



PAYMENT
White paper

Summary

The Nonoba Payment API is an easy to implement, integrated payment solution for flash games. By handling payment provider aggregation, fraud protection, content access control and much more, the API allows game producers to put their focus on just making the best possible games.

As with all our APIs, the Nonoba Payment API works anywhere on the web, you can embed and upload your game on any other site and the Payment API still works. People do not have to play your game on Nonoba to be able to make a purchase. Regardless of where they play it, you can make money.

Nonoba is constantly adding and updating the payment methods and providers, in order to reach our goal of accepting any form of payment from anyone anywhere.

Features

To implement payment in your game, simply download our API, choose what features should be behind a payment roadblock, configure the according packages on our website and you're ready to go!

70/30 Revenue split

Whenever somebody spends money in your game, you get 70% of that money. We keep 30% to pay for any payment provider fees, credit card fees, and for keeping track of who has bought what in your game. We take care of everything for you, you do not have to worry about fraud or chargebacks or different payment methods. You always get to keep 70% of what people spend on your game.

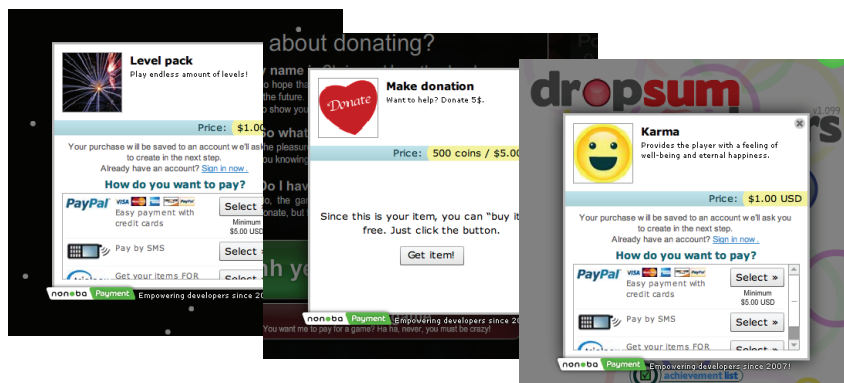


Multiple revenue models

You can choose to charge for anything in your game. It can be the entire game, it can be individual levels, or it can be booster items that give the players an advantage. Or you could use the system to ask for donations from player who like the game. You are completely free to choose the model that best suits your game.

Generic skin

The in-game shop is handled by Nonoba, and will look the same in all games. It is designed to efficiently show users what they are buying, and securely guiding them through the payment process.



Easy to implement

To implement the Payment API in your game, simply configure the items, levels or similar you want to sell in our easy to use web interface.

Then download the the API from our website, embed it in your game and add a few lines of code where you want to charge for an item or check if a user already bought an item.



Multiple payment providers

We take care of offering different payment providers for the players so you don't have to. We currently allow users to pay with credit cards, Premium SMS and TrialPay, but we are constantly working on expanding with more providers. You don't have to change anything in your game, and every time we add a new provider, more people will be able to spend money on your game.

Put your game anywhere

The Nonoba Payment API works the same way as our other APIs, you can embed or upload your game on any other site and the Payment API will still work. People do not have to play your game on Nonoba to be able to make a purchase, regardless of where they play it, you can still make money from it. Our revision system even ensures that you all games, on all external websites will be updated if you upload a new version of your game to our website. Keeping you in control of your game!

No forced advertising

We will not put any ads in your game or in the shop if you use the Nonoba Payment API.

In fact, everything in the payment flow, from the in-game dialogs, webpages and invoice e-mails, is designed to be as simple and generic as possible.

Non exclusive

We do not require any sort of exclusive deal to allow you to use the Nonoba Payment API. You are free to sell your game via other distribution channels, brand it anyway you like, and put any type of ads in your game. It's your game, so you choose what you want to do.

Works with our other APIs

The Nonoba Payment API is an integrated part of our API package. This means that the payment API works flawlessly with our multiplayer and community API's giving you a very complete package of features.

FAQ

Overview

What is Nonoba Payment?

It is Nonoba's technology to handle payment for flash games. It is part of the single- and multi-player API.

Can I use it in a multiplayer game?

Yes, you can use it both in multiplayer and single player games as long as you've uploaded the game to Nonoba and integrated with the appropriate Nonoba API.

Can I use it in my ActionScript 3 (AS3) game?

Yes. Full steam ahead!

Can I use it in my ActionScript 2 (AS2) game?

Yes. Full steam ahead!

Can anyone use Nonoba Payment in their game?

Yes, this is available for free for all developers. However, we do have an approval process for the items being sold, to ensure a minimum level of quality.

Integration and Payment

How do I set up payment for my game?

On your game edit page there is a new tab for payments. Under that you can create shop items for your game, which works the same way as setting up achievements for your game. You can then call methods in the Nonoba API to check if a user has bought a specific item.

Will I have to download the Nonoba Payment API as a separate download?

No, Nonoba Payment is included in both the regular single- and multi-player API. Visit our download page to get the file you need.

Does it support trial-to-purchase and feature purchases?

Yes, it is up to you to decide what model you want. Check out our examples here, but feel free to try out whatever you like.

Who sets the price for the different features?

You, the game developer, decide what you want to sell, and at what cost.

Is there a minimum price point?

You can sell items at any price, from a single cent to hundreds of dollars. However, depending on the payment provider, there is a minimum amount that the user can do in a single payment. For example, PayPal has a minimum amount of \$5 USD, so if you're selling something for \$3 USD, the user who buys that will have \$2 USD left over in their account, which they can then use to purchase something different in your game, or any other game that uses Nonoba Payment.

Why is there a \$5.00 USD minimum charge for PayPal?

PayPal takes a fixed amount plus a percentage of every transaction. \$5.00 USD is the point where we breakeven on our cut of the 70/30 revenue split.

What happens if any item costs less than the minimum amount for a payment provider?

All users will keep any surplus amount in their account, which they can then use at a later time in your game or any other that uses Nonoba Payment. We recommend that you don't think about the minimum amounts, but just charge what you feel your item is worth.

How do people pay?

Using the regular Nonoba API you can now invoke the in-game shop dialog which will be shown on top of your game, and guide players through the payment process.

How do people keep what they've paid for the next time they play?

Shop items are tied to a Nonoba user account, just like high scores and achievements. If the player is not logged in when the in-game shop appears, he will be able to sign in or create a new account to which whatever he buys will be tied.

Do the players have to leave my game to buy items?

No, the shop is displayed in-game, and when they've finished purchasing something, you can immediately check what they purchased and let the game continue.

Is there a sample game implementation I can see?

Yes, check out our sample implementation, which is a simple game with Nonoba Payment integration.

What are Nonoba Coins?

The user accounts contain Nonoba coins. All game items have a price in coins. When a user purchases an item from your game, they can either pay with coins they have purchased in advance, or buy the required amount of coins directly. The Nonoba coin system works exactly like Microsoft Points in the Xbox LIVE Marketplace, or Wii Points for the Nintendo Wii Shop Channel.

What is the value of a Nonoba Coin?

One coin is worth one cent USD. This means that 100 coins are worth \$1 USD. Whenever you set up your game shop items, you will see exactly how much you will earn for your selected coin price.

Approval and Guidelines

Will my game shop items be available immediately after I've set it up?

No. Your game and items must be approved by an administrator before they're available for purchase. We will check that they meet our guidelines, in the same way that achievements have to be approved.

How do I know if my game shop items have been approved?

When we have reviewed your game, you will get a message whether your game shop items were approved or rejected, and whatever cause we had to reject them in that case.

What are the guidelines for getting a game shop item approved?

Your game must be an actual game with actual gameplay.

Your game must of course adhere to our general Terms of Service. This means that your game may not be offensive or malicious for example.

You must be the original developer of the game, or own the right to make a profit from the game.

When you set up your game shop items, you must clearly describe what the purchase of each item will grant the user.

Your items must work as advertised, we will test that you have correctly integrated the API and that you correctly award the effects of the purchased items.

You must allow the in-game shop to be invoked at the appropriate time, and your game may not interfere with that process in any way, for example by tricking the user to make a purchase.

Developer Money

Whats the deal? How much will this cost me?

You get to keep 70% of all money spent in your game. Nonoba keeps 30% to cover transaction costs, payment provider fees, and management of purchased items.

This sounds too good, are you saying that I can use use Nonoba's APIs to make a multiplayer game with an in-game shop, so that I can earn money on my game, and Nonoba is not charging me anything for it?

That is right, there are no startup fees of any kind, there's only the 70/30 revenue split.

How do I know how much money I've earned?

You can track your sales on your developer account page.

How do I get my money?

When you have earned at least \$50 USD, you can request a payout through your developer account page, and we will transfer the money to you using PayPal. You can only request one payout per month.

What about chargebacks?

In the event of a chargeback, we will handle it and fund it if necessary. You will never lose any money in such a case or need to get involved in any way.

What about fraud?

Again, don't worry. We'll take care of it. You will never lose money.

Ads and distribution

Will you be putting advertisement into my game when i use Nonoba Payment?

No.

Can I continue to have ads and sponsors in my game?

Yes, you can keep all your current ads and sponsors.

Can I submit the game to other sites?

Yes, you can submit the game to any other site.

Can I embed the game on other sites?

Yes, of course you can!

Do i have to use the embed code or downloadable swf file from Nonoba when embedding and uploading to other sites?

Yes, we're sending in special arguments, so in order for Nonoba Payment to work in your game, it must be hosted by us. However, when you're using Nonoba Payment we don't show any preloader before your game, so there's no visible difference at all compared to hosting it yourself.

Payment Providers

What is PayPal?

PayPal is a well-established payment provider that is safe, easy and popular, and where you can pay either with major credit cards, or with your PayPal account.

Why do you want multiple payment providers?

Different users have different preferences when they purchase items online. Some want to pay with their credit card, some with their cell phone and others with international bank transfers. Also, different payment providers have different popularity and recognizability in different parts of the world. We want to add as many payment options as possible, to ensure that as many people as possible can make payments.

Do I have to change anything when you add a payment provider?

No, you don't have to update your game in any way. Regardless of where people play it, when they get to the shop they will simply have more options available without you having to do anything.

More information

More information

<http://nonoba.com/developers/>