



PLANETARIUM GAMES

Company Presentation

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PLANETARIUM GAMES

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PLANETARIUM GAMES

Statement

Developing games is fun for us!

Planetarium Games is a company that designs and develops Internet browser based games. We've started with Planetarium Manager (2002), but only in August/2007 was the company officially founded.

We are also open to set partnerships with companies/individuals that share the same goals by offering our expertise and experience.

At this time, Planetarium Games owns and develops five projects:

Bitclubs (bitclubs.com)

Tribal Bands (tribal-bands.com)

Ball Manager (www.ballmanager.abola.pt)

Football Star (www.footstar.org)

Planetarium Manager (www.pmanager.org)

And we are working to increase our portfolio in a near future.

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Projects

BITCLUBS

- online since 2012
- a free massive multiplayer online game (MMOG) that gathers several sports: Ice Hockey, Formula 1, Football, Volleyball, Basketball, Handball and Rugby
- users create a sports empire where they are the President of a sports club and in control of an empire

Currently Bitclubs may be played on the website <http://bitclubs.com> or [Facebook](#).



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Projects

TRIBAL BANDS

- launched on March 2013
- a music battle where players have the possibility to control a band and its artists through a variety of music genres
- free to play but an optional subscription fee allows users to access premium features and services
- 6 different races of musicians and a 7 city map throughout the player will advance, winning fans and defeating famous artists

Tribal Bands may be played directly on the website www.tribal-bands.com or on its [Facebook](#) page.



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Projects

BALL MANAGER

- users are in the role of a football manager
- available in 24 different languages
- the game is free to play but an optional subscription fee allows users to access premium features and services
- credits are also used to reinforce monetization
- distribution partnership with “A Bola” (www.abola.pt)

Ball Manager can be played directly on the website <http://www.ballmanager.abola.pt/>.



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Projects

PLANETARIUM FOOTBALL STAR (Footstar)

- users are in the role of a football player
- available in 84 countries and in 35 different languages
- the game is free to play but an optional subscription fee allows users to access premium features and services
- credits are also used to reinforce monetization

Footstar can be played directly on the website <http://www.footstar.org/>.



PLANETARIUM GAMES

Projects

PLANETARIUM MANAGER

- users are in the role of a football manager
- available in 66 countries and in 31 different languages worldwide
- the game is free to play but an optional subscription fee allows users to access premium features and services
- credits are also used to reinforce monetization

Planetarium Manager can be played directly on the website <http://www.pmanager.org/>.



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History

2002

Release of Planetarium Manager, version 1 (beta version)

- in Portuguese only
- open to a very small number of users (around 100)

2004

Release of Planetarium Manager, version 2

- new design, new development structure, new code
- internationalization of the project. English version made available
- started with around 2000 teams for new users



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History

2006

Release of Planetarium Manager, version 3

- new design and migration to a new database system
- website was re-structured in order to allow UTF-8 language versions

Release of Planetarium Football Star, version 1 (beta version)

- with two language versions released: English and Portuguese
- available in 20 different countries on this first version

2007

Planetarium Games Lda. is officially formed

- the company is officially and legally formed in Porto, Portugal. Started with 3 employees



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History

2010

Release of Ball Manager

- in a partnership with one of the biggest and oldest newspapers in Portugal: “Jornal A Bola” (www.abola.pt)
- game is mostly played by Portuguese users due to the main distribution “channel”. However, as stated before, the game is already available in 24 different languages

2011

Company Expansion

- moving to a new office, also in Porto, Portugal



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History

2012

Release of Bitclubs

- the game started with 5 sports (ice Hockey, formula 1, football, volleyball and basketball)
- available in Portuguese, Spanish and English

2013

Release of Tribal Bands

New sports added to Bitclubs (Handball and Rugby) and 9 more languages



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Team & Technology

TEAM

- specialized skills in development, web-design, illustration, game development and game design
- professional experience on technologies we use and in new technologies in general
- total motivation on the projects and commitment

SKILLS

- business view
- full knowledge about the business we are in
- experience – we are on this business since 2002



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Team & Technology

TECHNOLOGIES

- active Server Pages (ASP), Microsoft .Net platform, PHP
- sql Server, MySQL, redis
- HTML, CSS, SASS, Javascript, JQuery, Ajax. Enthusiastic about HTML5 and CSS3
- adobe flash



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Games & Business Model

FREE TO PLAY

- in all of our games, the registration is free
- we do not provide direct gaming advantages to users (example: buy virtual in-game currency with real money)

SUPPORTER PACKAGE

- a complete set of premium features that improves considerably the gaming experience
- new players are offered a 7-days trial period

COINS

- coins are used to purchase one-time in-game premium features
- in order to improve day-to-day activity in the website, we offer 1 free Coin per daily login

An user that logs in on every single day of the year will be awarded with 365 Coins.



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Services

ADVERTISING PARTNERS

- advertising our games on external websites
- up to 30% on sales commission

CONSULTING

- with almost 10 years of experience in the browser game's market we provide consulting services to external game developers

DEVELOPMENT / INVESTMENT

- we provide game development services to companies and individuals that want to make their way up into the browser-games business



PLANETARIUM GAMES

Contacts

Website: www.planetariumgames.com

Corporate email: info@planetariumgames.com

Physical localization / Office:

Porto, Portugal (Europe)

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For more information about our games and statistical data please contact us.

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