



GAME
SHOW

Easy, powerful game streaming software

Make streams worth watching

The Gameshow Product Guide is designed to provide an overview of the features and functions of this innovative application to assist in the review process. Please review this document along with the associated Gameshow website, which provides complete product details.

Gameshow provides this guide for informational purposes only; it is not a product specification. The information in this document is subject to change at any time.



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OVERVIEW

Gameshow is a cross-platform live streaming application that gives game broadcasters new levels of production for their gamecasts. Gameshow lets broadcasters easily set up and produce the highest quality streams, with beautiful graphic templates designed for specific games, dynamic editing, live switching, green screen technology, and built-in interactive widgets.

Gameshow works on Mac and PC, or with console games. *

*(requires a capture device that brings the game stream into the computer).

Here's what Gameshow offers:

Easy setup: We want users to spend more time playing their game and less time setting up their broadcast. They can choose one of the ready-to-use, game-specific templates, and literally set up a beautiful stream in minutes. Or they can customize their own template with the easy, dynamic editing tools.

Powerful production & editing: Gameshow lets users move, resize and rotate elements on screen; add interactive widgets to display data such as followers or donations; and even use a camera with green screen. With an unlimited number of shots (AKA scenes) and layers, game broadcasters have infinite creativity for building a stunning broadcast template.

Streaming and recording: With Gameshow, users can stream to Twitch or YouTube, and record their stream for archive.

Stream like a pro: As a 64-bit app with GPU acceleration, Gameshow is optimized for high-quality streaming.

A community of gamers sharing: We want to help game streamers get discovered, and get connected with the growing community of passionate game streamers out there. Users can [download or share](#) their own custom widgets on the gameshow.net site. Also, coming soon will be the ability to download and share custom game streaming templates.

Professional support from a company with decades of experience in streaming: Gameshow is developed by Telestream an industry-leading live streaming software company. Telestream has been in the live streaming industry for more than a decade. We stand behind our software. We have a team of people continuously working on and



improving it. Our [professional support team](#) is there to help when needed. Learn more about Telestream [here](#).

Gameshow is available as a \$29 one-time purchase, that includes updates for a year. Once your Update Pack expires, the latest version available at the time will continue to work forever. To continue receiving new features and bug fixes, Update Packs can be purchased for \$29 a year thereafter.

Free Version: The free version of Gameshow is fully featured, and will work without a license. The only limitations of the free version are encoding quality settings.

Exceeding the quality limitations listed below will incur a watermark:

- Resolution: 1280x720p
- Frame Rate: 30FPS
- Bitrate: 1750Kbps

INDUSTRY & BACKGROUND

Video game streaming and game stream viewership has been growing exponentially. The consumption of game streams as a source of entertainment has been catching up to and surpassing traditional modes of entertainment (e.g. TV) at increasingly high levels.

Platforms like Twitch have outrageous viewer stats:

- 6B minutes watched per month
- 100M unique viewers per month
- 5M unique broadcasters per month
- 11M total videos broadcast per month
- 1M peak concurrent viewers
- Twitch traffic has doubled from 15M people a month in mid 2013, to nearly 30M people a month in mid 2015.

And in general video game stream viewership has hit a tipping point and is big business:

- 200-300M global viewers according to NewZoo
- 30M+ online viewers watch League of Legends world championships



- More people [watched the League of Legends world championship finals](#) in 2014 than they did Game 7 of the World Series or the last game of the NBA Finals, according to ESPN.
- 40,000 in-person fans attended League of Legends 2014 championship in Seoul (at a stadium which hosted the 2002 World Cup semi-final)
- 11,000 in-person fans watched an eSports event in a Seattle basketball arena
- \$18M prize pool for latest DotA 2 tournament (by contrast The Masters golf tournament is \$9M)
- \$1M salaries for top players

Statistics courtesy of:

<http://mahesh-vc.com/is-esports-really-a-thing/>

<https://www.quantcast.com/twitch.tv>

<http://stats.twitchapps.com/>

POSITIONING

These game broadcasters are making a tremendous amount of really great content. Gameshow aims to help them make their streams better. With Gameshow, game broadcasters can simplify the process of creating a consistent, branded game stream with graphical overlays and interactive widgets, which helps them build their community, build their brand and make their streams worth watching.

Gameshow is positioned as a tool for new and experienced game broadcasters for easily making their streams look better and adding more interactivity.

And we're just getting started. We have big plans for Gameshow; we will be continually adding features and functionality to make this powerful tool something that gamers can't live without.

FEATURES

Easy enough for beginners, powerful enough for professionals

Templates:

Just pick a template and get started. Gameshow comes with ready-to-use, game-



specific templates can be used as-is or customized. Each template includes several shots (i.e scenes), which have layered layouts including cameras, graphics and widgets. Some templates even include a game-customized “Be right back” screen. All the templates can be customized and changed. And importantly, there’s no limit to the number of shots (i.e. scenes) or layers a broadcaster can add, giving him or her unlimited creativity for building a stunning broadcast.

Widgets:

Users can add widgets to show subscribers, followers, chat, social media feeds, donors or advertisers. They can also make their own widgets using our easy HTML and JavaScript-based SDK. If it's data, we can widgetize it, making it super easy to pull in and display this data as part of any broadcast.

Dynamic Editing:

Gameshow includes easy, on-the-fly editing tools for customizing broadcast templates. Add camera shots, images, use green screen technology, rotate and rearrange items on screen. In just a few clicks broadcasters can create a look that’s totally customized to their brand.

Save multiple documents:

If broadcasters want to have a different look when they stream different games, Gameshow makes it easy. They can simply create and save unique documents for every game they play. This lets them switch between games easily, while keeping a game-specific look unique to their brand.

TECH SPECS

Supported Operating Systems

Windows 7 SP1 64 bit, Windows 8.1 64-bit, Windows 10 64-bit
Mac OS X Yosemite, Mac OS X El Capitan

Internet connectivity

- Requires Internet connectivity with HTTP/HTTPS port 80, and RTMP port 1935 open for streaming.
- For lowest quality (240p) streaming an upload rate of at least 650Kbps is required.



- 720p streaming requires an upload rate of at least 2500 Kbps.
- 1080p streaming requires an upload rate of at least 4500 Kbps.

Note: Consider lowering your canvas frame rate and/or streaming resolution to lower CPU usage.

It is recommended that an upload rate of at least double the desired rate be available. Please consider that external game play may also require a portion of your Internet upload bandwidth.

For Replay functionality, SSD drive for Replay storage recommended.

Minimum Recommended Hardware Specifications

- Intel 'Sandy Bridge' Core i5 CPU @ 2.5Ghz or higher recommended for 720p streaming @ 30fps.
- Intel 'Sandy Bridge' Core i7 CPU @ 3.0Ghz or higher recommended for 1080p streaming @ 30fps. Note: 60 FPS streaming will result in increased CPU usage and a high bit rate (4Mbps or higher) for good quality.
- At least Intel HD, NVIDIA GeForce, or AMD Radeon class graphics adapter that are both DirectX 9 and DirectX 10 capable required.
- Minimum 4GB RAM, 2GB free hard disk space. Additional hard disk space required for recording to disk. Note: Using the web-based Widgets may increase memory usage significantly.

Hardware accelerated encoding requirements

- Intel QuickSync encoding requires an Intel CPU with an Intel® QuickSync Video core.
[List of Intel CPUs supporting QuickSync →](#)
- NVIDIA NVENC encoding requires an nvidia GPU with Kepler architecture or newer.
[NVIDIA only maintains a general list of supported GPUs →](#)



DOCUMENTATION & TUTORIALS

Getting Started Videos

<http://www.gameshow.net/videos.htm>

GRAPHICS RESOURCE

<http://www.gameshow.net/press/press.htm>

CONTACT INFORMATION

Product Information

<http://www.gameshow.net>

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ABOUT GAMESHOW

Gameshow is the only cross-platform, all-in-one live game streaming production software that enables capture, live production, and encoding of live streams for broadcast. With Gameshow, game broadcasters can simplify the process of creating a consistent, branded game stream using graphical overlays and interactive widgets, which helps them build their community, build their brand and make their streams worth watching. Gameshow is ideal for streaming or recording live Internet gameplay, archiving game events and matches, talk show formats, streaming live educational, training, game strategy discussions and more. For more information visit the Gameshow [website](#).



COMPANY OVERVIEW

Telestream® provides world-class live and on-demand digital video tools and workflow solutions that allow consumers and businesses to transform video on the desktop and across the enterprise. Many of the world's most demanding media and entertainment companies such as CBS, BBC, CNN, FOX, CBC, Comcast, Direct TV, Time Warner, MTV, Discovery, and Lifetime, as well as a growing number of users in a broad range of business environments, rely on Telestream products to streamline operations, reach broader audiences and generate more revenue from their media. These companies choose to work with Telestream as they know they will get a trusted and highly skilled technical partner.

Telestream products span the entire digital media lifecycle, including [video capture](#) and ingest; live and on-demand [encoding](#) and [transcoding](#); playout, delivery, and [live streaming](#); as well as management and automation of the entire [workflow](#). The company also partners closely with the industry's leading digital media companies across the entire digital media lifecycle, from consumer to enterprise. Telestream corporate headquarters are located in Nevada City, California.

