



COMPANY BROCHURE

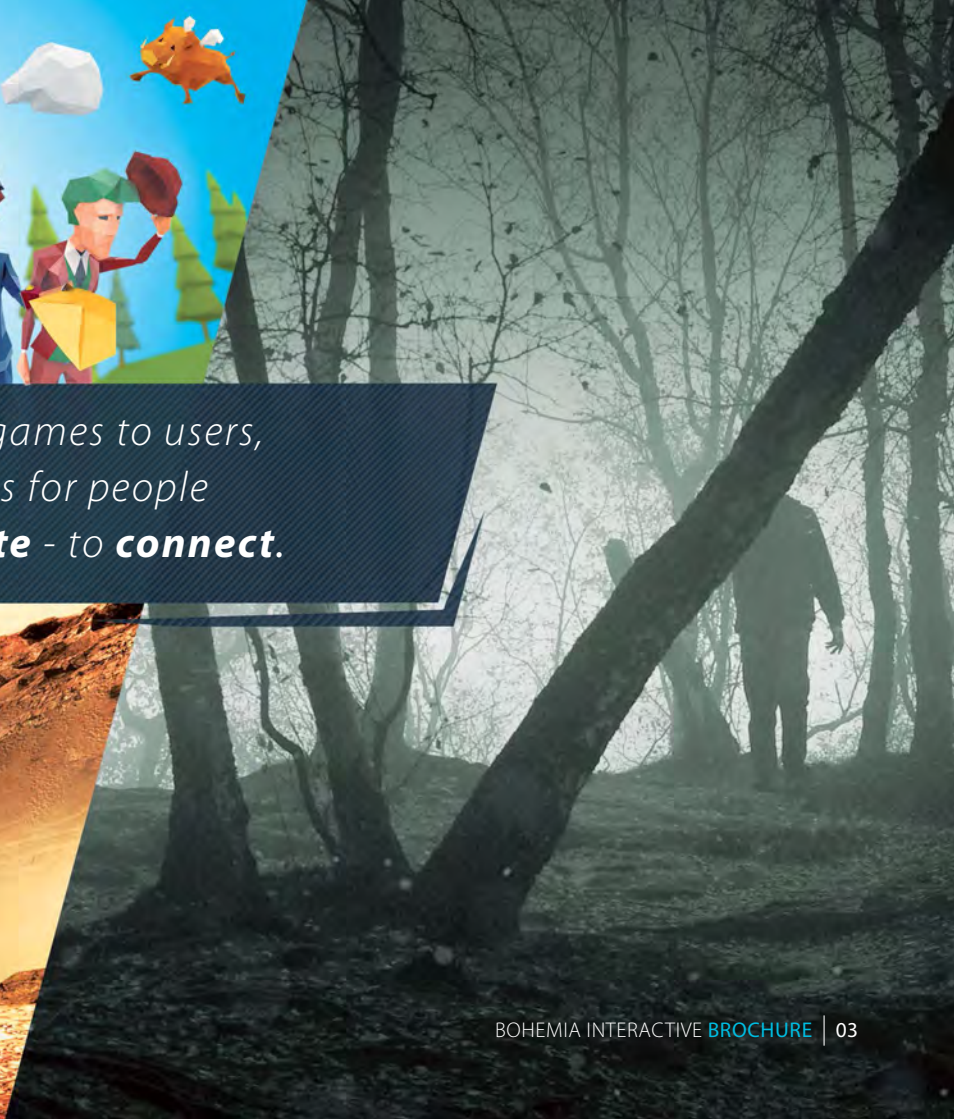
NOVEMBER 2018



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



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



A photograph of three soldiers in full combat gear, including helmets and vests, standing in a field of dry, yellowish grass. They are looking towards a distant, hilly landscape under a bright blue sky with scattered white clouds. In the distance, there are some buildings and a few white, dome-shaped structures. The soldiers are positioned in the foreground, with one soldier on the right being more prominent than the others.

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®** series, as well as **DayZ®**, **Ylands®**, **Vigor®**, 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 to be a key player in the PC game entertainment industry.



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: 400+

Offices: 7



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**.

*Operation Flashpoint® is a registered trademark of Codemasters.



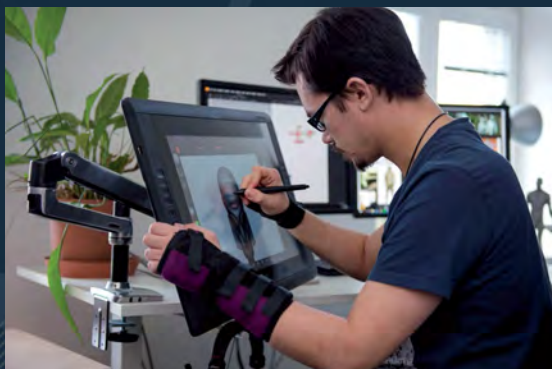
GDC 2002
Best Debut



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 in 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 other endeavors like Bohemia Interactive's Mars exploration game, **Take On Mars**, and the cheery sandbox survival game, **Ylands** – 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.

Over the past few years, the studio has built upon **Arma 3** with various downloadable content, including the **Arma 3 Apex** expansion in the summer of 2016. **Take On Mars** completed its Early Access development and was officially released in February 2017, and **Ylands** is now rapidly approaching a full release. Bohemia Interactive also expanded its presence on mobile devices with the release of **Arma Mobile Ops** and **Mini DAYZ** for iOS and Android. Additionally, the studio once again welcomed console gaming to their repertoire with the Early Access release of their Xbox One exclusive, **Vigor**.

Bohemia Interactive has developed two proprietary game engines; **Real Virtuality™** and **Enforce™**, and is currently working on its new **Enfusion™** engine. The studio also makes use of licensed engines such as **Unity** and **Unreal** for some of its 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



Founding of
Bohemia interactive



Arma: Cold War Assault
PC



Arma
PC



Arma: Queens Gambit
PC



Arma 2: Operation
Arrowhead
PC



Arma 2: British
Armed Forces
PC

1999

2001-2005

2007

2009

2010



Arma: Resistance
PC



Fish Fillets 2
PC



Operation
Flashpoint: Elite*
Xbox



UFO: Afterlight
PC



Arma 2
PC



Arma 2: Private
Military Company
PC



Arma 2: Firing Range
iOS, Android



Carrier Command:
Gaea Mission
PC, Xbox 360



Arma 3
PC



Arma 3 DLC -
Karts, Helicopters,
Marksmen, Apex
PC



Arma 3 DLC -
Jets, Laws of War,
Tac-Ops, Tanks
PC



Arma Tactics
PC, Mac, Linux, iOS, Android



Mini DAYZ
Web Browser, iOS, Android



Take On Mars
PC

2011

2012

2013/2014

2015/2016

2017/2018



Take On Helicopters
PC



Take On Helicopters:
Hinds, PC



DayZ
(Early Access Alpha)
PC



Arma Mobile Ops
iOS, Android



Ylands
(Early Access)
PC



Arma 2: Army of the
Czech Republic
PC



Vigor (Early Access Alpha)
XBOX

ARMA

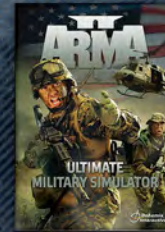
Standing at the very heart of Bohemia Interactive is the **Arma** series. Arma has become known as the most authentic, diverse, and open military game series on the market. Its mixture of simulation gameplay, combined arms warfare, massive sandbox terrains, and options for content creation is unparalleled 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



DAYZ

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.



**GOLDEN JOYSTICK
AWARDS 2014**
Best Original Game

**GOLDEN JOYSTICK
AWARDS 2014**
Best Indie Game

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.

VIGOR

Vigor is an upcoming free-to-play shoot 'n' loot game where you must survive to build your Shelter in post-war Norway. Currently in Game Preview, **Vigor** will release as a free-to-play game exclusively on the Xbox in Q1 2019.

KEY FEATURES

- **SURVIVE** cut-throat encounters for 8-16 players
- **LOOT** precious resources and valuable rewards
- **BUILD** your safe shelter and vital equipment
- **BECOME** the courageous Outlander in post-war Norway



YLANDS

Ylands is a vibrant sandbox exploration game with light elements of survival. Players explore, live off the land, and build things piece by piece within a fully interactive world with thousands of objects to find, craft, and use. Released on Steam Early Access in 2017 – and a graduate of Bohemia Incubator – **Ylands** is set to fully release on PC in Q1 of 2019.

KEY FEATURES

- › Vast and varied landscapes, wildlife, and resources
- › Advanced building and crafting mechanics
- › Seamless single- and multiplayer integration
- › Powerful 3D editor and custom game creator



COMMUNITY

A wireframe rendering of two characters in a game environment. One character is in the foreground, seen from the back, wearing a backpack. The other character is further back, facing left. The environment includes a wall and some foliage, all rendered in a wireframe style.

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 goal was to stimulate and reward the dedicated community of content creators. The winners of the **Make Arma Not War** contest were 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**, **Take On Mars**, and **Ylands** 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 is 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.

ENFUSION

Bohemia Interactive is currently in the process of unifying its **Real Virtuality** and **Enforce** engines and tools to one universal engine, **Enfusion**, 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, Virtual Reality, and different business models.



2018 - 2019

Over the coming years, Bohemia Interactive will continue to support **Arma 3** with new downloadable content and updates, while **DayZ** is scheduled for official release on PC, Xbox® One, and PlayStation® 4. **Ylands** is scheduled to hit 1.0 in early 2019, and **Vigor** will release as a free-to-play in February.

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



Amsterdam
THE NETHERLANDS



Pattaya
THAILAND



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