*Valid for December 2024*

We are Bohemia Interactive - an independent video game and publishing studio established in **1999**. Our tradition of success is based on listening to our players’ feedback and creating open and immersive worlds they can customize and use to communicate with gaming communities around the world.

Bohemia Interactive's philosophy is based on three pillars - **Creativity, Curiosity, and Community**. These three C's are reflected in the work of **over 500 colleagues**, who are spread across eight offices and three countries (Czechia, Thailand, and the Netherlands). As an independent studio, we uphold the principles of creative freedom and freedom of expression, both inside and outside our company.

We left our mark on millions of gamers in 2001 with our first hit, **Arma: Cold War Crisis.** The series of open-world army simulations, along with its endless modding possibilities, continued with Arma (2006), Arma 2 (2009), and Arma 3 (2013). Preparations for **Arma 4** are currently underway. Players are able to directly influence the sequel’s development via **Arma Reforger** (2022). Arma Reforger serves as a playable demonstration of our new and proprietary **Enfusion engine**, as well as a platform for collecting players’ feedback. Arma Reforger is the first title in the Arma series to be available on **PlayStation 5** and **Xbox Series X/S** in addition to PC.

We continued making a name for ourselves in 2018 with **DayZ**, a title that defined the genre of open-world survival multiplayer games and continues to enjoy substantial success. Bringing the DayZ game world to mobile devices in the form of the **Mini DayZ** series has also been a great success. In 2019, we launched our first expansion, **DayZ Livonia**, introducing a new official map to the game. Building on this success, in 2024, we unveiled our second DLC, **DayZ Frostline**, which featured a challenging frosty environment alongside an entirely new map.

Meanwhile, console gamers are drawn to our multiplayer game **Vigor** (2019), taking place in an alternate reality of post-war Norway, which was also ported to PC in 2024. Players of all ages are also intrigued by our creative sandbox platform **Ylands**, which was released in 2019. A special version of Ylands called **Ylands EDU** will be used in the future to teach game design, programming, and scripting in schools.

Finally, fans of realistic flight simulations can enjoy our **Take on Helicopters** series which began in 2011. Our portfolio of games also includes **Carrier Command** (2012), in which players take command of a futuristic aircraft carrier, and **Take on Mars** (2013), which transports players to the Red Planet.

We use the most advanced technologies while developing our titles and we own the best equipped motion capture studio in central Europe. The development of our own game engines is also unique. The **Real Virtuality** engine served as the heart of our Arma series for quite some time. Its numerous qualities were also appreciated by the US and UK armed forces, who used the **VBS training platform** developed by Bohemia Interactive Simulations. We officially introduced our new multi-platform **Enfusion engine** in 2021. It’s been designed to meet the most demanding requirements for creating future games at Bohemia Interactive. We also work with **Unity** and **Unreal Engine**. Our games are available on **PC, Xbox, PlayStation**and the**Nintendo Switch**, as well as **iOS** and**Android**.

Our studio is also home to the **Bohemia Incubator** - a project that allows us to develop interesting ideas from smaller, independent game studios and individuals. Our help is focused on technology and development, along with publishing and marketing. The very first project published under Bohemia Incubator label is a unique blend of FPS and RTS **Silica** (2023) by Martin Melicharek.

Our **Creator DLC program** enables third-party developers to earn financial rewards by creating unique new content for Arma 3.

War simulation comprises the core of our games. They depict war as it is, without exaggeration or idealization. Our games do not shy away from the complex issues that impact war’s most vulnerable group – innocent civilians. We try to educate players by explaining that something as horrible as war has its own rules, which are essential to protect the health, lives, and property of civilians. That’s why we also work closely with the **International Committee of the Red Cross** (ICRC). Our **Laws of War DLC**for**Arma 3**, for example, was developed with civilians very much in mind. Proceeds from the DLC’s sales have contributed to ICRC activities in war-affected areas.