

Memorandum

To: All Boulder employees

From: Bryan Sanderson, VP Marketing

Date: November 2, 2021

Subject: Game updates

We are finalizing game updates for the December release, including many long-planned enhancements. Congratulations to the Game Development team for completing these revisions by the deadline. The following table and chart summarize the number and types of updates made to our five most popular games. Testing has been completed and the software is ready for distribution on December 1, so now is the time to get the word out about these changes.

December Game Updates

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Game | New Characters | New Tools | World Updates | Total |
| Second Chance | 33 | 65 | 93 | 191 |
| Sirius | 32 | 60 | 89 | 181 |
| Underground Cities | 28 | 63 | 97 | 188 |
| Utopia | 42 | 77 | 102 | 221 |
| World of Myth | 45 | 80 | 104 | 229 |

## Market Update: Platforms

We have been tracking customer platform preferences to make sure BGS is offering a platform mix that appeals most to our customers and potential customers. The following data shows worldwide revenue by screen type in the last two years and projected for this year and the next.

As this data shows, the share of revenue from the smartphone (and smartwatch) platform is expected to increase, while the other platforms are steady or declining slightly.

## Boulder Game Development

The following chart shows the types of game development at Boulder Game Studio and the proportion of each development type to the total development efforts.

## Release Schedule

The following calendar includes major release dates for BGS games in December.