



COMPANY BROCHURE

JUNE 2020



*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**.

The background image shows three soldiers in full tactical gear, including helmets and vests, viewed from behind. They are standing in a field of dry, yellowish grass. In the distance, a city with various buildings and structures is visible under a bright, cloudy sky. A dark, semi-transparent banner with a diagonal line pattern is overlaid on the lower half of the image, containing the text.

# 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 video game 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

## COMPANY INFO

**Founded:** May 1999

**Employees:** 350+

**Offices:** 6





in serious gaming 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.



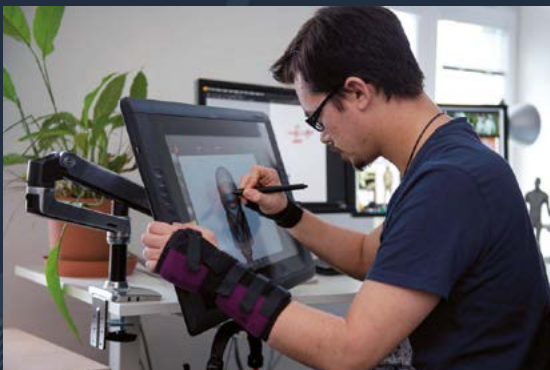
GDC 2002  
Best Debut



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 2016, and the sci-fi spin-off expansion **ARMA 3® CONTACT** in the summer of 2019. **TAKE ON® MARS** completed its Early Access development and was officially released in February 2017, and Bohemia Interactive expanded its presence on mobile devices with the release of **ARMA® MOBILE OPS** and **MINI DAYZ®** for iOS and Android. **YLANDS®**, a platform for players to explore their creativity, fully released on PC, iOS, and Android in late 2020, and is scheduled to come to all major platforms. Additionally, the studio once again welcomed console gaming to their repertoire with the release of the free-to-play shoot 'n' looter, **VIGOR®**, on the Xbox One, along with its upcoming Nintendo Switch release. Bolstering its expanse onto console, Bohemia Interactive released **DAYZ®** for both PlayStation 4 and Xbox One in 2019.

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



PC



PC



PC



PC



PC



IOS, ANDROID

1999

2001-2005

2007

2009-2010

2011



PC



PC



PC



PC



XBOX



PC



PC



CARRIER  
COMMAND  
GREY MISSION

PC, XBOX 360

ARMA

PC

ARMA

ARMA® 3 DLC -  
KARTS, HELICOPTERS,  
MARKSMEN, APEX

PC

ARMA

ARMA® 3 DLC -  
JETS, LAWS OF WAR,  
TAC-OPS, TANKS

PC

VIGOR

XBOX ONE

ARMA  
TACTICS

PC, MAC, LINUX,  
IOS, ANDROID

MINIDAYZ

WEB BROWSER,  
IOS, ANDROID

TAKE ON  
MARS

PC

ARMA  
CONTACT

PC

2012

2013/2014

2015/2016

2017/2018

2019

TAKE ON  
HELICOPTERS  
HINDS

PC

DAYZ

(Early Access Alpha)

PC

ARMA  
MOBILE OPS

IOS, ANDROID

Y LANDS

(Early Access)

PC

Y LANDS

PC, IOS, Android

ARMA  
ARMY OF THE CZECH REPUBLIC

PC

VIGOR

(Early Access Alpha)

XBOX ONE

DAYZ

DAYZ®, DAYZ® DLC - LIVONIA

PC, PS4, XBOX ONE

# 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.

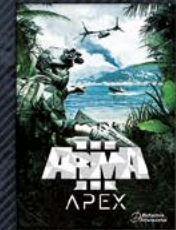
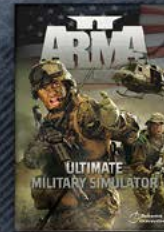
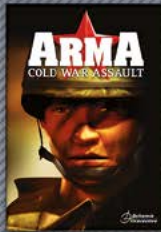
## KEY FEATURES

- 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.

IGN  
AMERICA'S  
PEOPLE'S  
CHOICE  
AWARDS



**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.

**DAYZ®** was fully released on PC in 2018, followed by PlayStation and Xbox One in 2019.

In December 2019, the team released a DLC for **DAYZ®** in the form of a new map called **LIVONIA**.

At the end of 2019, **DAYZ®** made it to the Most Played category on Steam – peaking at 24,000 concurrent players – and went on to win Steam's Better With Friends award for the year.

**DAYZ®** has currently sold over six million copies.

# VIGOR®

**VIGOR®** is a free-to-play shoot 'n' loot game where you must survive to build your Shelter in post-war Norway. Released on Xbox One in 2019, **VIGOR®** is scheduled to make its way to Nintendo Switch in 2020.

## 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® fully released on PC, iOS, and Android at the end 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 model of a character, likely a soldier, is shown in the foreground. The character is wearing a helmet and a backpack, and is holding a rifle. The model is composed of a complex network of white lines on a dark blue background. In the background, there are some architectural elements, possibly part of a game environment.

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**, **YLANDS®** and **VIGOR®** 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.







## 2020 AND BEYOND

BOHEMIA INTERACTIVE will continue the legacy they've built over the last two decades with their future endeavours. They will continue to push the aspects of simulation and freedom, support and work with their passionate community, and build games-as-platforms for people to explore, create, and connect with others.

**ENFUSION™**, their brand-new engine, will be the core of their next major project and will fuel their creative ventures for years to come.

# 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



Amsterdam  
THE NETHERLANDS



Pattaya  
THAILAND



© 2020 BOHEMIA INTERACTIVE a.s. All rights reserved. ARMA®, ARMA®: COLD WAR ASSAULT, ARMA®: RESISTANCE, ARMA®: ARMED ASSAULT, ARMA®: QUEEN'S GAMBIT, ARMA® 2, ARMA® 2: OPERATION ARROWHEAD, ARMA® 2: BRITISH ARMED FORCES, ARMA® 2: PRIVATE MILITARY COMPANY, ARMA® 2: FIRING RANGE, ARMA® X: ANNIVERSARY EDITION, ARMA® 3, ARMA® TACTICS, ARMA® MOBILE OPS, ARGO™, UFO: AFTERLIGHT™, FISH FILLETS 2™, TAKE ON®, TAKE ON® HELICOPTERS, TAKE ON® MARS, Carrier Command: Gaea Mission™, DAYZ®, VIGOR®, YLANDS® and BOHEMIA INTERACTIVE® are trademarks or registered trademarks of BOHEMIA INTERACTIVE a.s. All other trademarks are the property of their respective owners.

[www.bohemia.net](http://www.bohemia.net)