



STEAMWORKS™

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All New Steam®

Steam client gets a new look, new functionality.



On the Mac

The world's favorite gaming platform comes to the Mac.



Steamworks™ 2010

New services and features to usher in the decade.

Steam Total Makeover

Client completely rebuilt for growth

In your games list, check headlines, follow friends, track achievements, and more.



With users purchasing more and more games through Steam, new methods of library management were needed. The new client introduces library customization tools to help gamers sort, group, and find games in libraries which for some hardcore players contain hundreds of titles. In addition to having lots of games, gamers needed methods of tracking all of their achievements in a standardized cross-game fashion, which is now possible with the new release. The new client also includes news aggregation from leading news outlets. Participating in forums is now just a click away, as is product support, the game's official community group, and more. It's never been this easy to be a fan of your favorite game.

Hello Mac.

Would you like to play a game?



Expanding to new platforms, Steam and Steamworks are heading to the Mac in 2010.

It may be the biggest news since Steam was first launched: Steam and Steamworks are available for the Mac. Supporting cross platform gaming, Steam is opening the door to a new audience and taking all of its features and functionality along for the ride. If you're already using Steamworks for your PC game, providing support for Mac versions is effortless. Steam Community and gamer accounts are completely cross platform as well, allowing gamers to play their games and access their game data from any PC or Mac. Steam for the Mac -- everything you've come to expect from the world's leading game platform.

Launch Your Creations via the Greatest Gaming Platform on Earth.



Each blue dot is a dedicated game server. There are currently around 90,000 dedicated servers around the globe that Steam tracks and lists.

Steam vitals

- 1100 games.
- 140 million Steam achievements unlocked.
- 1 million active Steam Community groups.
- 10 million Steam Community profiles.
- 237 countries.
- 25 million accounts.
- 2.7 million concurrent peak players.
- 21 languages.
- 500 million minutes played per day.
- 13 billion minutes played per month.
- 750 terabytes delivered daily during Holiday Sale.
- 200+ gigabytes/second of bandwidth.
- 20 petabytes of data delivered per month.

Cost to partners and users

- \$0 paid by partners for bandwidth.
- \$0 paid by partners for updating and patching.
- \$0 paid by partners for cloud storage.
- \$0 paid by partners for Steamworks features.
- \$0 paid by partners for retail activation and authentication.
- \$0 paid by partners for technical support.
- \$0 charged to users for account and features.

Steamworks 2010

New services and features to usher in the decade

Steam Cloud

Expanding from 1 MB per user to 100 MB per user, per game. Store data in Steam Cloud for your users. The Steam Cloud API allows your game to write and retrieve files for each user. Use it for personalized settings like keyboard, mouse, and gamepad configurations, multiplayer sprays, or even saved games. Steam Cloud is a natural extension of the portability that Steam affords gamers. Shipped first with Left 4 Dead, Steam Cloud is now a proven resource and is becoming an integral part of the Steam experience.



Steamworks is Unreal

Epic Games and Valve have inked an agreement to deliver all licensees of Epic's industry leading Unreal Engine the Valve's Steamworks suite of services for use in their products, free of any additional fees.

Unreal Engine 3 is a complete game development framework for next-generation consoles and DirectX10-equipped PCs, providing the vast array of core technologies, content creation tools, and support infrastructure required by top game developers.



Microtransactions

Want to offer your customers a scabbard for their sword? New tires? The latest in night vision goggles? Now you can through microtransaction support in Steamworks. Your item server can now be easily integrated with Steamworks so that Steam users can buy and instantly use the items they want - all without leaving the game. Steam handles all of the billing through the user's Steam account.



16 Reasons Your Games are Even Better with Steamworks

Matchmaking / Lobbies

Steamworks' multiplayer back-end is powered by robust match-making and lobby technology that works with both peer-to-peer and server-based games.

In-game DLC

Steamworks provides true in-game DLC, allowing customers to select, buy, and use DLC – all without leaving the game.

The Steam Community

Steam's large and connected community ensures that your game will get noticed. Friends will see friends playing and will want to join in.

Anti-cheat

Extend the life and sales of your game by making sure that the game plays as you intended it to when you shipped.

Access from any PC

Your customers can sign in and use their game from any PC. Access to their games is based on a customer account, not tied to a computer.

Persistent Identity Framework

Achievements, leaderboards, profiles, and avatars help to build your community and provide users with incentive to play more and recruit others.

Voice Chat

With built-in voice chat, players can talk to each other both inside and outside the game.

Official Groups

Official Groups are run solely by you. You can organize matches, post concept art, announce news, or simply chat about anything you like with your customers.

Auto-updating

Your community stays current, and your support burden will be significantly reduced, with Steamworks' auto-updating features.

Real-time Sales Data

Real-time, worldwide activation and usage reports give you the information you need to make informed decisions about marketing and retail conditions when they need to be made.

Free Weekends and Guest Passes

Hold events like Free Weekends (or any length play period) to entice customers and promote your game. Then securely and efficiently turn the promotion off at the end of the period.

Key-based Authentication

An easy, known, and proven path for customers to authenticate their game, keys are the backbone for inventory control and sales data.

Territory Control

Games can be set to authenticate only in specific regions, allowing you to go day-and-date worldwide without the worry of unauthorized use.

Steam Anti-Piracy

Steamworks' anti-piracy features protects your game without limiting the user experience for your customers.

Development Tools

The rapid and secure build distribution, beta-testing and bug reporting enabled by Steamworks help to simplify and speed up your development process.

Updatable Installer

Your installer can be auto-updated even after delivering a gold master, ensuring that your customers have the best experience from the first time they play your game.

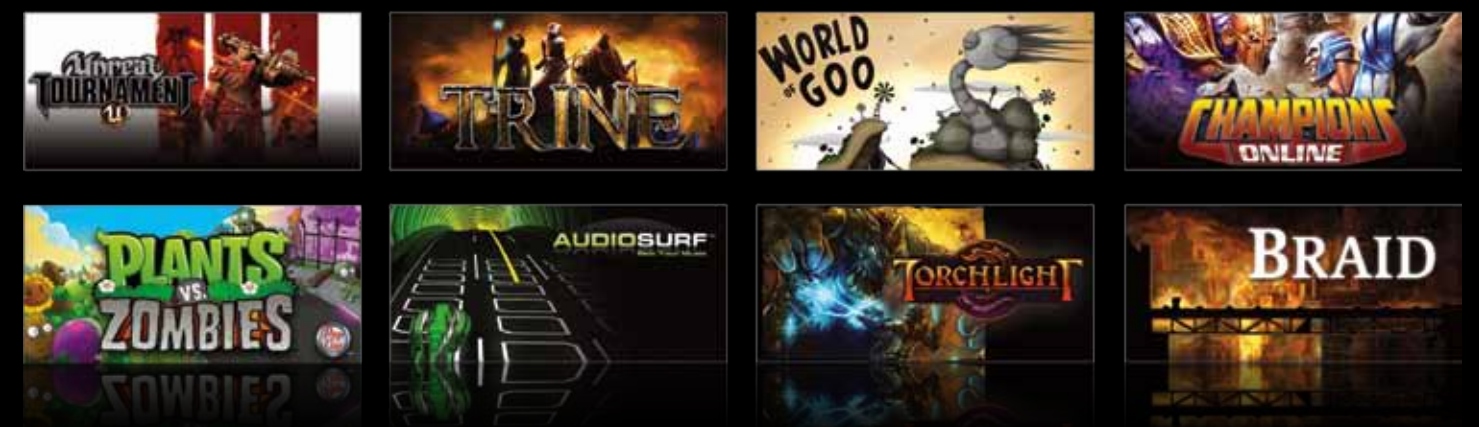
Steamworks Games

Take advantage of the platform that supports over 1100 game titles on Steam. Steamworks gives you access to a connected community of 25 million gamers and a robust world-wide network. Steamworks is entirely free. There are no licensing fees and there's no charge for bandwidth, retail copies, or OEM distribution. With Steamworks, you avoid the overhead and delay of certification requirements. Distribute your game on your terms, updating it as quickly and frequently as you see fit.

Retail Games



Online Titles



25 Million Gamers. 1100 Games.

Get started today

For more information about Steamworks, contact:

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Visit online

steamgames.com/steamworks

