



The Farm 51

GROUP SA

THE FARM 51 GROUP SA

Company profile

2014

The Farm 51 - Introduction



The Farm 51 is a team of game development professionals, with many years of direct experience in first-person shooters. During that time we succeeded in creating classic FPS games like *NecroVision*, *Painkiller* and *Deadfall Adventures*. Here's few facts:

- The Farm 51 develops advanced action-adventure games for PC, consoles and mobile platforms. Our products feature fast, classic gameplay and intense action.
- Our company keeps a two-way strategy. We create our own games from scratch, but we also work as a contractor and we help others to reach their dreams.
- We specialize in first person shooters, but during last 8 years we also worked on flying arcade simulators, action RPGs, casual puzzlers and even survival horror.

The Farm 51 - Projects summary



2006

Time Ace, Platform: Nintendo DS

2009

NecroVision, Platform: PC

2010

NecroVision Lost Company, Platform: PC

2012

Painkiller Hell & Damnation, Platform: PC | X360 | PS3 | Mac | Linux

2013

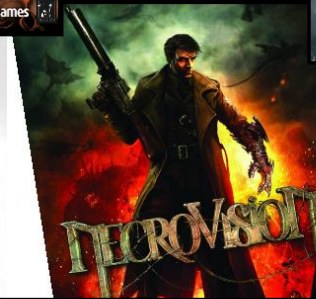
Deadfall Adventures, Platform: PC | X360 | Mac | Linux

2014

Deadfall Adventures, Platform: PS3

Cooperation:

Two Worlds II
The Witcher



The Farm 51 - projects



Historical projects (mobile): **Time Ace**, Platform: Nintendo DS | **StoneLoops of Jurassica** (2006)

Time Ace is the aerial combat game for the Nintendo DS. Game was published by Konami.

StoneLoops of Jurassica is the 2D bubble shooter we produced in cooperation with Codeminiion.



The Farm 51 - projects



Historical projects (PC): **Two Worlds II** (contract for Reality Pump) **The Witcher** (contract for CD Projekt)



Time Ace is the aerial combat game for the Nintendo DS. Game was published by Konami.

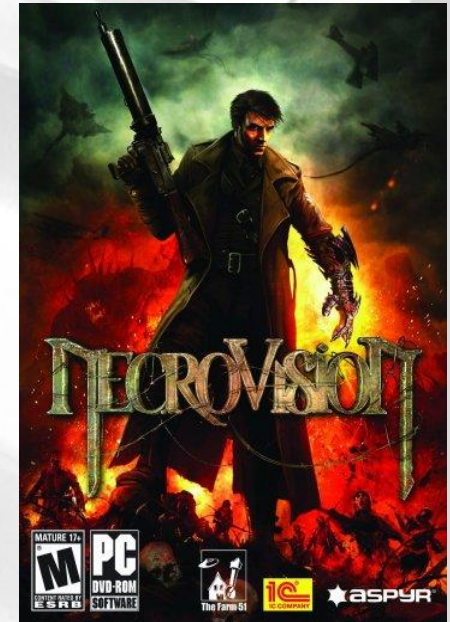
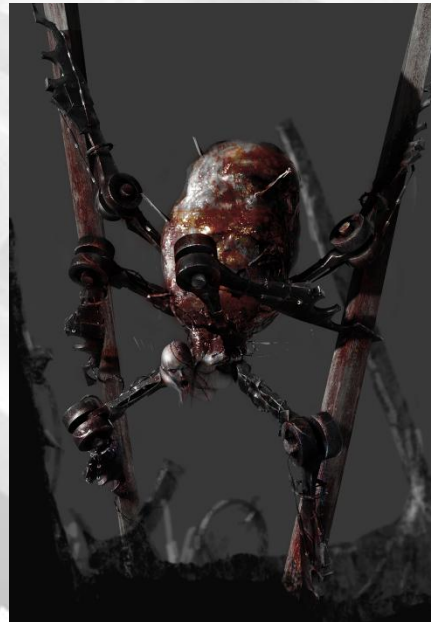
StoneLoops of Jurasica is the 2D bubble shooter we produced in cooperation with Codeminion.

The Farm 51 - projects



Historical projects (PC): **NecroVisioN** (2009)

NecroVisioN combines fantasy elements of daemons and vampires with First World War theme. It takes player on a journey trough difficult levels crowded with bloodthirsty enemies.

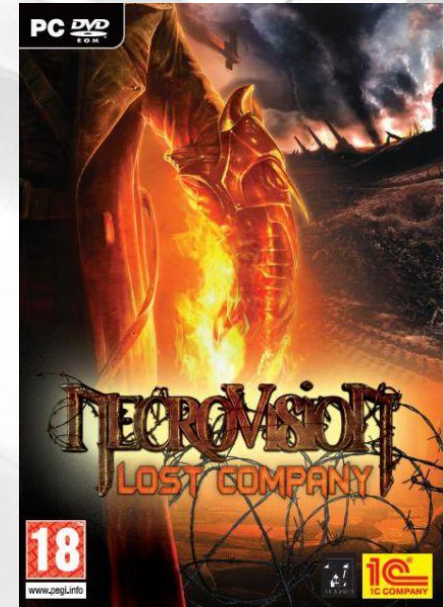


The Farm 51 - projects



Historical projects (PC): **NecroVision Lost Company** (2010)

NecroVision Lost Company is a continuation of NecroVision. It offers a different view on the story. Player plays a villain from the first game and discovered the mechanisms behind the original storyline .

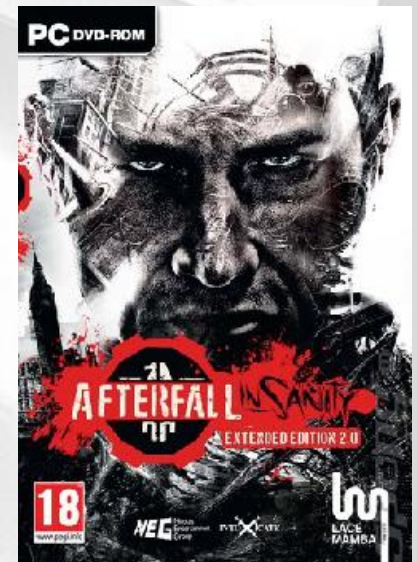


The Farm 51 - projects



Historical projects (PC): **Afterfall: InSanity** (2011)

Afterfall: InSanity is set in an alternate version of the history. The nuclear war almost destroyed the human race. The remnants struggle with unfriendly post-apocalyptic environment, mental illnesses and the strange, unknown virus. Our team played a major role during development of this project.

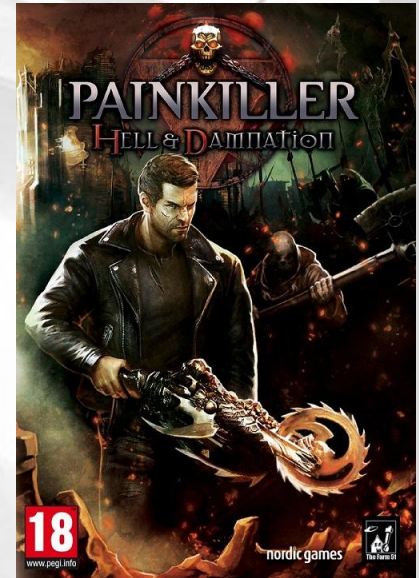


The Farm 51 - projects



Painkiller Hell & Damnation, Platform: PC | X360 | PS3 | Mac | Linux (2012)

The remake of award winning bestseller. Painkiller is packed with action, enemies and arsenal of weapons straight out of the hell. Fast, intense FPS which delivers satisfying destruction.



The Farm 51 - projects



Painkiller Hell & Damnation, Platform: X360 | PS3 (2013)

Project is constantly updated. Console versions, additional content and regular updates keep the game fresh and community around it is pleased.

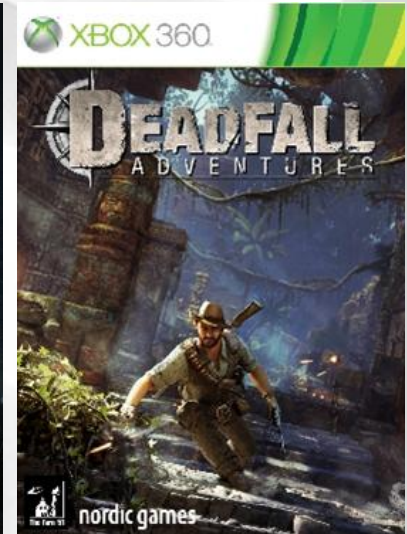
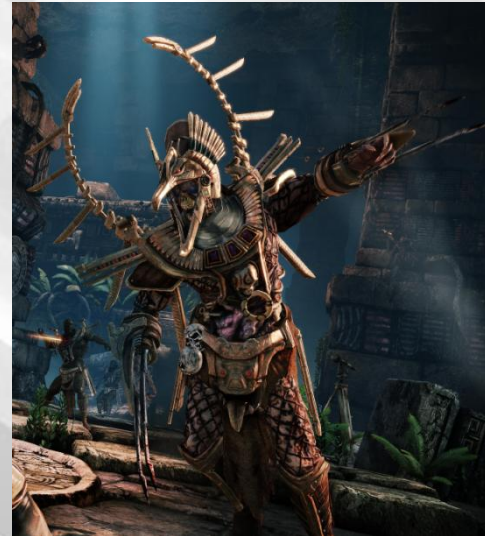


The Farm 51 - projects



Deadfall Adventures, Platform: PC | X360 | Mac | Linux (2013)

Brings classic action adventure genre to a whole new level. Story takes place in exotic areas, ruined cult places and long forgotten temples where player encounters dangerous traps and environmental puzzles concealing hidden treasures. The first person perspective gives the best possible feeling of intensive combat and exploration through beautifully crafted sceneries.



The Farm 51 - projects



Deadfall Adventures, Platform: PS3 (2014)

Deadfall Adventures is also planned to be released on PlayStation 3 (in addition to PC and Xbox 360 version). We are currently working on extra content to the game which will be released as DLC



The Farm 51 - Keyfacts



➤ Veterans

Company founded in 2005 by three industry veterans.

➤ Strength in numbers

Team consists of 60 in-house professionals and 10-20 constant outsourcers.

➤ Experience

We developed, contributed to or supported more than 10 shipped projects.

➤ When others talk, we deliver

Last year we finished two games: *Painkiller* (console edition) and *Deadfall Adventures*.

➤ Business is business

Company listed at NewConnect trading system of Warsaw Stock Exchange.

The Farm 51 - Keyfacts



- Among the best
Licensed developer for Microsoft, Sony, Nintendo consoles and Apple iOS devices.
- Technology is innovation
R & D projects on 3D modeling and animation in cooperation with scientific academies.
- Supporting local talents
Two offices located in Poland, Silesia region.
- Education first
Education services on video game development topics for several universities.
- Military projects
The Farm 51 partners with OBRUM (described below) to provide the military training simulators.

The Farm 51 - Achievements



2005 - Establishing the company first contracts, the beginning of **NecroVision** demo production.

2006 - The development of **Time Ace** for Konami.

2007 - Cooperation with IC on **NecroVision**. Working on **The Witcher** as a contractor for CD Projekt RED.

2009 - Releasing **NecroVision**.

2010 - Releasing **NecroVision: Lost Company**. Working on **Two Worlds II**.

2011 - **Afterfall** is published. **Deadfall Adventures** is born.

2012 - Releasing **IPO, Painkiller Hell & Damnation** PC is issued. Starting of **Get Even** design and development.

2013 - Releasing of **Painkiller Hell & Damnation** X360/PS3, DLCs, releasing of **Deadfall Adventures** PC, x360.

2014 - Global announcement of **Get Even**

The Farm 51 - Research & Development 3D scanning technology



Along with Polish-Japanese Institute of Information Technology and Polish Academy of Sciences we run special Project Innotech, initiative focused on developing of photorealistic facial animation system. It's the very same technology we use for our commercial/gaming projects and for military projects as well.

Technology is innovation. And our business is a part of the „Innovation market” we live in today. This is why in The Farm 51, we're certain that not only should we work on new ideas for our games, but also we should develop modern tools to help us achieve what we want create. This is why we're now working on proper pipeline and technical solutions of 3D scanning to achieve photorealistic graphics never seen in games before!



The Farm 51 - Research & Development Military Projects



Military simulations, are simulations in which theories of warfare can be tested and refined without the need for actual hostilities. The Farm 51 partners with OBRUM (Polish company with the status of military research and development centre) to provide the training simulators representing equipment of the Polish Army, contributing to improvement of soldiers training level and minimizing training costs by eliminating financial expenditures for fuels and vehicles staff.

Experience gained from military projects also benefits our commercial projects, such as **Get even** game (described below). We are able to implement solutions developed in military projects into our games, to make it more realistic.

The Farm 51 - Research & Development Military Projects



Military simulation pretty much resembles game development. The difference lies in details. In military projects one has to work with the emphasis on realism and real battlefield conditions.

There are two main aspects of military training simulation. One focused on individual soldiers' skills (for example, increasing precision and accuracy in shooting range virtual simulation) and the other one dedicated to teamwork, acquiring tactics and effective co-operation procedures.

There's no doubt that the military simulation market will grow rapidly in upcoming years. It ensures reduction of costs and supplies. The Farm 51 offers technology solutions for this dynamic market.

New project - Get Even



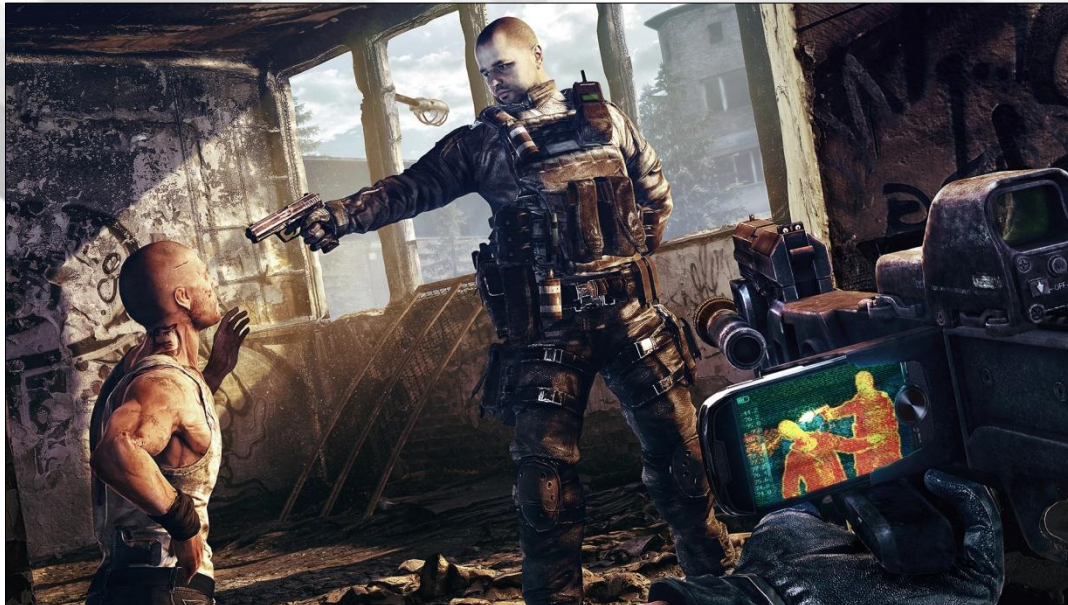
Eschewing the usual clichés and gung-ho settings currently inhabiting the FPS genre, **Get Even** subtly removes the classic division between single-player and multiplayer experiences to unfold two linked stories. The game's plot revolves around the memories of its central heroes which have a dramatic effect on how the game progresses. The route the player chooses to follow determines their personality as the game unfolds. The carefully crafted storyline mixes elements of thriller and horror with exploration.



Get Even - gameplay



The gameplay idea is simple: let's remove classic division between single-player and multiplayer experience and tell two mature, immersing stories at the same time. As player uncovers each story, he might face other gamers joining his story as enemies. The Farm 51 team has worked to provide advanced weaponry and technology that exceeds current capabilities but are not beyond the realm of real-world application. For instance, weapons that fire around corners play a large part in **Get Even**, allowing the user to shoot from a safe position. These weapons can be linked with the player's in-game smart phone to not only add a sight functionality, but use apps to bolster attack options.



Get Even - graphics



We already mentioned innovative 3D scanning technology we are working on now. Well, that's where **Get Even** steps in. What makes it different from other games of the kind is its approach to „photorealistic” graphics.

To create the photo-realistic visuals that bring the gritty universe to life, **Get Even** is the first game to use large-scale, real-world scanning to create expansive and lifelike environments. This 3D scanning technology combines with advanced lighting effects to create a stunning and believable world that pushes the boundaries of the genre.



Get Even - global announcement SUCCESS



An outcome of our global announcement was a huge surprise. It turned out that the game completely overrun global gaming industry for one day. People shared, liked and comment its in thousands. Here's few most important facts about this action:

Debut Teaser was published on our YT channel (already more than 700K views) but soon spread out on all huge gaming channels. Views can be now count in millions worldwide.



Get Even - global announcement succe



- Prestigious Kotaku magazine wrote two news about Get Even with nearly 300K views combined. "It's stuff like this that's going to signal the real beginning of next-gen visuals.", Kotaku says.
- Get Even facebook site increased by more than 3000 fans in two days and is continuously growing.
- IGN news about Get Even was flooded with comments (more than 1000). Mostly positive.
- Our mailing list is growing every hour as media from all around the world are asking to add them to our communication channel.
- All important worldwide media picked up teaser and screens, mostly in "top stories" sections. Among them Game Informer, IGN, Gamespot and their counterparts in France, Germany and UK.



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THANK YOU FOR YOUR TIME!