Bohemia Interactive

With immersive, latency-sensitive games like *DayZ* and *Vigor*, this studio relies on Multiplay to manage their game servers.

Bohemia Interactive

Established	Known for	# of employees	Multiplay services
1999	*DayZ, Arma, Ylands, Vigor*	400	Managed Infrastructure, Hybrid Scaling, consultancy, support

Bohemia Interactive and Multiplay

Starting as a small studio in the historic town of Prague, Bohemia Interactive has grown to one of the largest studios in Europe. Now with hundreds of employees in seven countries, this innovative studio has always punched above its weight.

Back in 2013, when the team wanted to take *DayZ* to the masses, it was Multiplay that helped them scale it. That was over five years ago, and since then Multiplay has hosted all of this renowned studio's titles.

"Working with a trusted partner like Multiplay means we can focus more on the games and less on the infrastructure and running them – and that's what we love: making games."

– Vojtech Jesatko, Publishing Director, Bohemia Interactive

Vigor by Bohemia Interactive

DayZ

Launched in 2013 as a mod of the popular Arma series, *DayZ* quickly gained a cult following. The zombie survival game has gone through some significant iterations, most notably changing the game engine before launching 1.0 at the end of 2018. In 2019, they will launch *DayZ* on Xbox and the studio also plans to release on PS4.

Multiplay has worked with the team at Bohemia Interactive at every stage of the game to ensure a smooth player experience.

How Multiplay supports *DayZ*
DayZ has been a fan favorite for many years and shows no sign of slowing down. Here are a few of the highlights:

— It's hosted on Multiplay's bare metal servers across the globe, with cloud servers available in case extra capacity is needed.

— The 1.0 launch was fully supported by Multiplay's team with capacity and launch planning.

— In 2019, Multiplay supported the successful full launch of Bohemia's first console versions (Xbox One and PS4). A Multiplay Technical Account Manager (TAM) was on hand for the Xbox rollout to ensure everything went smoothly.

— Multiplay provides ongoing capacity monitoring and management reporting to help Bohemia get the best value while player levels fluctuate.

Learn how else we can help at multiplay.com

"Games are services now. Making sure that the service is online 24/7, and available to all players around the world, is not an easy thing to do. You need to have the infrastructure, you need to have the resources, and you need to have the people. It's not an easy thing to run inside a company and not something we can do ourselves. That's why we work with Multiplay."

— Eugen Harton
   Project Lead, *DayZ*

DayZ by Bohemia Interactive

Ylands

Bohemia's innovative *Ylands*, a vibrant sandbox game with light survival elements, is unlike anything else they've produced. Built with Unity, *Ylands* gives players the freedom to create and modify their world.

Ylands is currently in early access, with the team collecting additional feedback from the community to improve the overall experience before the full release.

How Multiplay supports *Ylands*

Multiplay has supported the *Ylands* team throughout the game's lifecycle. With Quality of Service (QoS) machines, the *Ylands* team can test player experience during development.

Recently, *Ylands* had an issue where some instances of the game were taking up too much CPU, causing games to shut down. *Ylands* programmers worked with Multiplay's support team and a resolution was found in a matter of hours, ensuring *Ylands* players get the best possible experience.

Learn more about our support team at multiplay.com/services/professional-services/

"Our biggest asset is our community, and the biggest problem for us would be to let them down. Knowing that we are providing a service that is always up and running is the most important thing to us. I think we can all probably sleep a little bit better knowing we have a partner like this."

— Ales Ulm
  Creative Director, *Ylands*
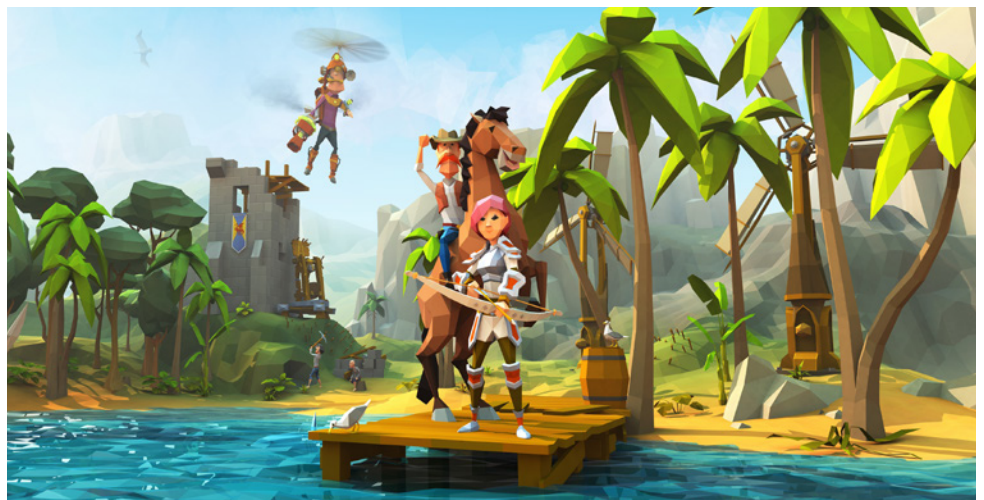
Ylands by Bohemia Interactive

Vigor

Set in post-apocalyptic Norway, *Vigor* is Bohemia's latest title. It's a shoot 'n' loot game that's likely to become a major member of the studio's impressive catalog. Free-to-play and Xbox exclusive, *Vigor* poses unique challenges from a hosting perspective.

How Multiplay supports *Vigor*
Free games attract more casual gamers and, with Xbox promoting the game also, the number of players is extremely difficult to predict. With Multiplay's Hybrid Scaling technology, the teams at Bohemia and Multiplay are able to agree on an allocation of bare metal, but have the flexibility of the cloud (Google Cloud and/or AWS) should the game's popularity explode.

The Multiplay team worked with their counterparts at Bohemia on the game's free weekend to test Bohemia's back-end infrastructure in preparation for the full launch.

Discover how Hybrid Cloud could help scale your game at multiplay.com/services/hybrid-cloud/

"The biggest appeal about the Hybrid Scaling technology from Multiplay is that it's able to scale dynamically. Vigor is going to be a free-to-play title, so players can join any time. There could be some streamer, or some influencer, that encourages people to join in big waves. With Multiplay, we are covered for that."

— Petr Kolar
   Project Lead, *Vigor*

Vigor by Bohemia Interactive

Need help with hosting?
Learn more, and get in touch at multiplay.com

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