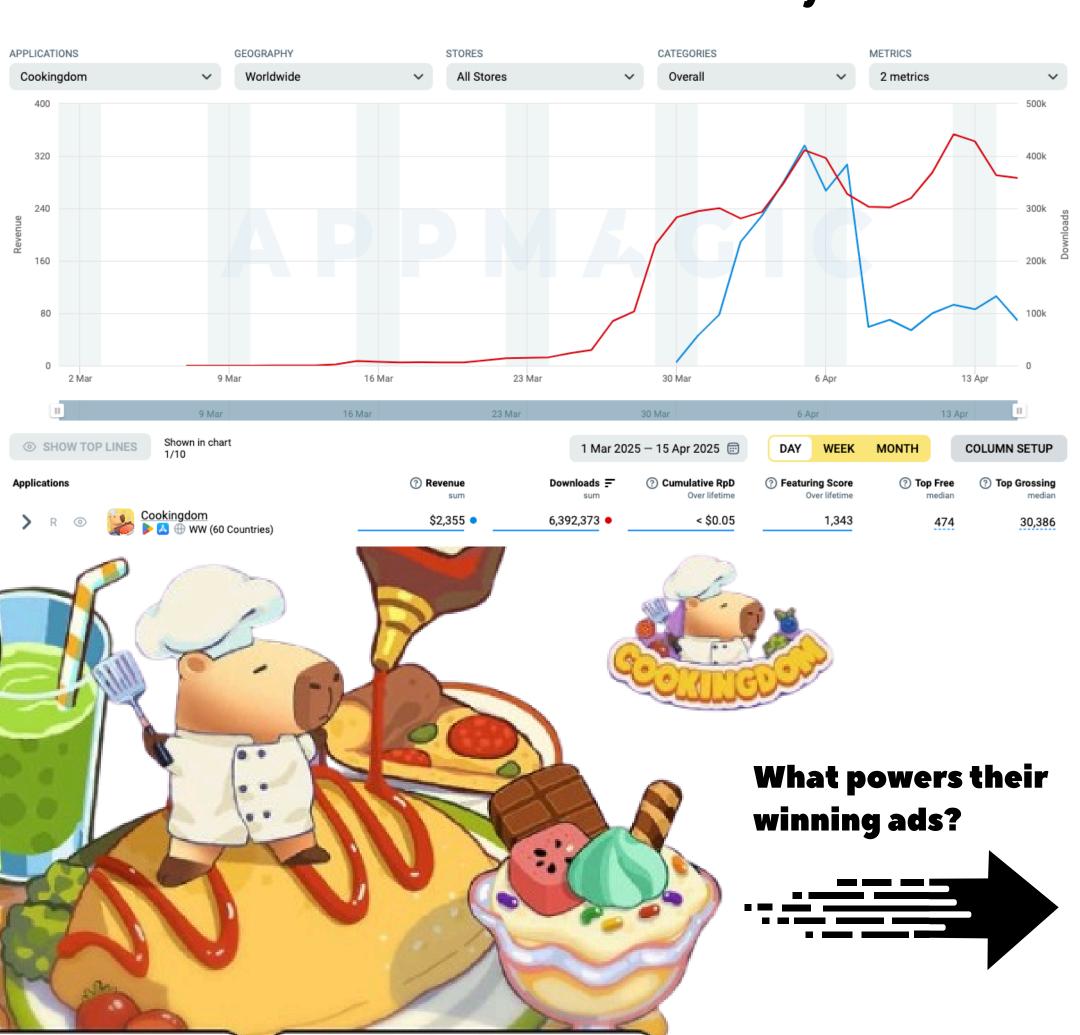
## **Cookingdom's Winning Creatives**

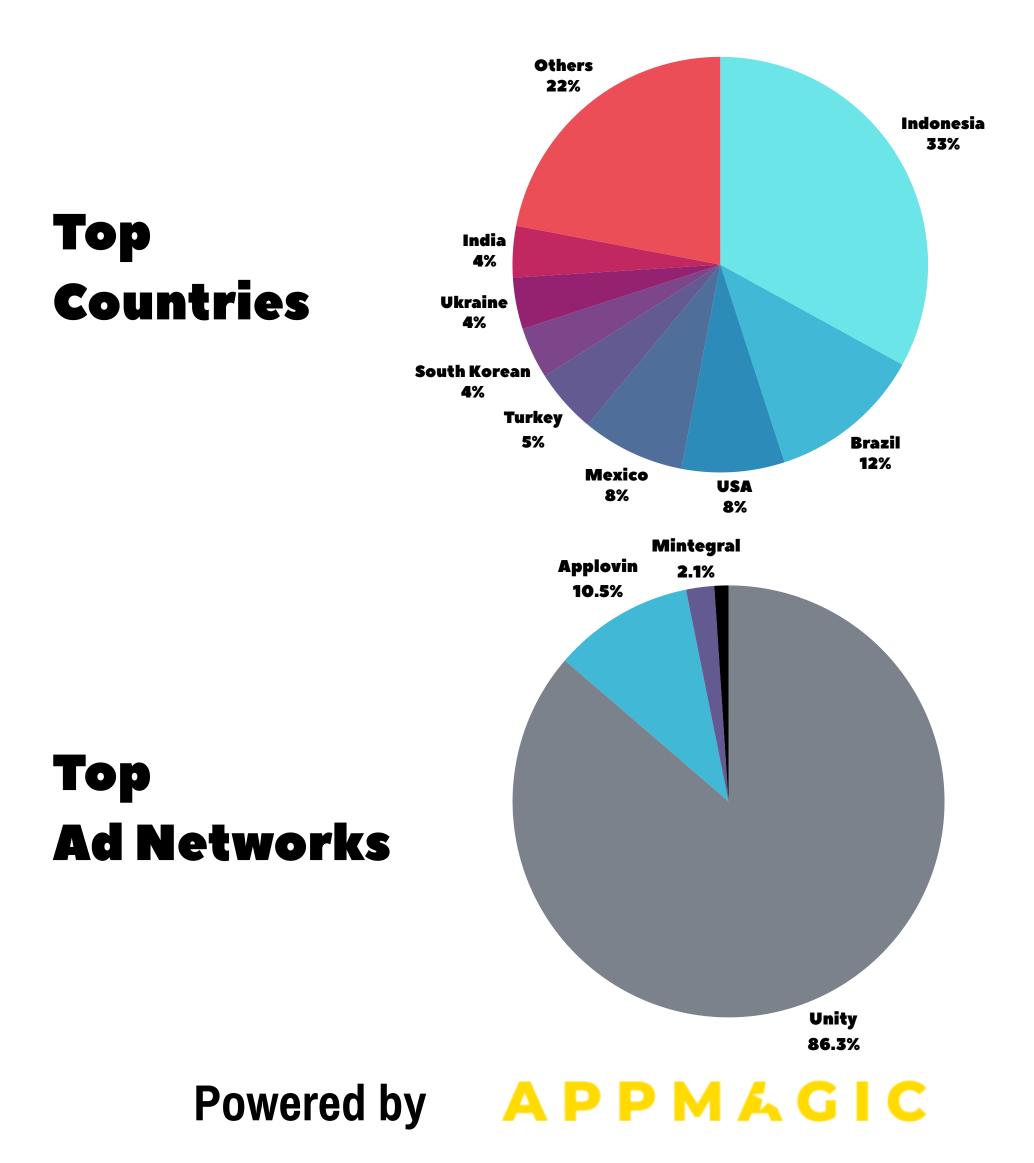
**Month since launch** 



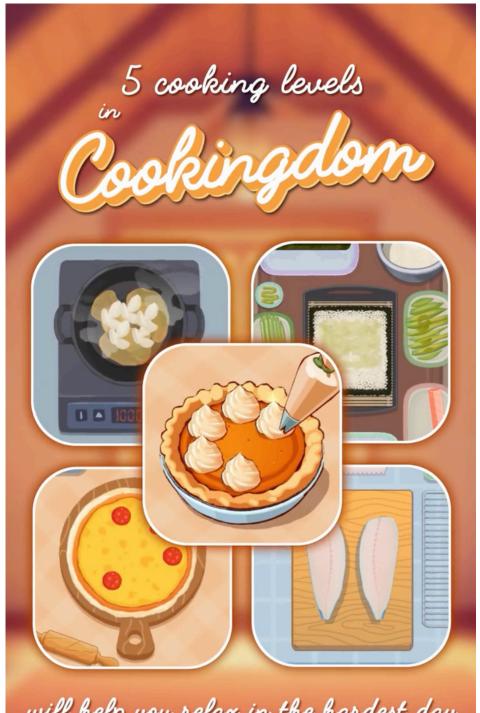
~6.4M+ \$40-55K **Daily Ad Revenue** 



## UA ADS STRATEGY



## **Calming/Restful** Hook Scene Text and Voiceovers



will help you relax in the hardest day





## Replicating this Top Down View -UGC style from Perfect Tidy





## Extremely satisfying visuals and audio - ASMR feel



## Segwise APPMAGIC

# Elements of Game Depth highlighted with recipes





Running Playable Ads from Day 1, they mostly follow after lead in videos and have guiding elements throughout.



## Segwise APPMAGIC

### **COOKINGDOM WILL BE BIG!**

Solution They're replicating the success formula from Perfect Tidy - similar game mechanics, similar creative strategy

Lot of playables! Lead in videos set up context before interacting with the game

•• Playables end on a cliffhanger! Given the satisfying nature of the game, you want to download the game to complete the levels!

SFX cues amplify the videos and the ASMR feel of the game

Segwise APPMAGIC