

YOUR PR TEAM IN JAPAN.



### WHO WE ARE & WHAT WE DO

Have a team of game media and publishing experts boost your indie studio's marketing activities in Japan.

Here are some examples of what we can do for you:

- ► Writing and delivering press releases
- ► Marketing to platformers
- ▶Publishing interviews and other articles
- ▶ Participating in online/offline events
- ► Managing official social network accounts





# SHOW CASES "RAIN PARAD







er

Famitsu Award

Xbox Japan Twitter

## SHOW CASES "RAIN PARADE"









## SHOW CASES "RAIN PARADE"





#### SERVICE COVERAGE







Release

Management

**Localization &** Development

git

We cover all to release. We write material which the



Media Approach & **Press Release** 

We individually outlets (to introduce the game or to ask for coverage) and write press releases for PRTIMES, which reaches around 200 different outlets.

#### **Post-release**



Marketing Promotion

We plan for paid

articles, streamer

exhibitions, video

advertisement, and

more, according to

the developer's

Note: individual

advertisement fees

are borne by the

developer.

budget.

requests, event

**User-communication** (Social Networks)

We create and manage a Twitter account for the game, aimed at providing a place for players to have friendly interactions involving the game them of any official

news regarding the

We reply within 24 hours to all store reviews and customer communication. We further give immediate notice to the developer during emergencies, collaborating in order to find solutions and providing templates to make future operations easier.

Customer

Support



#### RECOMMENDATION

"Polaris-X has been really easy to work with and provided us with valuable feedback on works best in the Japanese market. We were able to get coverage by local press that we wouldn't have gotten without their help."

By Jukub Kasztalski, Unbound Creations



