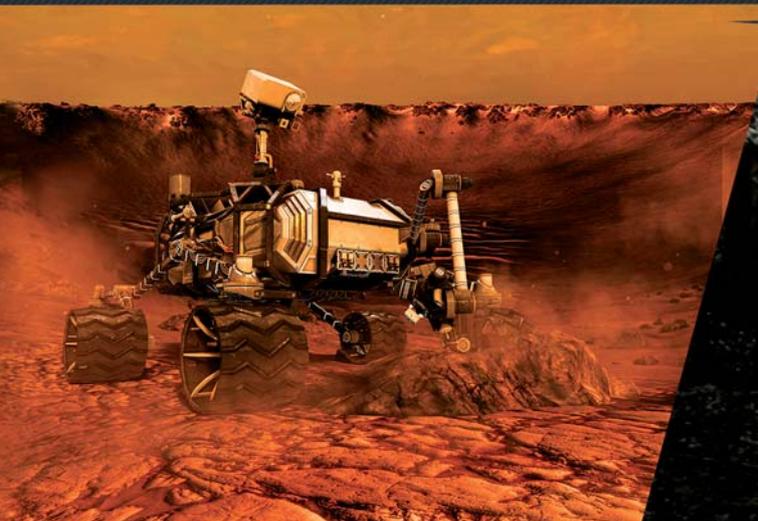# Bohemia Interactive

COMPANY BROCHURE
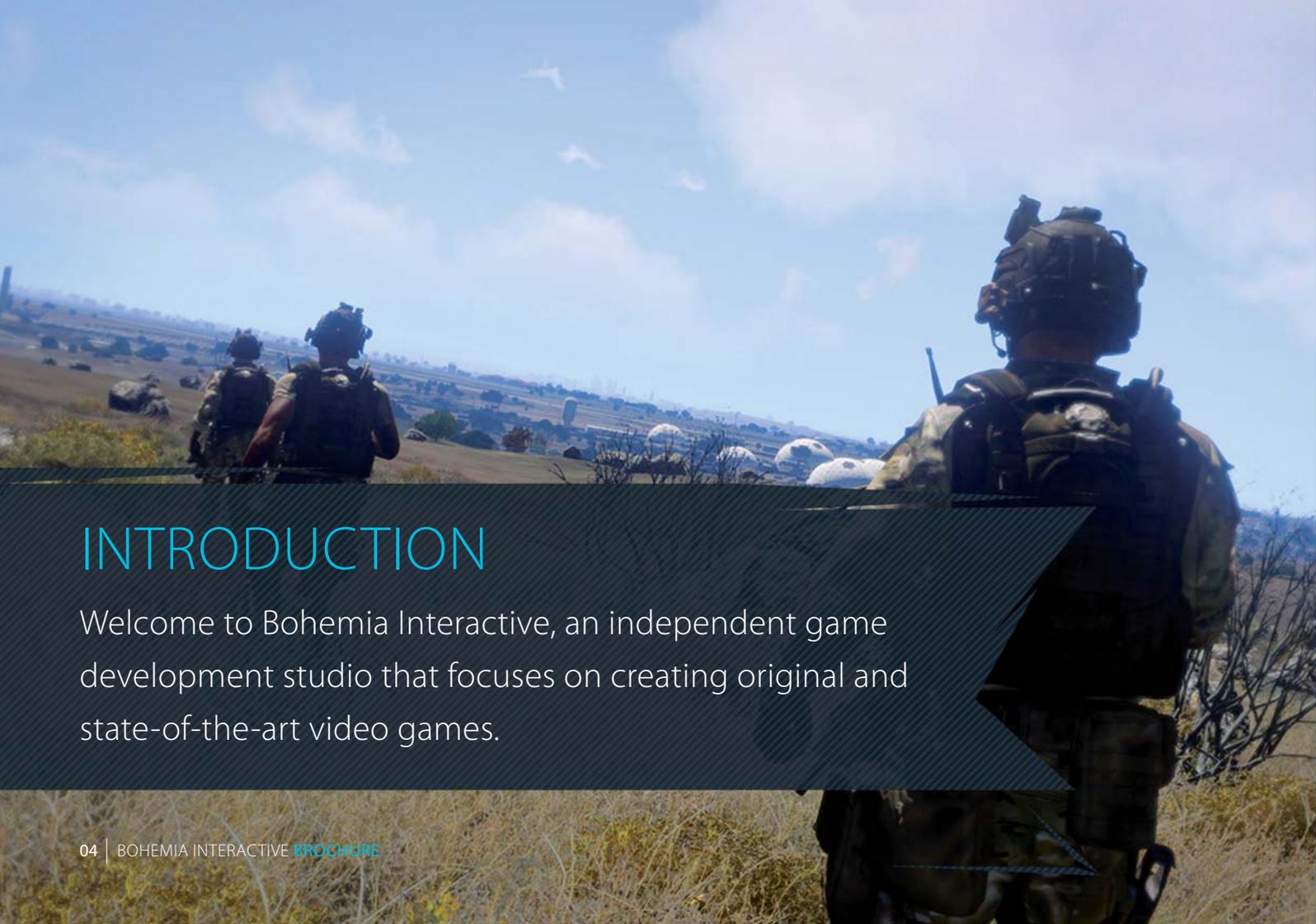
(NOVEMBER 2014)

Bohemia Interactive creates meaningful and rich gaming experiences based on various topics of human fascination.

*By opening up our games to users,
we provide platforms for people
to **explore** - to **create** - to **connect**.*

INTRODUCTION

Welcome to Bohemia Interactive, an independent game development studio that focuses on creating original and state-of-the-art video games.

Pushing the aspects of simulation and freedom, Bohemia Interactive has built up a diverse portfolio of products, which includes the popular Arma® and Take On® series, DayZ®, and various other kinds of proprietary software. With its high-profile intellectual properties, multiple development teams across several locations, and its own motion capturing and sound recording studio, Bohemia Interactive has grown in 15 years to be a key player in the PC game entertainment industry.

Bohemia
Interactive

COMPANY PROFILE

Founded in 1999, Bohemia Interactive released its first major game **Arma: Cold War Assault** (originally released as Operation Flashpoint: Cold War Crisis*) in 2001. Developed by a small team of people, and published by Codemasters, the PC-exclusive game became a massive success. It sold over 1.2 million copies, won multiple industry awards, and was praised by critics and players alike. Riding the wave of success, Bohemia Interactive created the popular expansion **Arma: Resistance** (originally released as Operation Flashpoint: Resistance*) released in 2002.

Following the release of its debut game, Bohemia Interactive took on various ambitious new projects, and was involved in establishing a successful spin-off business in serious gaming

COMPANY INFO
Founded: May 1999
Employees: 200+
Offices: 5

*Operation Flashpoint® is a registered trademark of Codemasters.

and simulations with its first game for training: VBS1. In 2005, Bohemia Interactive released Operation Flashpoint: Elite* for Xbox – followed by Arma in 2007, which marked the studio's first full independent release without support from a major publisher.

Afterwards, the studio started to work on Arma 2. This project also marked the beginning of Bohemia Interactive's co-operation with two other Czech game development studios, Altar Games and Black Element Software, who assisted in the development of the Arma: Queens Gambit expansion and Arma 2. They were both officially acquired by Bohemia Interactive soon after. Arma 2 proved to be another success for Bohemia Interactive, and remained a priority for several years after release, resulting in several expansions, such as Arma 2: Operation Arrowhead, Arma 2: British Armed Forces, Arma 2: Private Military Company, and Arma 2: Army of the Czech Republic.

GDC 2002
Best Debut

Develop Awards 2014
Independent Studio

When Arma 2's development concluded, Bohemia Interactive started to diversify its portfolio in new directions by developing new properties such as Take On Helicopters and Carrier Command: Gaea Mission. With the release of Arma 2: Firing Range, Bohemia Interactive also made its first entry into the rapidly developing market for mobile games. While none of these games turned out to be major commercial successes, they did provide a wealth of development experience to the benefit of later projects.

In 2012, while working on the fourth installment in the Arma series, Bohemia Interactive suddenly saw its long-term dedication and support for modding rewarded due to the unexpected success of DayZ – a zombie survival mod for Arma 2: Combined Operations. It boosted the sales of Arma 2 massively and placed Bohemia Interactive into the game industry's spotlights. Bohemia Interactive soon established a partnership with DayZ creator Dean Hall to develop a standalone version.

About half a year later, in 2013, Arma 3 paved the way for Bohemia Interactive's open method of development. By releasing alpha and beta versions of Arma 3, Bohemia Interactive managed to involve its player base into the development process, resulting in a much better and more stable launch than any of the previous Arma games. Other Bohemia Interactive projects, including DayZ – but also smaller endeavors like Bohemia Interactive's Take On Mars, a sim game focused on the exploration of Mars – adopted this development approach.

At the end of 2013, a year after the DayZ mod reached its peak, an early alpha build of DayZ's standalone was released. Even though it launched under the 'Early Access' label, DayZ instantly became the top seller on Steam, with nearly two million copies sold in the first four months.

Bohemia Interactive has developed two proprietary game engines; Real Virtuality™ and Enforce™. The studio also makes use of the licensed Unity engine for smaller multiplatform projects.
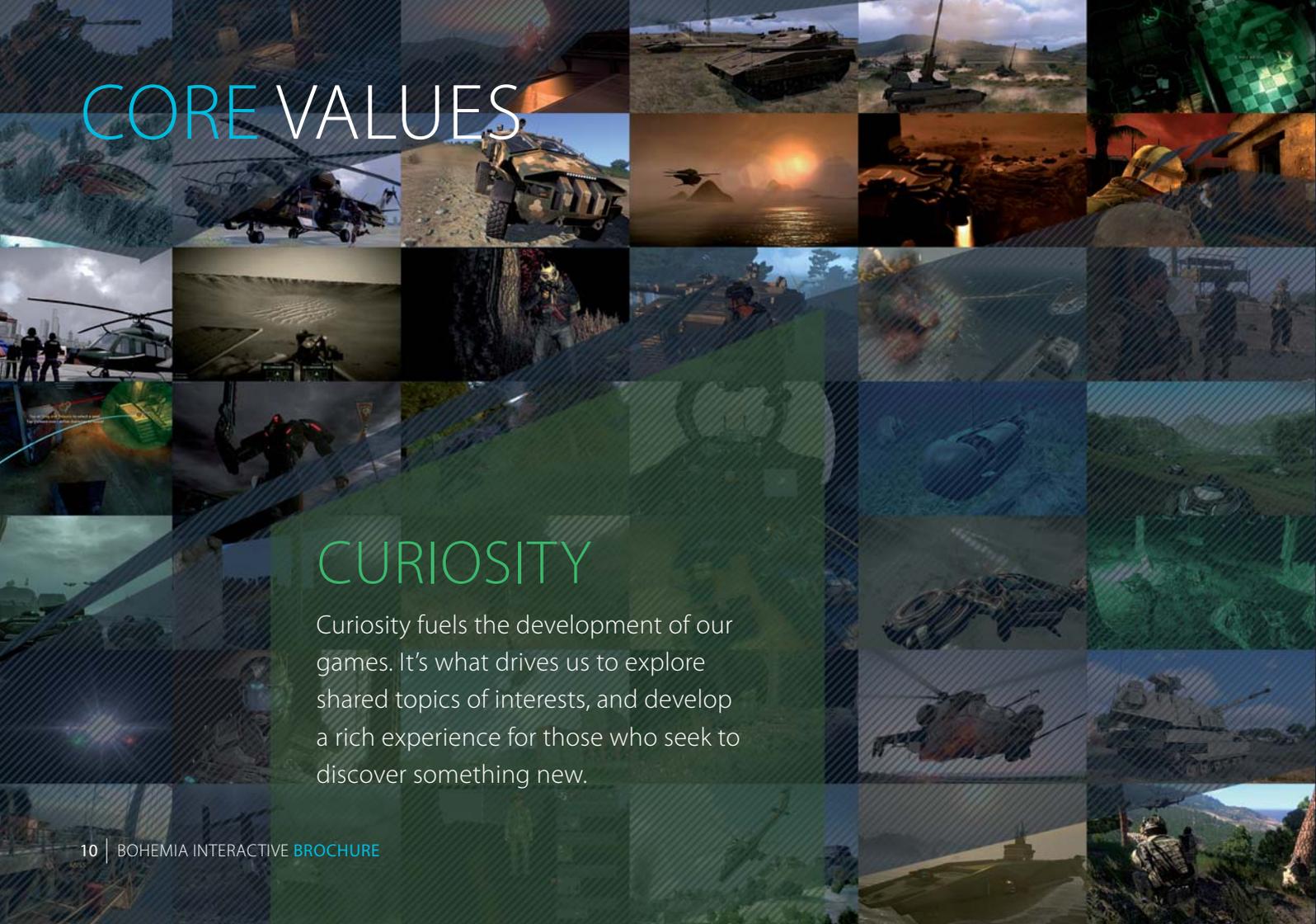
CORE VALUES

CURIOSITY

Curiosity fuels the development of our games. It's what drives us to explore shared topics of interests, and develop a rich experience for those who seek to discover something new.
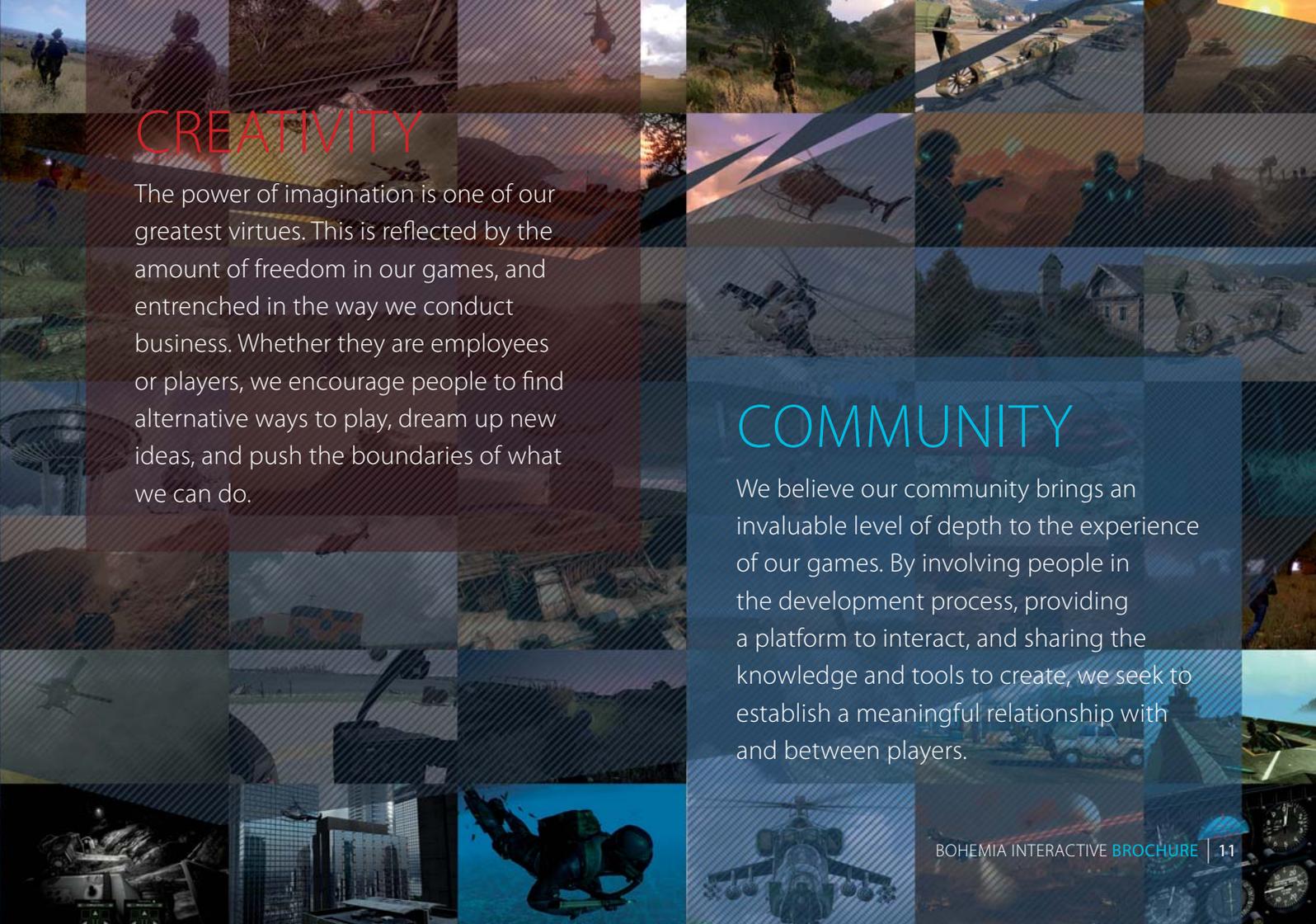
CREATIVITY

The power of imagination is one of our greatest virtues. This is reflected by the amount of freedom in our games, and entrenched in the way we conduct business. Whether they are employees or players, we encourage people to find alternative ways to play, dream up new ideas, and push the boundaries of what we can do.

COMMUNITY

We believe our community brings an invaluable level of depth to the experience of our games. By involving people in the development process, providing a platform to interact, and sharing the knowledge and tools to create, we seek to establish a meaningful relationship with and between players.

TIMELINE

Arma
(PC)

Bohemia Interactive
Founding of
Bohemia interactive

ARMA RESISTANCE
Arma: Resistance
(PC)

Arma: Queens Gambit
(PC)

1999	2001	2002	2005	2007	2009

ARMA COLD WAR ASSAULT
Arma: Cold War Assault
(PC)

Operation FLASHPOINT ELITE
Operation
Flashpoint: Elite*
(Xbox)

THE X FILLETS II
Fish Fillets 2
(PC)

UFO AFTERLIGHT
UFO: Afterlight
(PC)

ARMA II
Arma 2
(PC)

*Operation Flashpoint® is a registered trademark of Codemasters.

Arma 2: Operation Arrowhead
(PC)

Carrier Command: Gaea Mission
(PC, Xbox 360)

Arma 3
(PC)

Arma 2: British Armed Forces
(PC)

Arma 2: Firing Range
(iOS, Android)

Arma Tactics
(PC, Mac, Linux, Android, iOS)

2010   2011   2012   2013/2014

Arma 2: Private Military Company *(PC)*

Take On Helicopters
(PC)

Take On Helicopters: Hinds *(PC)*

Take On Mars (Early Access Alpha)
(PC)

Arma 2: Army of the Czech Republic *(PC)*

DayZ (Early Access Alpha)
(PC)

ARMA

Standing at the very heart of Bohemia Interactive is the Arma series. Arma has become known as the most authentic, diverse, and open military game series on the market. Its mixture of simulation gameplay, combined arms warfare, massive sandbox terrains, and options for content creation is unparalleled and makes the Arma series one of the most beloved exclusives on PC, with over 7 million units sold on the platform.

KEY FEATURES

> Massive open world
> Authentic simulation
> Combined arms warfare
> Single and multiplayer
> Content creation

PRODUCTS

Arma: Cold War Assault
Arma: Resistance
Operation Flashpoint: Elite*
Arma
Arma: Queens Gambit
Arma 2
Arma 2: Operation Arrowhead
Arma 2: British Armed Forces
Arma 2: Private Military Company
Arma 2: Army of the Czech Republic
Arma 2: Firing Range
Arma Tactics
Arma 3
Arma 3 Karts
Arma 3 Helicopters
Arma Gold (bundle)
Arma 2: Combined Operations (bundle)
Arma 2: Complete Collection (bundle)
Arma X: Anniversary Edition (bundle)

DayZ is a gritty, authentic, open-world survival horror hybrid-MMO game created by Dean Hall, in which players follow a single goal: to survive in the harsh post-apocalyptic landscape as long as they can. Players can experience powerful events and emotions arising from the ever-evolving emergent gameplay. There are no waypoints, built in tutorials or help given to players. Every decision matters – and without game saves or extra lives, every mistake can be lethal.

BACKGROUND

DayZ was first released in the spring of 2012 as a mod for Arma 2: Combined Operations. Created by Dean Hall, the DayZ mod became incredibly popular, taking the entire gaming industry by surprise. The sales of Arma 2 increased massively as a result, and DayZ creator Dean Hall and Bohemia Interactive soon announced a partnership to develop a standalone version.

EARLY ACCESS

An early alpha version of DayZ was released in December 2013. Even though the alpha included only a basic subset of game mechanics, it managed to sell nearly three million copies in its first year.

TAKE ON

Bohemia Interactive's Take On series represents games that focus on a field of interest and simulate this in an authentic yet accessible way. Combining simulation with stunning graphics, unparalleled freedom, and engaging game elements, players can enter a world without limitations and full of opportunity.

TAKE ON MARS

Take On Mars places people right in the middle of mankind's most exciting undertaking. Players start out in the seat of a rover operator, pushing their vehicles to the max, and finish as the first human to ever set foot on Mars. With a scientific arsenal at their disposal, they will pioneer the exploration of another planet, unlocking the secrets of its distant past. Multiplayer and manned mission to Mars will be added in the final release.

TAKE ON HELICOPTERS

Set against the beautiful backdrop of Seattle, Take On Helicopters lets players enjoy the thrilling experience of flying a helicopter. Powered by an adapted version of the Arma engine, Take On Helicopters features an authentic flight model, detailed helicopter models, massive terrains, a story-driven career mode, time-trials, challenges, multiplayer, and a powerful scenario editor.

COMMUNITY

United by a passion for original video games, Bohemia Interactive cherishes the support of one of the most dedicated communities in gaming.

MODDING

Ever since their debut game in 2001, Bohemia Interactive has committed itself to supporting community content creators. By allowing the modding of their games, and providing people with powerful editing tools, the studio has seen its games reinforced by an incredible amount of custom content – extending their games' longevity by years.

MAKE ARMA NOT WAR CONTEST

Building upon the Arma series' strong heritage in modding, Bohemia Interactive launched the €500,000 Make Arma Not War content creation contest for Arma 3. With cash prizes ranging from €20,000 to €200,000, spread across four different categories, the studio aims to stimulate and reward the dedicated community of content creators. The winners of the Make Arma Not War contest will be revealed in March 2015.

EARLY ACCESS

Taking full advantage of the benefits of digital distribution, Bohemia Interactive actively involves its community into the development of their games. People can play early builds of games, and submit their feedback or report game bugs directly to the development team. The method was successfully pioneered by Arma 3, and led to one of the most successful game launches in Bohemia Interactive's history. DayZ – the studio's new flagship title – and Take On Mars also adopted the Early Access approach.

TECHNOLOGY

Bohemia Interactive has developed various proprietary software engines, tools and technologies to power its games.
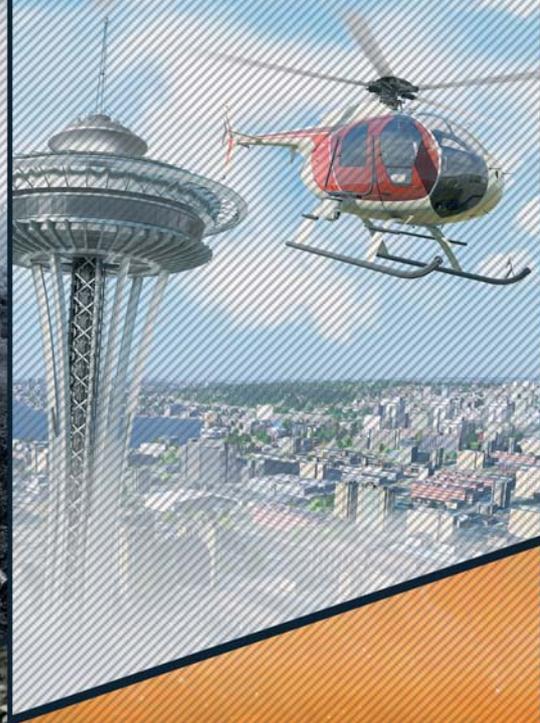
REAL VIRTUALITY

Real Virtuality is a proprietary computer game engine developed by Bohemia Interactive and used in most of its games. Arma 3 is powered by the most recent generation of the engine, Real Virtuality 4. The Real Virtuality engine is also licensed for use in the military training software VBS1, VBS2 and the upcoming VBS3 by Bohemia Interactive Simulations – a serious games company independent from Bohemia Interactive. There is a cross licensing agreement in place between the two companies with regards to the sharing of technologies between commercial and serious gaming.

ENFORCE

Enforce is another game engine developed by Bohemia Interactive. It's used for Carrier Command: Gaea Mission and Take On Mars. Unlike Real Virtuality, which is a PC-only engine, Enforce was designed as a multi-platform solution.

Bohemia Interactive is currently in the process of unifying its Real Virtuality and Enforce engines and tools to one universal engine, which it plans to use for its future games.

FUTURE

Bohemia Interactive plans to support and develop its properties, as well as experiment with new game concepts, platforms, and different business models.

2014 - 2015

Over the next two years, the studio will bring its multiplatform turn-based strategy game Arma Tactics to even more platforms, including PlayStation® Network and Xbox® Live. Take On Mars, Bohemia Interactive's exploration game, is also scheduled for an official release – completing its Early Access development program. Bohemia Interactive's flagship title Arma 3 will be supported in the form of multiple DLC packs and an expansion, plus the €500,000 Make Arma Not War content creation contest – while DayZ is expected to reach beta in 2015 and is also under development for the current generation consoles.

STUDIO SERVICES

Bohemia Interactive operates its own motion-capture and audio-recording facilities and technologies, which are available for rent and/or licensing by professional clientele.

AUDIO RECORDING

› Voice recording, providing voice talent, and the processing and editing of data

› Foley recording, recording sounds in all kinds of environments

› Recording and designing audio to create unique sound effects

› Composing soundtracks in any music genre

MOTION CAPTURING

› Performance capturing of moves and voices of multiple actors and animals, with a high-end daylight-tolerant optical motion-capture system

› Virtual cinematography with custom developed technology, head-mounted display real-time stereoscopic virtual reality

› Augmented reality camera (a.k.a. 'simulcam') technology

› Available pool of talented actors, dancers, stuntmen

› Purpose-built and acoustically-treated in-house MC stage (15x15x5 meters) ready for custom wire work

LOCATIONS

Mníšek pod Brdy
CZECH REPUBLIC

Prague
CZECH REPUBLIC

Prague
CZECH REPUBLIC

Brno
CZECH REPUBLIC

Bratislava
SLOVAKIA

Bohemia Interactive

www.**bistudio**.com   **pro.bistudio**.com