
ASSOCIATION OF THE INDEPENDENT DEVELOPERS ANNOUNCED

Thursday, 15 December 2005

ALTAR games, Black Element Software and Bohemia Interactive Studio announce formation of IDEA Games (Independent Developers Association). The three studios are the sole owners of the association, which acts as their service provider only. The association shall furthermore serve as a tool for independent developers who will always held the only executive power in the organization. The membership or partnership with IDEA does not automatically mean that the associates cannot compete with each other.

"Game development is extremely demanding and risky business and the competition in the worldwide market is immense. The industry is dominated by the strongest publishing houses and the position of an independent game developer is getting more and more intricate," explains Mr. Marek Špan?l, director of Bohemia Interactive Studio.

IDEA

Games offers its members and associates full service in the area of deal negotiations, PR and marketing activities, legal support and company presentations. At the same time IDEA allows for a significant reduction of costs - for example by sharing the participation fees in industry events and also greater efficiency thanks to joint product presentations.

"IDEA Games is open to all independent developers. To guarantee our associates the best service possible, we have engaged game industry veterans with long and successful experience both from development companies and game publishing and distributing process." comments Mr. Slavomír Pavlíeeek, IDEA's Chairman.

IDEA

Games has introduced itself for first time at Lyon Game Connection 2005, where it offered the following new projects to the publishers:

- UFO: Afterlight - a small squad tactical strategy by ALTAR games
- Alpha Prime - a sci-fi first person shooter by Black Element Software
- Armed Assault - an infantry combat war game by Bohemia Interactive Studio