Limits 104

Chapter 104

Although boosting the rankings through artificial means could quickly elevate the game's ranking position, the investment it required was substantial, and the

results were far from guaranteed.

Seeking collaborations with recommendation providers was a far more direct and effective approach, but the costs remained exorbitant.

After thinking long and hard, Jack and Patrick decided to partner up with a recommendation provider. Jack sorted out the remaining savings, while Patrick contacted major recommendation providers.

First, they focused on mobile phone game developers specializing in game rankings and recommendation slots. Still, due to the lack of experience networking with such large corporations, they repeatedly hit dead ends, unable to secure a meeting with any department directors or supervisors.

After trying to contact several large mobile phone game developers, they redirected their focus to the country's most reputable game recommendation providers-GamePod and TaterGames. Fortunately, these companies' headquarters were located in Alnewgo, which made it convenient for them to communicate face to face.

After making an appointment, the two of them successfully got an opportunity to meet with the relevant people in charge of both companies.

At GamePod, they met with the manager, Jude Sinclair. Jude was shocked at how young Jack and Patrick were, and a hint of contempt flashed in his eyes.

However, Jack and Patrick weren't discouraged. They patiently introduced the unique selling points and potential of "Panzer Saga" and expressed their interest in a partnership.

Even though Jude behaved coldly toward them, they had no choice but to suck it up because they needed help.

During the meeting, Jude asked about the recommendation fees. Jack and Patrick suggested a reasonable price based on the company's financial standing. Trying his best to maintain a smile, Patrick said, "Our company will pay the recommendation fees based on the agreed contract. I believe that as long as your company recommends the game we've developed, the results won't disappoint. Plus, we can increase your company's share ratio by 20%, based on the original profit sharing amount. How does that sound?"

Jude went straight to the point and said, "We're not concerned about the share ratio. We'll recommend your game as long as you can afford to pay the price. However, promises like yours usually only apply to games that don't have much market potential."

Patrick was speechless at Jude's words. Finally, he asked with difficulty, "How much will it cost to buy a recommendation slot?"

"Different recommendation slots are priced differently. The price is 200 thousand dollars monthly for a recommendation slot on the second page. This is the lowest price we have to offer."

Patrick fell silent. He and Jack didn't have much savings left. They were left with no more than 50 thousand dollars.

They couldn't even afford the cheapest recommendation slot.

Noticing the embarrassed looks on their faces, Jude smirked disdainfully. "You don't have the money, huh? Then, come back once you have the money!"

After saying that, he stood up and got ready to leave. But Patrick stood up anxiously and said, "Mr. Sinclair, we're currently low on liquid funds. Perhaps you can recommend us for now, or we can pay for half a month's fee first. How about..."

"Do you think we are a charity organization?" Jude rudely interrupted Patrick. His tone was impatient as he continued, "If there's nothing else, I'll be leaving now."

Without hesitation, he got up and walked toward the door. Before he left, he said to the assistant by the entrance, "From now on, don't set meetings with small companies like this. It's a waste of time. Who knows what kind of trash game they've developed? They might ruin our reputation."

Then, Patrick and Jack were thrown out of GamePod.