LET US HELP YOU JOIN THE

Casual Game Revolution has collected and analyzed two full years of Kickstarter data in the Tabletop Games section. What categories of games are the most successful? What is the impact of being designated as a Staff Pick? How much funding should a project owner expect to receive on average? These are all questions we set out to answer.

REVOLUTION

TABLETOP CROWDFUNDING AT-A-GLANCE (2014-2016):

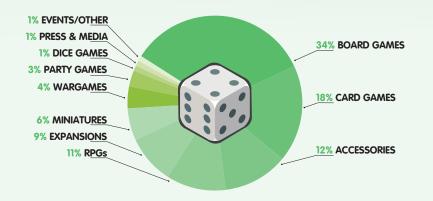
OVER \$143 MILLION

How does being a Staff Pick correlate with a game's crowdfunding success?

The average non Staff Pick receives 388 backers with a total pledge level of \$25,168.

The average Staff Pick receives 1,722 backers for a total pledge level of \$129,708.

TOTAL FUNDING BY CATEGORY:



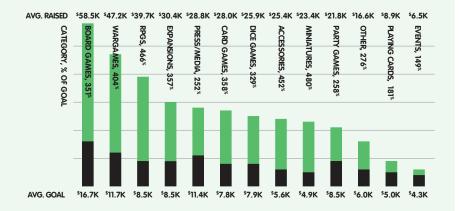
of projects and chosen as Staff Picks. They raise



of the total funding.

Cause or Effect? There is a clear correlation between very successful projects and the designation as a Staff Pick. While Staff Picks receive extra exposure, it is more likely the quality of the project and audience that sets them apart in the amount of funding received.

AVERAGE FUNDING BY CATEGORY:



How can I get my project featured?

66 Build a wonderful. exceptional project! ??

KICKSTARTER

Tabletop games have eclipsed video games and mobile app campaigns, including a record-shattering

million raised by the **Exploding Kittens** card aame.

TOTAL FUNDING BY TARGET AUDIENCE:

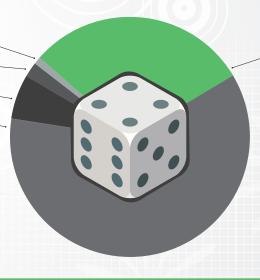
1% KIDS

2% ADULTS ONLY / NSFW

6% OTHER / N/A

61% HARDCORE GAMERS





30% of total funding goes to projects aimed at families and casual gamers ("casual games").

Casual games are our passion — let us help spread the word about your games!

- Kickstarter Previews
- Ads (Print & Online)
- Company Sponsorships

http://CasualGameRevolution.com/advertise

AVERAGE PLEDGE STATISTICS:

BY PROJECT CATEGORY

AVG. PLEDGE AMOUNT / AVG. BACKER COUNT

Events	^{\$} 101 <mark>93</mark>
Wargames	⁵ 99 411
Miniatures	⁵ 97 198
Accessories	^{\$} 70 361
Board Game	es \$70 868
RPGs	^{\$} 56 585
Expansions	^{\$} 52 530
Party Game	s 549 512
Card Games	⁵ 44 681
Dice Games	⁵ 41 658
Press / Med	s40 679

BY TARGET AUDIENCE

AVG. PLEDGE AMOUNT / AVG. BACKER COUNT

Hardcore Gamers	⁵ 76 501
Kids	⁵ 58 281
Other / N/A	⁵ 58 380
Adults Only / NSFW	⁵ 53 530
Families / Casual Gamers	s45 741



Targeting the family / casual gamer market produces more backers on average.

What does this mean? Build and snowball your audience faster!





BARNES & NOBLE

BOOKSELLERS

2,100 Game Stores

Promotional copies via ACD, GTS, PHD, Continuum Games



10,000+ Monthly Website Visitors



Casual Game Insider Mag is on **KICKSTARTER**Discounted Ads & Game Previews • Ends Aug. 8!
http://CasualGameRevolution.com/kickstarter

Data acquisition, project categorization, and analysis performed by Casual Game Revolution. Data includes all successful projects in the Tabletop Games category which were completed between May 11, 2014 and May 11, 2016, in all countries. All prices have been converted to USD. For all charts involving category and target audience breakdowns, the top and bottom 1% of projects have been excluded in order to better represent the majority. For informational purposes only. Copyright © 2016 Casual Game Revolution.