-app community



[Channel] Manage In App Home

04 Operation Guide - Channel > In App Community

Home

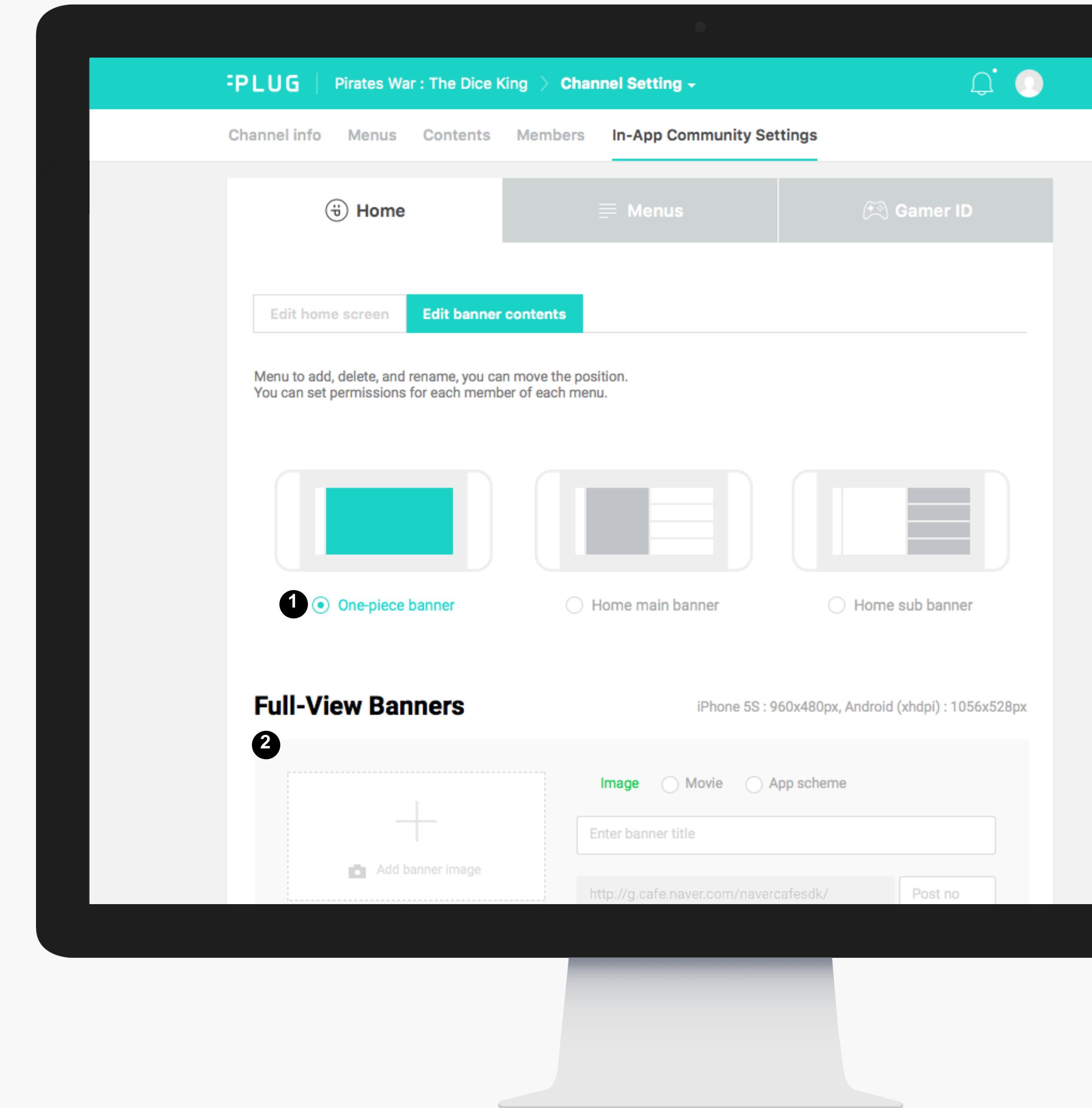
Administration area of content appearing on
in app community home page

① Select a banner type (full-view or split-view)

Supported types may differ based on screen orientation

② Edit content of each banner

- Content to appear (post, video, or app scheme)
- Cover image, etc.



[Channel] Manage In App Home

Menus

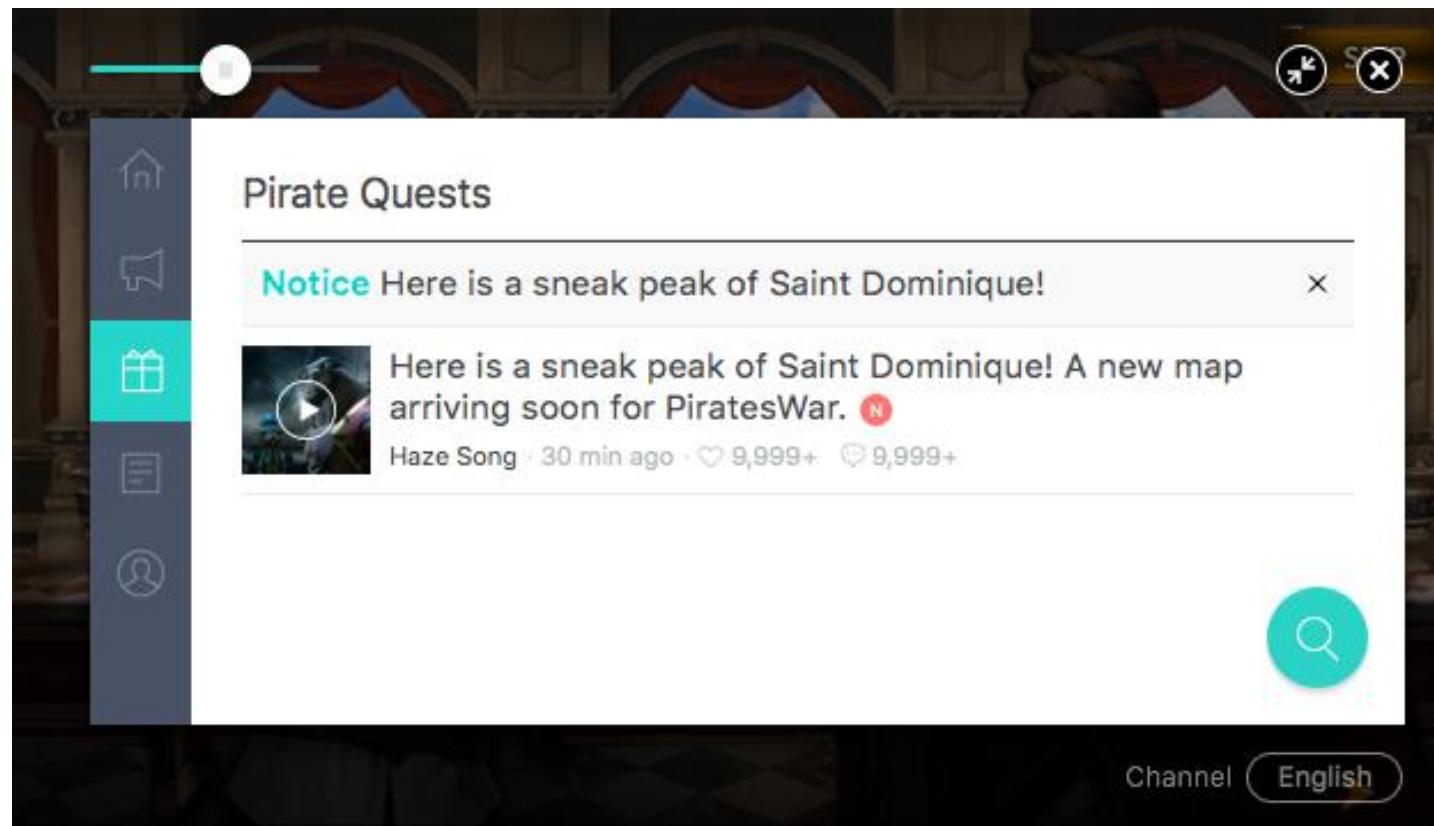
Administration area of menus appearing on in app community

① List of menus

② Move, add, and delete menus

③ Select a forum between Notices and Events

The screenshot shows the i-PLUG Channel Setting interface. At the top, there's a navigation bar with the channel name "Pirates War : The Dice King" and a "Channel Setting" dropdown. Below the navigation bar, there are tabs: "Channel info", "Menus", "Contents", "Members", and "In-App Community Settings". The "In-App Community Settings" tab is currently selected. On the left, there are three large buttons: "Home", "Menus", and "Gamer ID". The "Menus" button is highlighted. The main content area has a heading "Choose a board to be exposed to the SDK. Please select an Announcement / Event bulletin board used by the SDK. (One for each possible)". Below this, there's a table-like structure with two rows. Row 1 contains "Board Name 1" with a "Notices" radio button (unchecked) and an "Event" radio button (checked). Row 2 contains "Board Name 2" with a "Notices" radio button (checked) and an "Event" radio button (unchecked). At the bottom right of the content area is a "Save" button.



[In app] Event

[Channel] Manage in app menus

Gamer ID

One to one mapping between gamer ID and community nickname

① Select between gamer ID and community nickname

Up to 100 results can be retrieved at once by using a search box

② Gamer information

gamer ID/community nickname/Creation date/Last modified date

The screenshot shows the i-PLUG interface with the following details:

Header: i-PLUG | Plug Sample > Channels Settings > CH. English

Navigation: Channel Info, Menus, Content, Members, In-App Community Settings (selected)

Buttons: Home, Menus, Gamer ID (highlighted), Log In

Search Bar: Gamer ID (radio button selected) / Community Nickname (radio button unselected)

Table Headers: Gamer ID, Community Nickname, Create, Update

Table Data:

| Gamer ID | Community Nickname | Create | Update |
|--------------------------------------|--------------------|----------------------|----------------------|
| 3D4A1830B4164EE4BABB0875DE 7C8D37 | zhujiawei | May 11, 2017 5:18 PM | May 11, 2017 5:18 PM |
| E7EC4035C8324562B9911E3449 8A8252 | blackniko | May 7, 2017 4:31 PM | May 7, 2017 4:31 PM |
| D4D8454820054804AFBA58DE4B 175E67 | ggxmysl | May 6, 2017 5:06 PM | May 6, 2017 7:24 PM |
| 8F2A26507F6A49B0AADF606F9D 954A4B | Suzz | May 6, 2017 3:24 AM | May 6, 2017 3:24 AM |
| B05EDA25ACD149B1BF751FB28 | SeaSky | May 5, 2017 10:27 PM | May 5, 2017 10:27 PM |

[Channel] In Game Gamer Lookup

Community Setting I

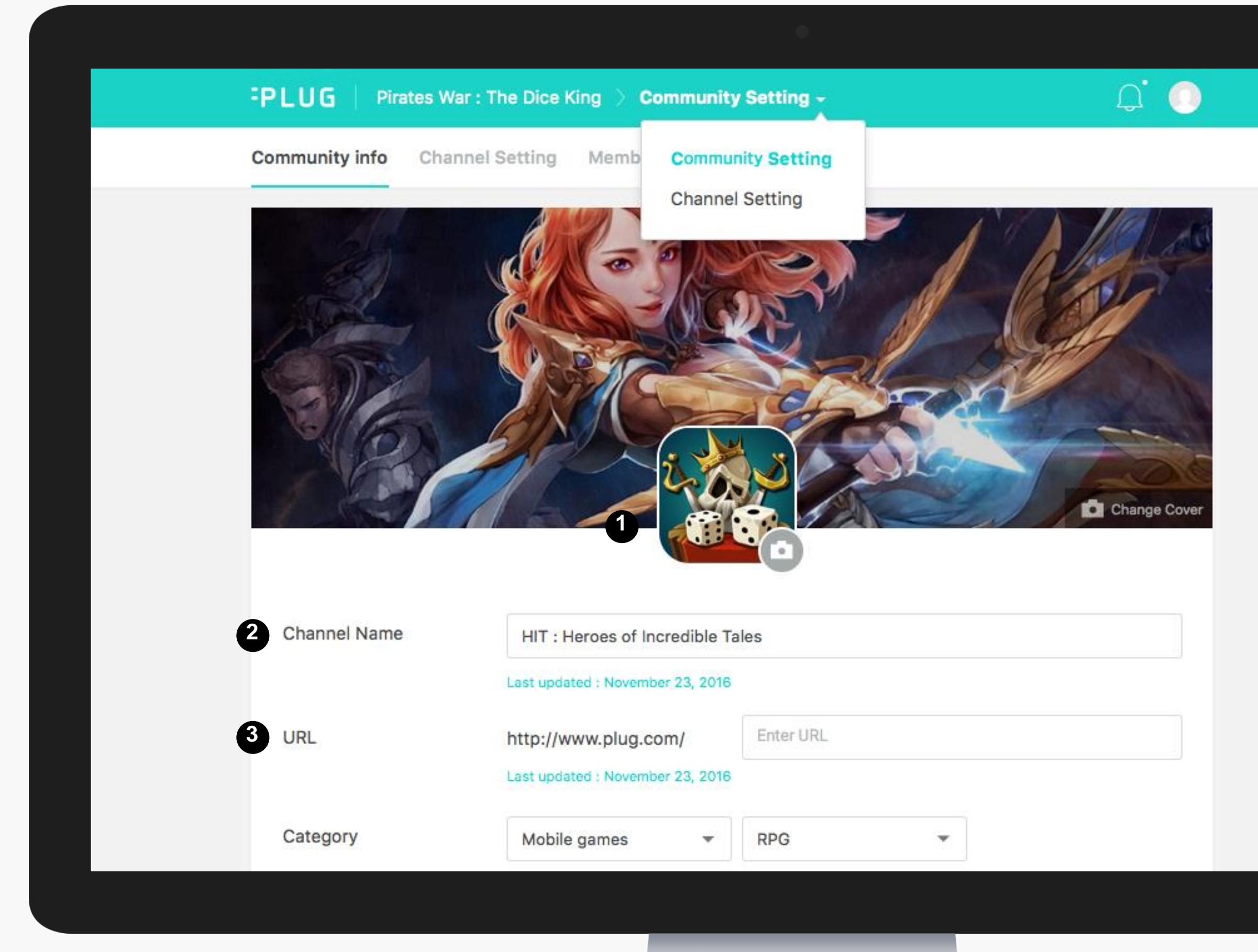
① Main cover image and icon (editable)

- Automatically applies to newly added channels
- Can be changeable by channel
- Cover image: 528x176 pixels
- Icon: 120x120 pixels

② Community name (unique, editable)

Used as a default name of newly added channel

③ URL (unique, editable)



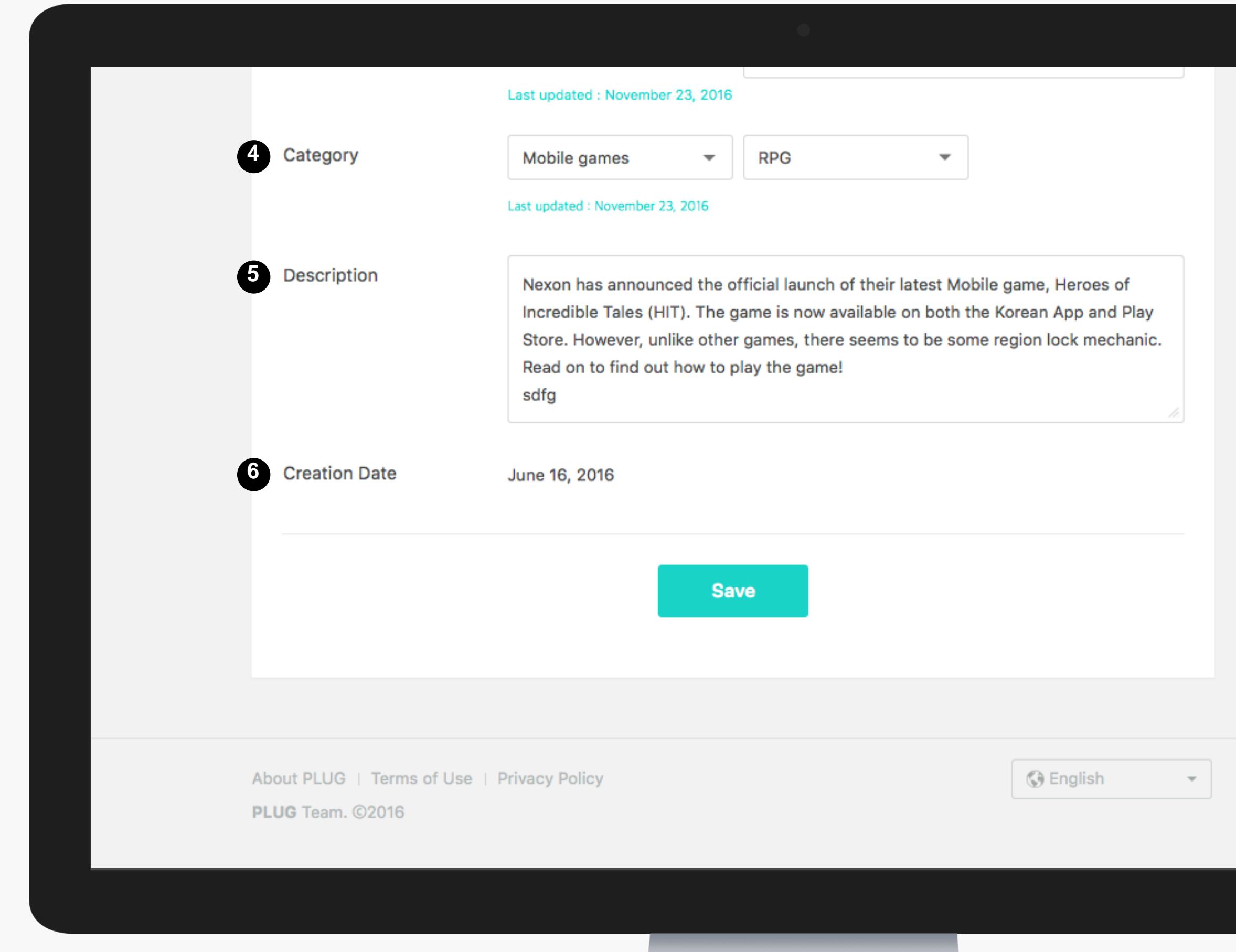
Community Setting II

④ Category (editable)

⑤ Community description (up to 500 characters in case of Korean)

Used as a default description of newly added channel

⑥ Creation date: The date on which the community is created



Channel Setting

① Select the default channel

Default channel: A language displayed for users who select unsupported languages

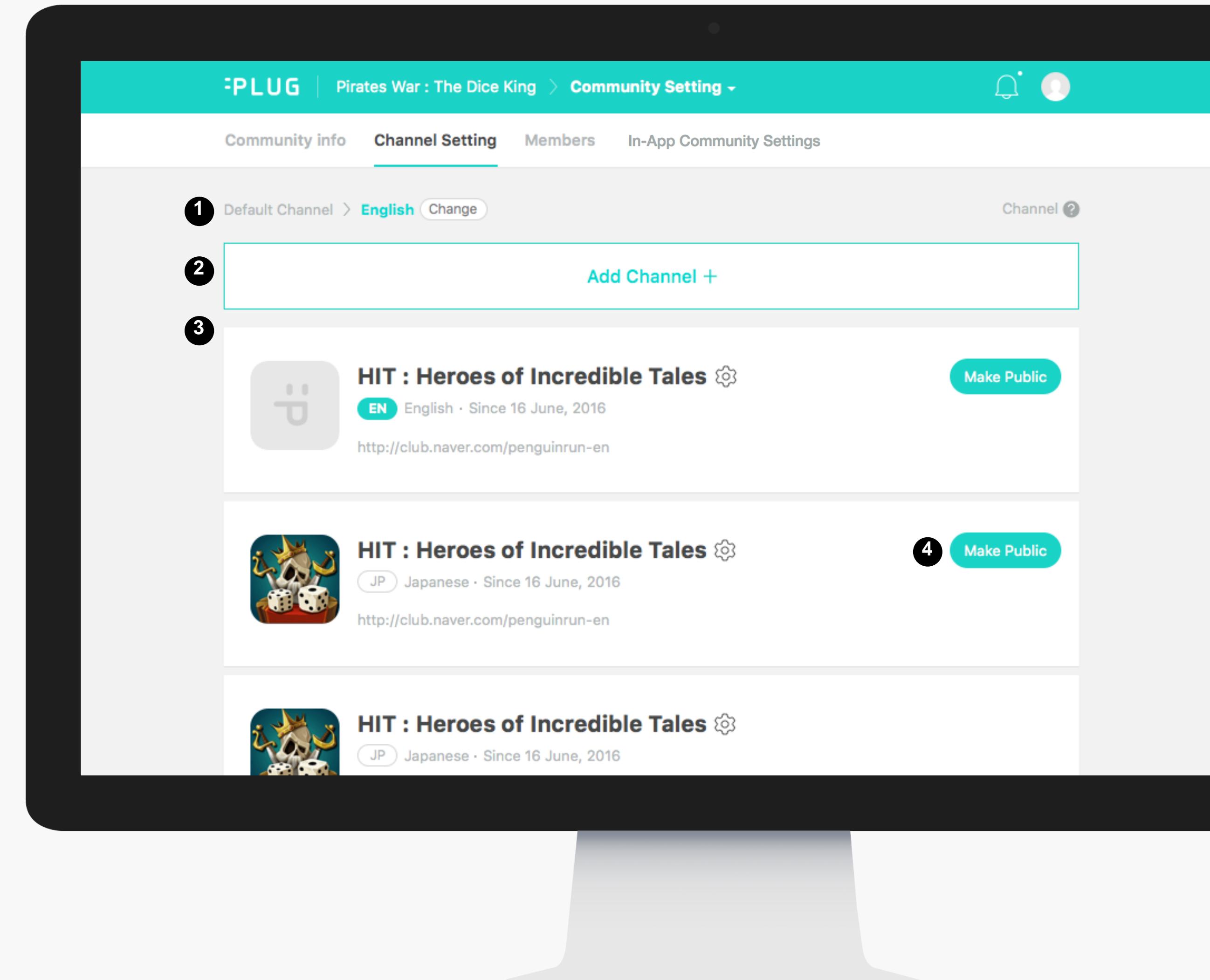
(For example, if a user using a language (e.g. Spanish) which is not supported by the community uses an in-app community, while the default language is English, the content of English channel will appear first.)

② Add a channel

③ List of channels

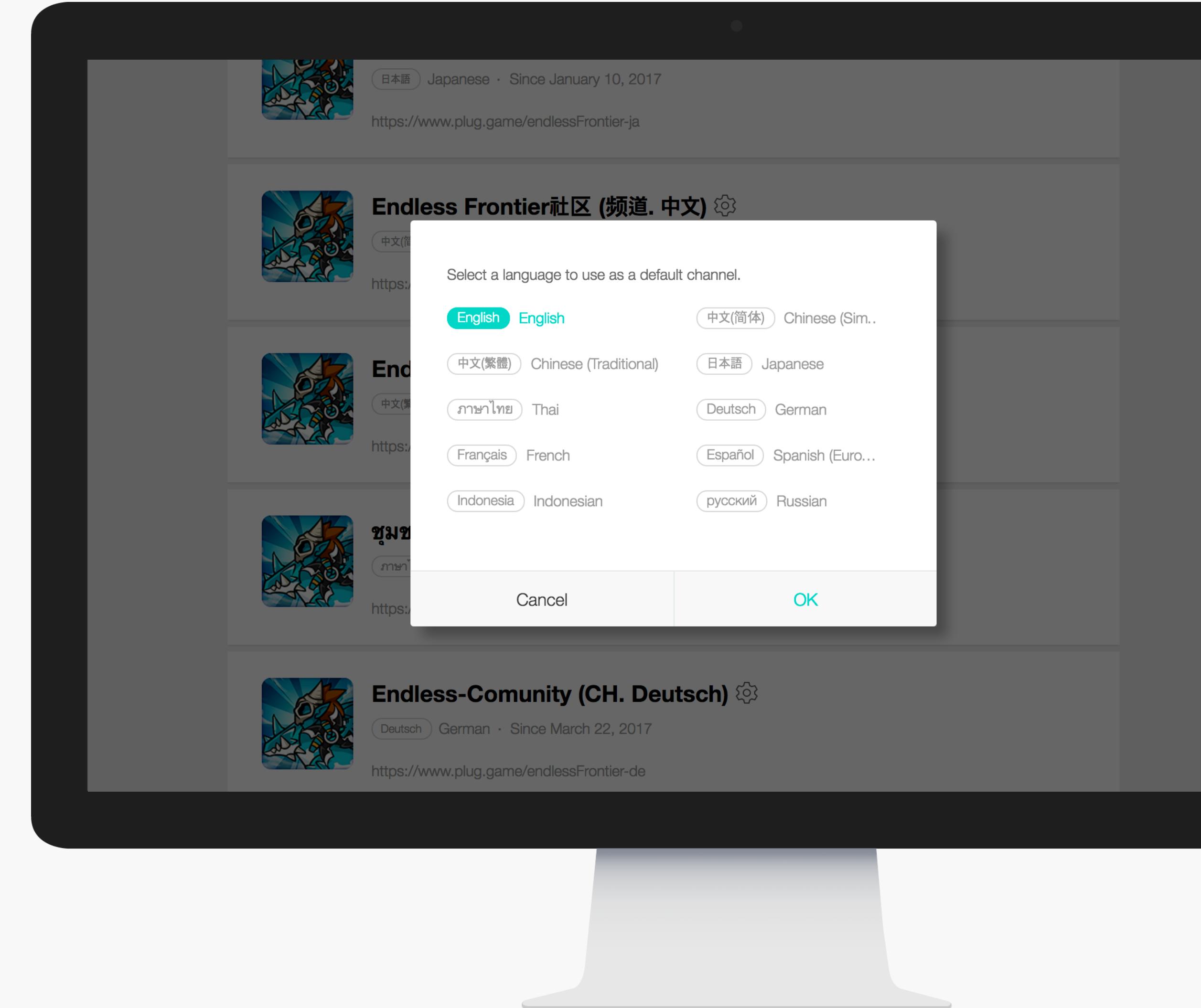
④ Make a community public

- The state of a new channel is automatically set to private. Once it is set to public, it will be shown to general members.
- You can manage menus even in private state.



Change default channel

Select one from options except for the current default language channel

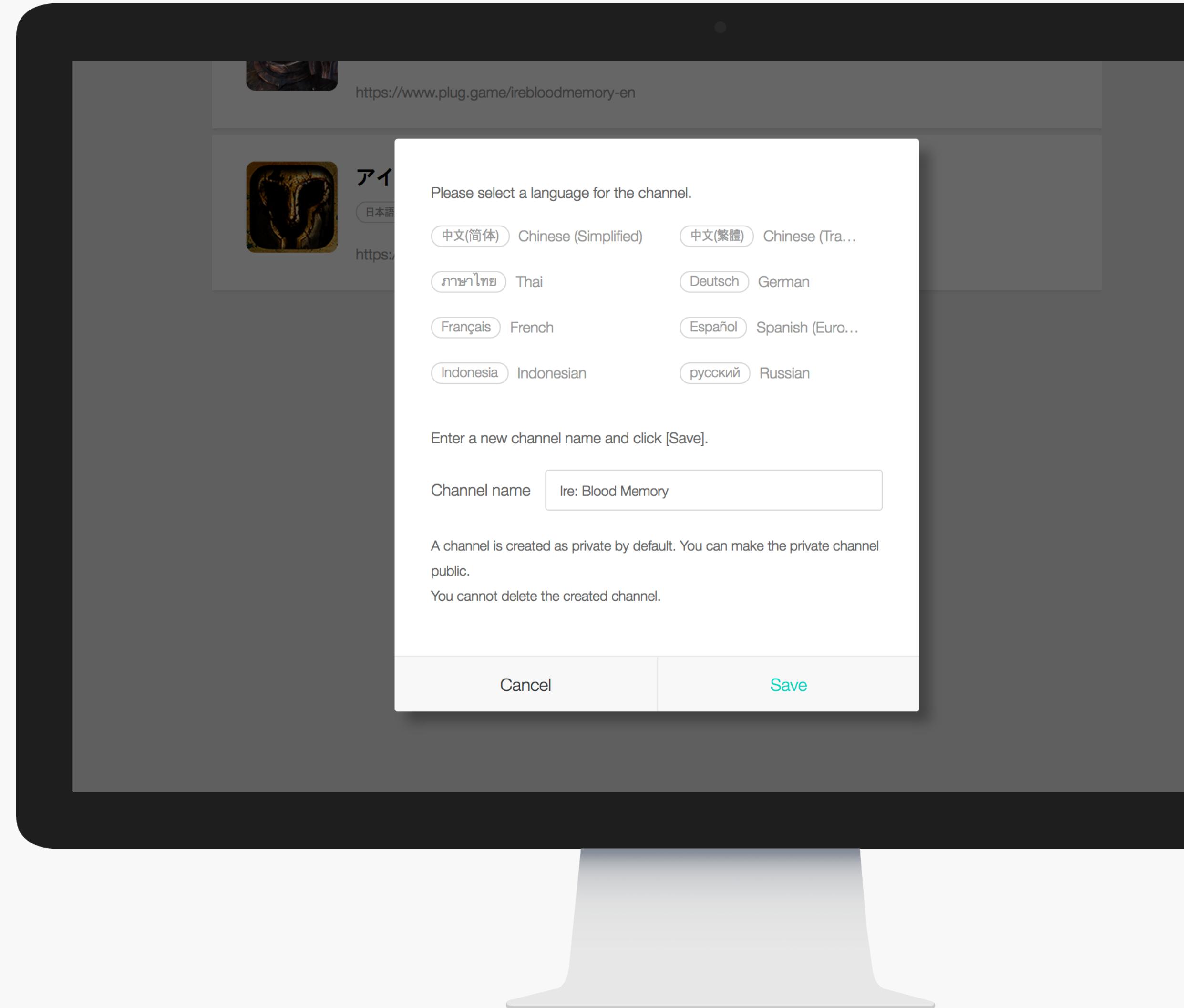


[Community] Change the default channel

Add channel

Add a channel

- Language to add
- Channel name
- URL is automatically created
("community URL" + "_" + "language code")



[Community] Add channel

Members I

Administration area of members and roles

Shows a list of all members including members, staffs, and managers from the community

① Sort by member group

- managers/staffs/members
- Additional sorting option will be available if it is sorted by staffs.

② Search members

③ Set role

Assign manager or staff

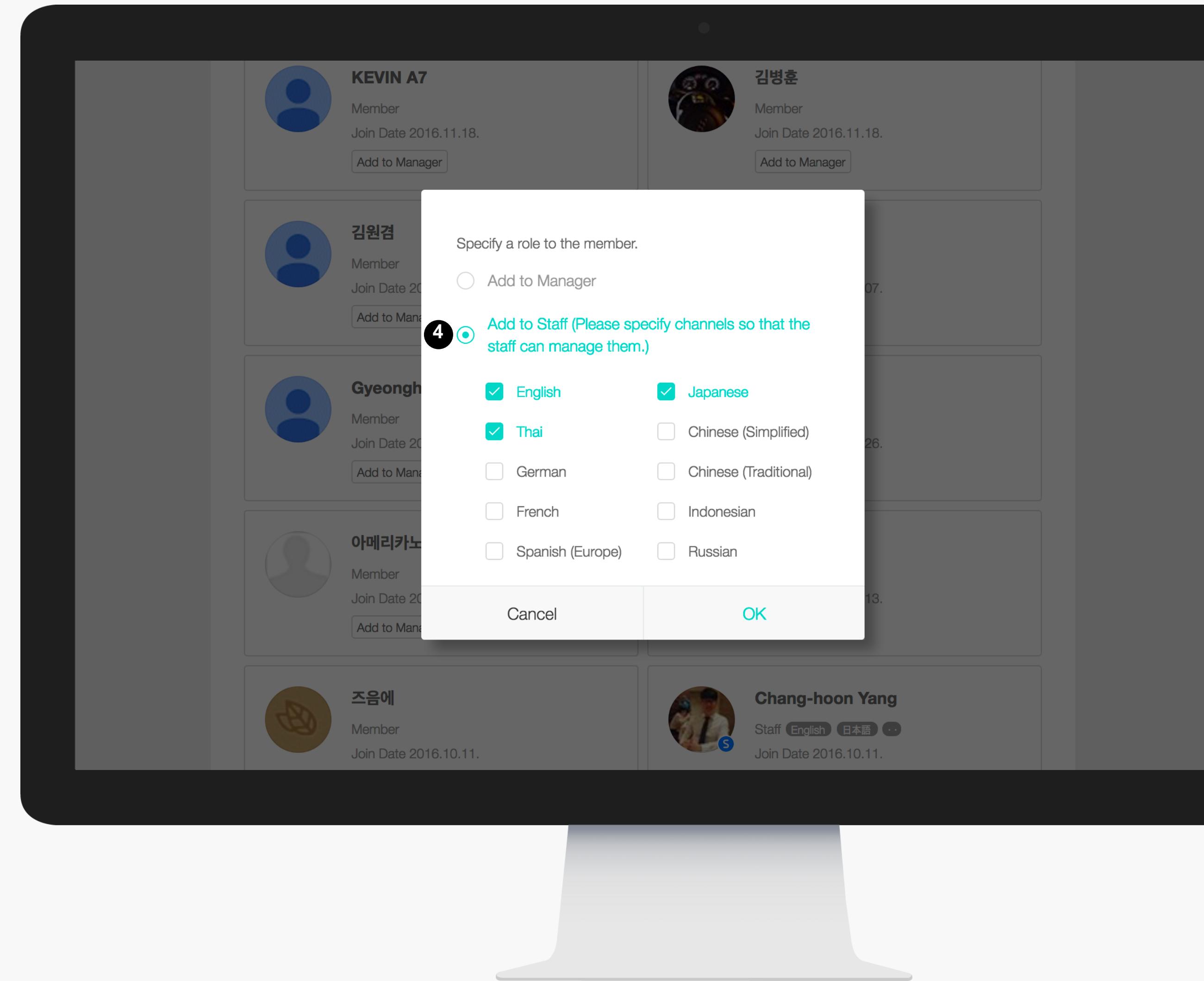
The screenshot shows the 'Members' tab of the :PLUG mobile application. At the top, there's a navigation bar with 'Info', 'Channels', 'Members' (which is underlined), and 'In-App Community Settings'. Below that, a sub-navigation bar shows 'Plug Sample > Communities Settings'. The main content area displays a grid of member profiles. Each profile includes a small thumbnail, the member's name in Korean and English, their role (e.g., '원경', 'Manager'), their join date ('Join Date 2016.10.11.'), and two buttons: 'Add to Manager' and 'Remove Role'. A search bar at the top right allows users to search for members. A dropdown menu at the top left lets users sort by 'All members'. The total number of members (323) is displayed in the top right corner.

| Member Profile | Name | Role | Join Date | Action Buttons |
|----------------|-----------------|---------|-----------------------|----------------------------|
| | 원경 | Member | Join Date 2016.10.11. | Add to Manager |
| | cafesdksup*** | Manager | Join Date 2016.10.11. | Remove Role |
| | 와타나베 | Manager | Join Date 2016.10.11. | Remove Role |
| | Chang-hoon Yang | Staff | Join Date 2016.10.11. | Add to Manager Remove Role |
| | 테라칸 | Member | Join Date 2016.12.16. | Add to Manager |
| | 이편 | Member | Join Date 2016.12.14. | Add to Manager |

Members II

④ Grant permissions

- For staffs, you need to specify one or more channels to manage.
- You can grant different permissions for different channels. It can be useful when the operation of a specific channel is outsourced.



[Community] Member Management

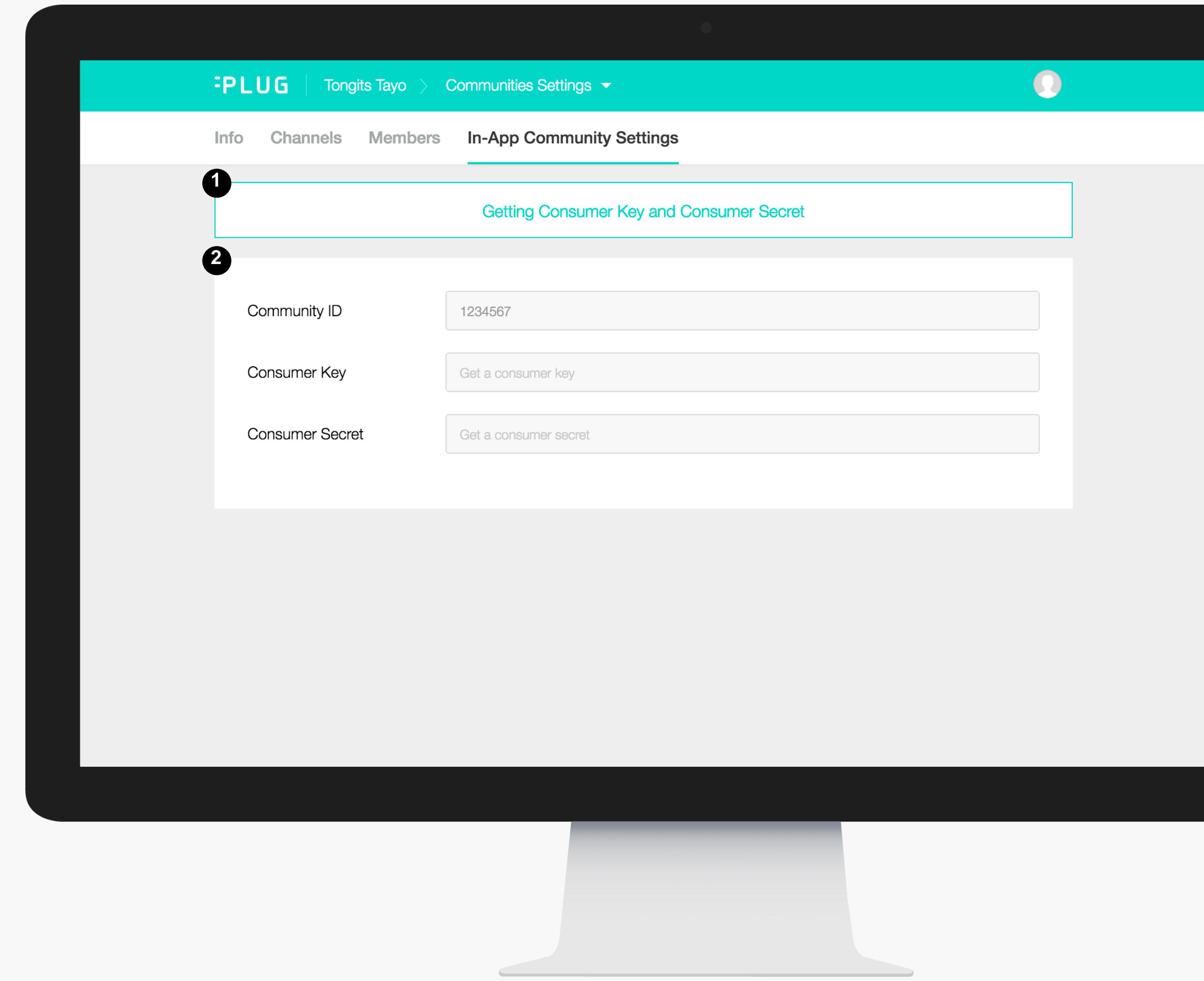
In App Community Settings

Issuing consumer keys and consumer secrets

① Click the button to issue them

② Verify the issued key values

- Community ID
- Consumer key
- Consumer secret



[Community] In app settings

Reference

Member level



Managers

n person(s)

There are managers, staffs, and members.

Managers and staffs are admins of the community and channel.

There is no limit to the number of managers and staffs.



Staffs

n person(s)

The one who creates a community becomes a manager.

Managers can grant administrative permissions to any members.



Members

Managers have administrative permissions on the community and all channels. Staffs have administrative permissions on channels of which they are in charge. Staffs can administer multiple channels.

Members who have signed up through a channel can read and write posts. "Guests", persons who haven't signed up, can only read posts.

Managers

| | | | |
|--|---|--|--|
| Community administration | Administer channels | Channel administration | Administer members |
| Administer community info | - Change the default Channel - Add a new channel | Administer channel info Administer menus | Specify admins (managers and staffs) |
| Administer content | In app settings | Administer members | In app administration |
| - Administer posts, deleted posts, and comments - Write posts | Issue a community ID, consumer key, and consumer secret | Block members from a specific channel (For example, a member who has been blocked from a channel "A" can still access a channel "B".) | - Administer Home - Administer menus - Administer gamers |

Staffs

| | | | |
|--------------------------------|---|--|--|
| Channel administration | Administer content | Administer members | In app administration |
| Administer channel info | - Administer posts, deleted posts, and comments | Block members from a specific channel (For example, a member who has been blocked from a channel "A" can still access a channel "B".) | - Administer Home - Administer menus - Administer gamers |
| Administer menus | - Write posts | | |

Members

| |
|---------------------|
| Read posts |
| write posts |
| Add comments |

Thank you

PLUG team.

