



BITOBIT FOR DEVELOPERS

Publisher Onboarding Guide

From application to first payout — everything you
need to publish your game on the Bitobit platform.

WHAT'S INSIDE

- 9 chapters · step-by-step walkthrough
- Screenshots of every key screen
- SDK quick-start (Unity · Godot · Unreal)
- Submission checklist + FAQ

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Quick Start Flow

Your journey from application to live game in six steps. Each step is covered in detail in the matching chapter.

1 APPLY

Submit your studio application at bitobit.it/developers/apply.

2 GET APPROVED

Our team reviews your portfolio. Approvals usually within 3 business days.

3 SET UP STUDIO

Create your public studio profile, invite team members, generate API tokens.

4 BUILD YOUR GAME

Add metadata and media. Upload your build in 3 clicks with Bitobit Publisher.

5 SUBMIT & REVIEW

Request review. We test your build, verify rating, and confirm compliance.

6 GO LIVE

On approval your game is published on bitobit.it and the Bitobit Launcher.

TYPICAL TIMELINE

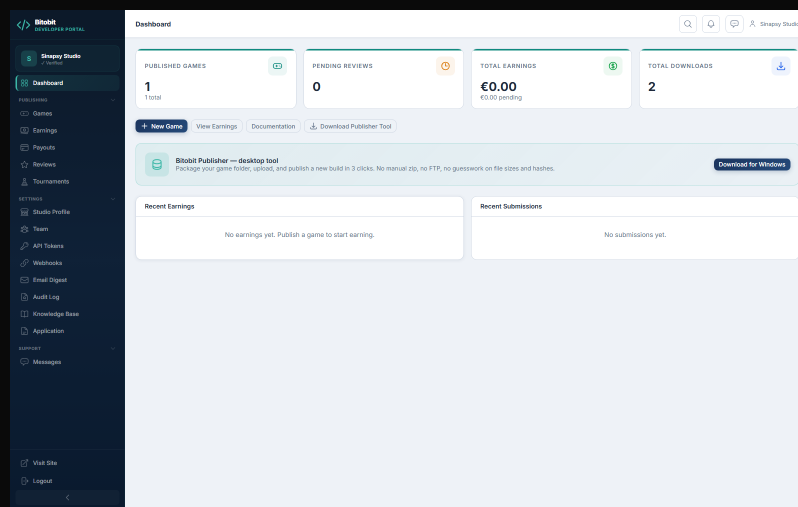
Application → approval: 1–3 business days. Studio setup: same day. First game review: 3–7 days. Payout after first sale: monthly, threshold-based.

Your Account

After your application is approved you will receive an email from our team containing this guide and a link to the developer portal. Log in with the account you used during the application to unlock the developer dashboard at bitobit.it/developer.

1.1 First login

- Visit bitobit.it/developer and sign in with your approved account.
- The first login triggers the onboarding wizard — complete it before anything else.
- Enable two-factor authentication from Account → Security (strongly recommended).



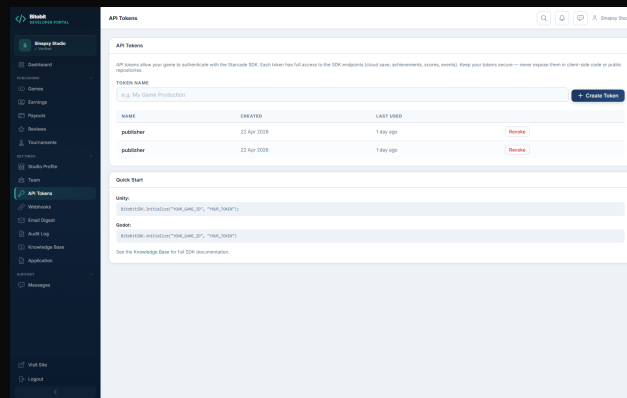
ONE ACCOUNT, ONE STUDIO OWNER

The account that applied becomes the studio owner. Team members join later via invitation and cannot transfer ownership — contact support if that ever changes.

1.2 API tokens

API tokens authenticate your SDK calls and CI/CD scripts. Each token has a scope (read-only, build-upload, full) and can be revoked at any time without affecting the others.

- Generate at Account → API Tokens → New Token.
- Copy the token immediately — it is shown only once.
- Store it in a secret manager, never in a repo or Unity prefab.
- Rotate at least every 90 days. Revoke when someone leaves the team.



1.3 Team members

Invite collaborators from Studio → Team. Each member gets one of three roles:

- Owner — full access, only one per studio, controls billing.
- Admin — everything except ownership transfer and billing.
- Developer — can edit games, upload builds, submit for review, but not payouts.

Your Studio

Your studio is the public face you present to players. Fans see your logo next to every game you publish and can browse your studio page to discover your catalogue.

2.1 Studio profile

- Name — shown under every game card with an orange dot marker.
- Slug — becomes `bitobit.it/studios/your-slug`.
- Logo — square PNG, 512×512 px recommended, transparent background.
- Description — rich text (TinyMCE). Your elevator pitch, mission, pedigree.
- Website, social handles — optional but build trust.

The screenshot shows the 'Studio Settings' page in the Bitobit developer dashboard. On the left is a dark sidebar with navigation links: Dashboard, Games, Earnings, Payouts, Reviews, Tournaments, Studio Profile (selected), Team, API Tokens, Webhooks, Audit Log, Knowledge Base, Application, and Messages. The main content area is titled 'Studio Settings' and contains two primary sections. The 'Studio Profile' section includes fields for 'STUDIO NAME' (Snapray Studio), 'CONTACT EMAIL' (hmonett120@gmail.com), and a rich text 'DESCRIPTION' (lorem ipsum). Below these are fields for 'WEBSITE' (https://test.it) and 'COUNTRY'. At the bottom of this section is a 'STUDIO LOGO' field with a 'Choose File' button and a note '(Required for (PUB) Tournaments)'. The 'Payout Settings' section on the right includes a 'PAYMENT METHOD' dropdown (PayPal), a 'PAYMENT DETAILS' text area (PayPal email or bank), and a 'Revenue Split' card showing '85%' with a note 'Your share of each sale' and a 'Save Changes' button at the bottom.

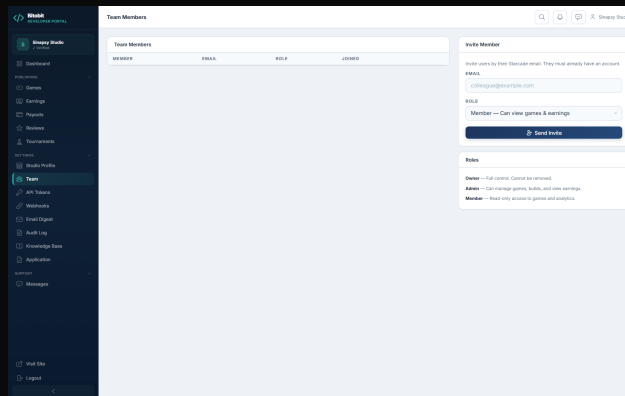
FIRST IMPRESSIONS MATTER

Studios with a complete profile (logo + description + at least one social link) convert 2× better on game pages compared to empty profiles. Make it count.

2.2 Press kit

Every studio gets a one-page press kit at bitobit.it/studios/your-slug/press-kit — link this to journalists and content creators. It auto-collects your logos, screenshots, fact sheet, contact info.

- Upload hi-res assets from Studio → Press Kit.
- Fact sheet is filled from your studio description + games.
- Add a press contact email — separate from your login email.



2.3 Webhooks (optional)

Receive real-time notifications when events happen on the platform: a purchase, a review posted, a tournament starting. Useful for CI, Discord bots, community dashboards.

- Configure at Studio → Webhooks → Add endpoint.
- Events delivered as JSON POST with HMAC-SHA256 signature header.
- Retries with exponential backoff for 24 hours on 5xx responses.

Creating Your First Game

A new game is created as a draft. Drafts are visible only to your team. You can work on them indefinitely — nothing happens until you submit for review.

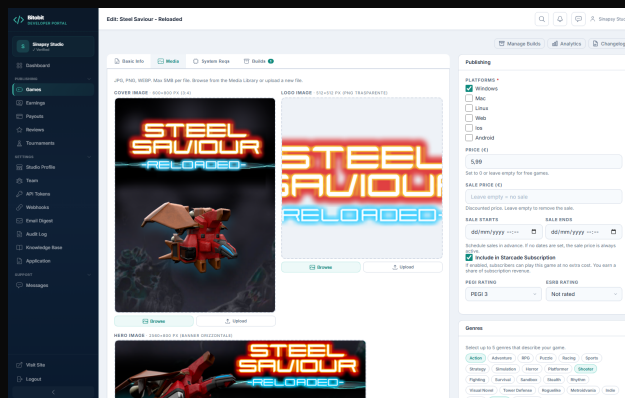
3.1 Metadata

- Title and slug (becomes bitobit.it/games/your-slug).
- Genre, tags, supported languages, single/multiplayer.
- Short description (shown on cards), long description (rich text).
- Age rating — PEGI and ESRB are required before submission.
- System requirements (min/recommended).
- Pricing — price, currency, regional overrides.

3.2 Media assets

Visuals carry most of the conversion work. Do not skip any of these.

- Cover image — 1920×1080, the hero on every game page.
- Logo — transparent PNG, overlays the cover on shop cards.
- Screenshots — at least 4, ideally 6–10, 16:9, in-engine.
- Trailer — YouTube or Vimeo embed, 60–90 seconds preferred.
- Icon — 512×512, used in the Bitobit Launcher tile.



3.3 Achievements

Define in-game achievements now so your SDK integration can unlock them later. Each achievement has a slug (used from code), display name, icon, XP value, and optional hidden flag.

3.4 Publishing your build

Your game binary is served to players via the Bitobit Launcher with DRM applied automatically (Ed25519-signed entitlement + hardware binding). You have two ways to get your build on the platform — we strongly recommend the first.

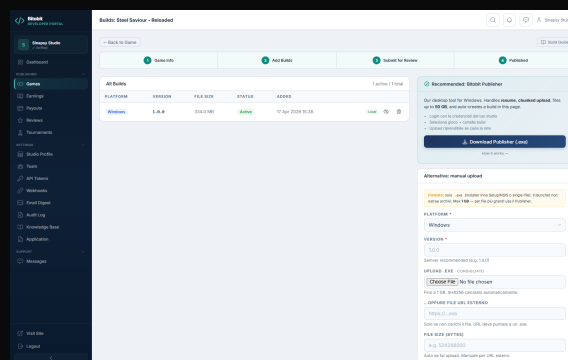
RECOMMENDED — BITOBIT PUBLISHER

Our official desktop tool. Package, upload, and publish a new build in three clicks — no manual zipping, no FTP, no guesswork on file sizes or hashes. Handles multi-GB builds (up to 20 GB) with resume on network errors and automatic self-updates.

Three-click publish flow:

- Select your game from the dropdown (only games your studio owns).
- Point at your build folder — the tool previews what will be zipped.
- Type the version (semver), add optional release notes, hit Publish.

Download: dev.bitobit.it/publisher-download/latest (Windows 10/11 x64, ~48 MB, signed installer).



Alternative — External download URL

If you already host your build on S3, CDN, or similar, you can provide a direct HTTPS URL instead. Fully supported, but you manage hosting, bandwidth, and availability yourself.

DRM IS ALWAYS ON

Every build gets DRM applied automatically — you do not integrate anything. Players receive a signed entitlement bound to their account and machine; offline play is supported through a cached blob.

3.5 Sale vs Subscription opt-in

Every game you publish is sold individually by default. Inclusion in the Starcade subscription is opt-in — your decision, made at any time after launch. The two channels can run in parallel: non-subscribers pay full price, subscribers play at no extra cost.

How earnings are split

- Direct sale: 92% of every transaction goes to you (your studio's revenue split).
- Subscription: each month the total Starcade pool is divided EQUALLY per game in the catalogue, then your share is multiplied by your 92% split.
- Per-game share — not per studio, not by playtime, not by popularity. 3 games in the subscription = 3 independent shares per month.

Three common patterns

- Sales-first — sale only for the first 4–12 weeks, then opt in. Maximises launch-window revenue (Game Pass model).
- Day-1 dual channel — sale + subscription enabled together. Maximum exposure from launch; best for genres where discoverability matters more than launch revenue.
- Legacy revival — older title moved into subscription while keeping the sale option. Re-monetises games that have plateaued.

WHEN NOT TO OPT IN

Skip the subscription if your game is in early access, still has unstable builds, or carries ongoing per-copy costs (royalty-bearing audio, server fees) that a flat per-game share cannot cover.

FUTURE LOCK-IN

Today you can toggle the subscription flag on and off freely. A minimum lock-in period (3 or 6 months) may be introduced to keep the per-game pool stable. Studios already in the subscription will keep their existing flexibility through any transition.

SDK Integration

The Bitobit SDK plugs into your game engine and gives you cloud save, achievements, leaderboards, tournaments and real-time events. Pick the package for your engine:

UNITY

C# / .NET

sdk/unity/

GODOT

GDScript

addons/bitobit_sdk/

UNREAL

C++ / Blueprint

Plugins/BitobitSDK/

4.1 Quick start (Unity)

```
BitobitSDK.Initialize(gameId: 42, apiKey: "btb_live_...");  
await BitobitSDK.Achievements.UnlockAsync("first_win");  
await BitobitSDK.CloudSave.SaveAsync("slot_1", saveData);
```

FULL SDK DOCS

This guide gives you the shape of the SDK. Complete API reference, sample projects, and advanced patterns live at bitobit.it/developers/docs.

Submission & Review

When your draft is feature-complete and your build runs end-to-end, you request review. A Bitobit reviewer plays your build and verifies it meets our guidelines.

5.1 What we check

- Launches and runs to the main menu on a clean Windows install.
- No crashes in a 15-minute smoke test across main mechanics.
- Age rating matches what players will actually see.
- No IP violations, no trademark misuse, no malware.
- Metadata (title, description, screenshots) reflects the game.
- DRM-signed build matches the executable you declared.

5.2 The pipeline

Your game moves through these states:



If rejected, you receive detailed notes and can re-submit after fixes.

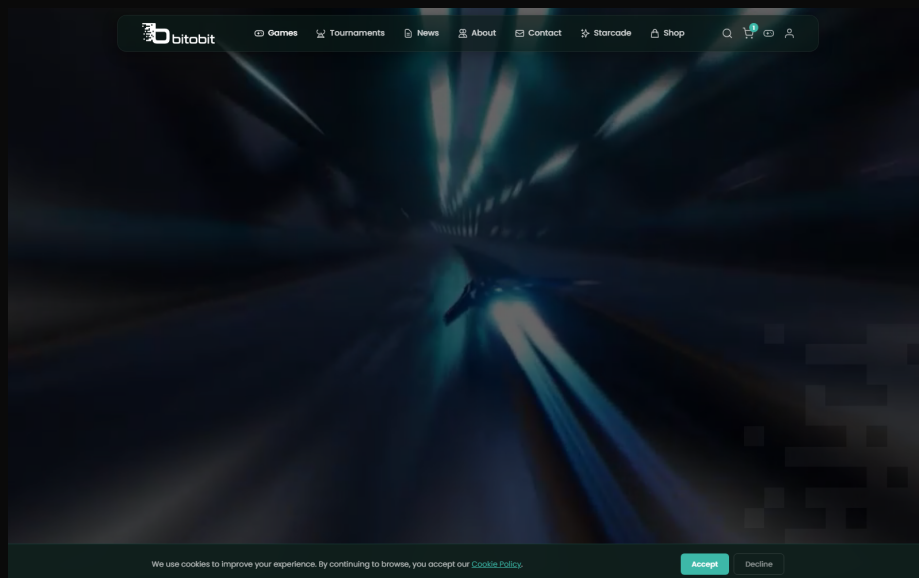
TYPICAL REVIEW TIME

3–7 business days for a first submission. Re-submissions after fixes are usually reviewed within 48 hours.

Going Live

The moment your game is approved, it becomes visible to players. Here is what changes automatically:

- Game page goes public at bitobit.it/games/your-slug.
- Card appears on the Indie Studios section of /games (with studio badge).
- If priced, it is listed on /shop and purchasable through checkout.
- Bitobit Launcher users with a license can install and play.
- Press kit URL becomes public.
- Analytics start flowing into your earnings dashboard.



Revenue & Payouts

You keep 92% of every sale by default — the highest split in the industry. Bitobit keeps 8% to cover hosting, payment processing, the launcher, DRM, storefront and all developer tooling.

92% DEVELOPER

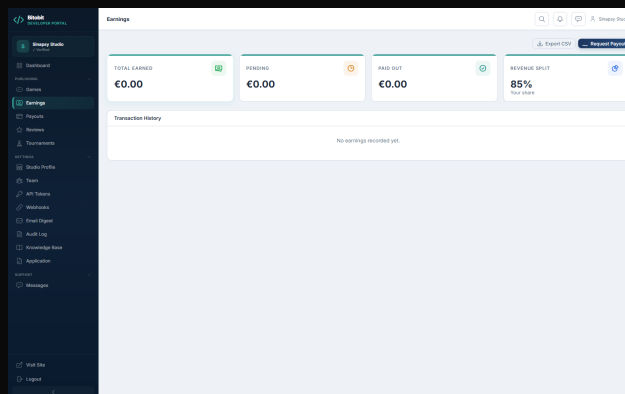
8%

■ Your share — 92% of every sale

■ Platform fee — 8% (hosting, launcher, DRM, support)

7.1 Earnings dashboard

- Monthly revenue totals with trend sparklines.
- Per-game breakdown — units, gross, net payable.
- Refunds deducted automatically in the period they happen.
- Currency conversion at the exchange rate on sale date.



7.2 Requesting a payout

- Minimum threshold: €50 (configurable per-studio upon request).
- Request from Earnings → Request Payout once the threshold is hit.
- Payouts are processed manually by our finance team within 10 business days.
- Wire transfer to the bank account configured in Studio → Billing.

Updates & Lifecycle

Shipping is only the start. The platform is designed for continuous delivery — here is how updates work.

8.1 Build patches

- Publish a new build from Bitobit Publisher — same 3-click flow as your first release.
- Bump the version (semver), add release notes, hit Publish. The new build auto-activates.
- Bitobit Launcher detects the change on next launch and updates the player's install.
- Patch notes are shown inside the launcher news feed — write them!

8.2 Content updates

When updates substantially change the game — new story chapters, additional modes, age-rating-affecting content — a new review is required. Cosmetic patches, balance changes and bug fixes are auto-approved.

WHEN IN DOUBT, SUBMIT

It is always faster to submit and get a quick "no review needed" back from our team than to release something that should have been reviewed.

8.3 Delisting

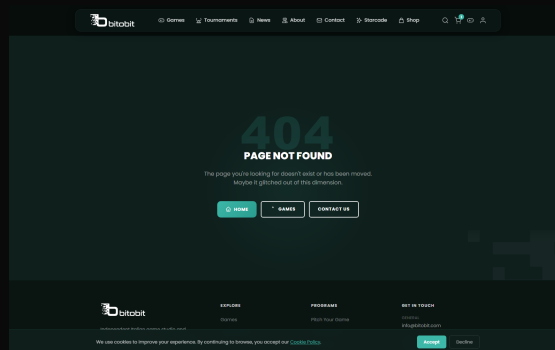
You can delist a game at any time from Game → Settings → Delist. Existing owners keep access to their copy; the game disappears from /games, /shop and search. You can relist whenever you want.

Support & Community

You are not on your own. The developer portal ships with direct lines to our team and the rest of the Bitobit studios.

9.1 Real-time chat with Bitobit

- Open from Developer → Messages.
- Pusher Channels WebSocket — replies from our team arrive instantly.
- Use it during review for clarifications, after launch for escalations.



9.2 Documentation

- bitobit.it/developers/docs — public SDK / API reference.
- bitobit.it/developer/docs — private guides behind developer login.
- This PDF — always available inside Developer → Resources.

9.3 Community

Approved studios are invited to a private Discord server where Bitobit staff and other devs hang out. Expect early heads-up on platform changes, beta features, and peer support.

Appendix A · Submission Checklist

Print or save this page. Check every box before you click "Submit for review".

METADATA

- ☐ Title, slug, genre, tags locked in
- ☐ Short + long description proof-read
- ☐ PEGI + ESRB rating assigned
- ☐ System requirements filled (min and recommended)
- ☐ Price and regional overrides set

MEDIA

- ☐ Cover image 1920×1080
- ☐ Transparent PNG logo
- ☐ At least 4 screenshots, 16:9
- ☐ Trailer linked (YouTube or Vimeo)
- ☐ Launcher icon 512×512

BUILD

- ☐ Published via Bitobit Publisher (or external URL declared)
- ☐ Version bumped (semver), release notes written
- ☐ Smoke-tested on a clean Windows machine
- ☐ SDK initialized with production game ID
- ☐ Cloud save tested (if applicable)

BUSINESS

- ☐ Press kit assets uploaded
- ☐ Studio profile complete (logo + description + social)
- ☐ Billing details filled in Studio → Billing

Appendix B · FAQ

How long does the application review take?

Usually 1–3 business days. We contact you by email either way.

Can I change my 92/8 split?

Yes, contact us once you have published at least one game. Strategic partnerships, exclusives and high-volume catalogues qualify for improved splits.

Which platforms are supported?

Windows x64 via the Bitobit Launcher today. macOS and Steam Deck are on the roadmap.

Do you offer localization help?

Not directly, but the platform supports multiple languages in metadata and in the news feed. Your SDK strings are localized by your game itself.

Can I sell DLC and in-game items?

DLC is supported as separate products linked to the base game. In-game micro-transactions through the platform are planned; for now use the wallet SDK in closed beta.

What happens to my game if I leave the platform?

Players keep the copies they already own via the launcher. New sales stop the moment you delist. Payout any outstanding balance before you go.

Can one studio publish multiple games?

Yes, there is no limit. Each game has its own draft → review → live pipeline.



Publish games. Keep 92%. We handle the rest.

Questions? dev-support@bitobit.it

Developer portal · bitobit.it/developer
Public docs · bitobit.it/developers/docs
Apply · bitobit.it/developers/apply