

Create Previously Impossible Games

E3 2018



SpatialOS



Mavericks: Proving Grounds by Automaton Games (Pre-Alpha, built on SpatialOS)

The Turning Point for Game Development

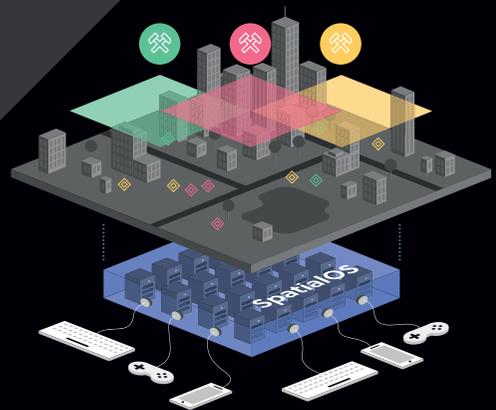
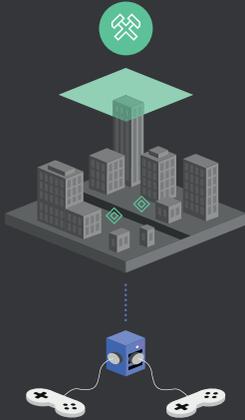
Gaming has become the biggest entertainment industry in the world. And players are demanding more. More players. More immersion. More world. More fun.

Studios are racing to combine these. But it's an impossible combination. The limitations of traditional, single-server architectures result in tough trade-offs. Graphical fidelity, complex gameplay, world size, and player numbers - you can't have it all.

What if you could? What if there was a way of transcending these limitations?

The Traditional Client-Server Approach

Traditional client-server approaches to online worlds have a single server representing a play area, with clients connecting to that one server.



The SpatialOS Approach

SpatialOS leverages distributed cloud computing to exceed the capabilities of a single server or game engine, allowing for gameplay designs without limits or trade-offs.

SpatialOS: The Platform to Design, Build and Run Games without Limits

SpatialOS by Improbable is a cloud-based platform that solves the challenge of creating and operating multiplayer online games with designs and scopes beyond what a single server or game engine can do.

By using the power of cloud computing, SpatialOS lets developers combine more game design elements. An enormous world, persistence, vast numbers of simultaneous players and AIs, complex overlapping game systems - all, or some, of these elements could coexist in one previously impossible game.

Imagine a battle royale-style game that features several hundred players and AIs interacting. Picture an RPG where you can travel across a seamless world the size of a country. Think of a space colony-building game where your civilization grows even while you are offline. Consider a survival game that forces you to adapt to survive emergent weather and wildlife threats.

Developers imagine their dream game; SpatialOS makes it possible.

A soldier in tactical gear is running through a field. A rifle with a wooden stock is slung over their shoulder. In the background, another soldier is running on a hill under a cloudy sky.

SpatialOS allows the team at Automaton Games to create Mavericks: Proving Grounds - a tactical multiplayer shooter like no other.

Genre Third-person shooter, RPG elements, battle royale.

Description Mavericks: Proving Grounds will host 1000 simultaneous players in a huge 16 x 16 km world. A 400-player, battle royale-style PvP mode is planned for Winter 2018.

Mavericks: Proving Grounds by Automaton Games (Pre-Alpha, built on SpatialOS)



MAVERICKS

PROVING GROUNDS

"SpatialOS was an extremely natural fit... Its paradigm fits squarely with the approaches we take to design a huge, dynamic virtual world."

JAMES THOMPSON, CEO, AUTOMATON GAMES



AUTOMATON

The background image is a dark, atmospheric concept art for the game Scavengers. It depicts a character with a large, spiky, yellowish-brown mane or crest, seen from behind, aiming a bow. The character is in a desolate, icy environment with snow-covered ground and structures. In the background, there are industrial-looking buildings and a large, glowing, crescent-shaped object in the sky. The overall tone is dark and mysterious.

Midwinter Entertainment was founded by former 343 Industries (Halo franchise) leadership to transform multiplayer gameplay with a massive AI-driven “co-opetition” shooter, enabled by SpatialOS. That game is called Scavengers.

Genre Multiplayer shooter, rich PvE/PvP mix, survival elements

Description Scavengers puts players in the role of survivors fighting in a not-so-distant future, where cataclysmic events have triggered a new ice age. The game will combine exploration, survival and combat elements, while maintaining a focus on teamwork and cooperation.

Concept art for Scavengers by Midwinter Entertainment

SCAVENGERS

“With SpatialOS, we have the ability to push the boundaries of ‘co-opetition’. In Scavengers, teams of players compete against armies of smart AI, each moving intelligently across the map, hunting down players and each other.”

JOSH HOLMES (HALO 5: GUARDIANS), CEO, MIDWINTER GAMES





*SpatialOS enables the developers at Klang Games to build **Seed**: a persistent MMO world that exists even when you're not online.*

Genre Real-time multiplayer space colony simulation.

Description In **Seed**, players colonize a new planet. The complexity and massive scale enabled by SpatialOS allows players to build bigger and more vibrant communities in a rich, emergent multiplayer world.

Seed by Klang Games (Pre-Alpha: built on SpatialOS)



SEED

"We are super excited to work with Improbable to build the next generation of multiplayer games. Their technology is enabling small teams like ourselves to build ambitious games that would have been close to impossible without their tech!"

MUNDI VONDI, CEO AND CO-FOUNDER, KLANG GAMES

KLANG

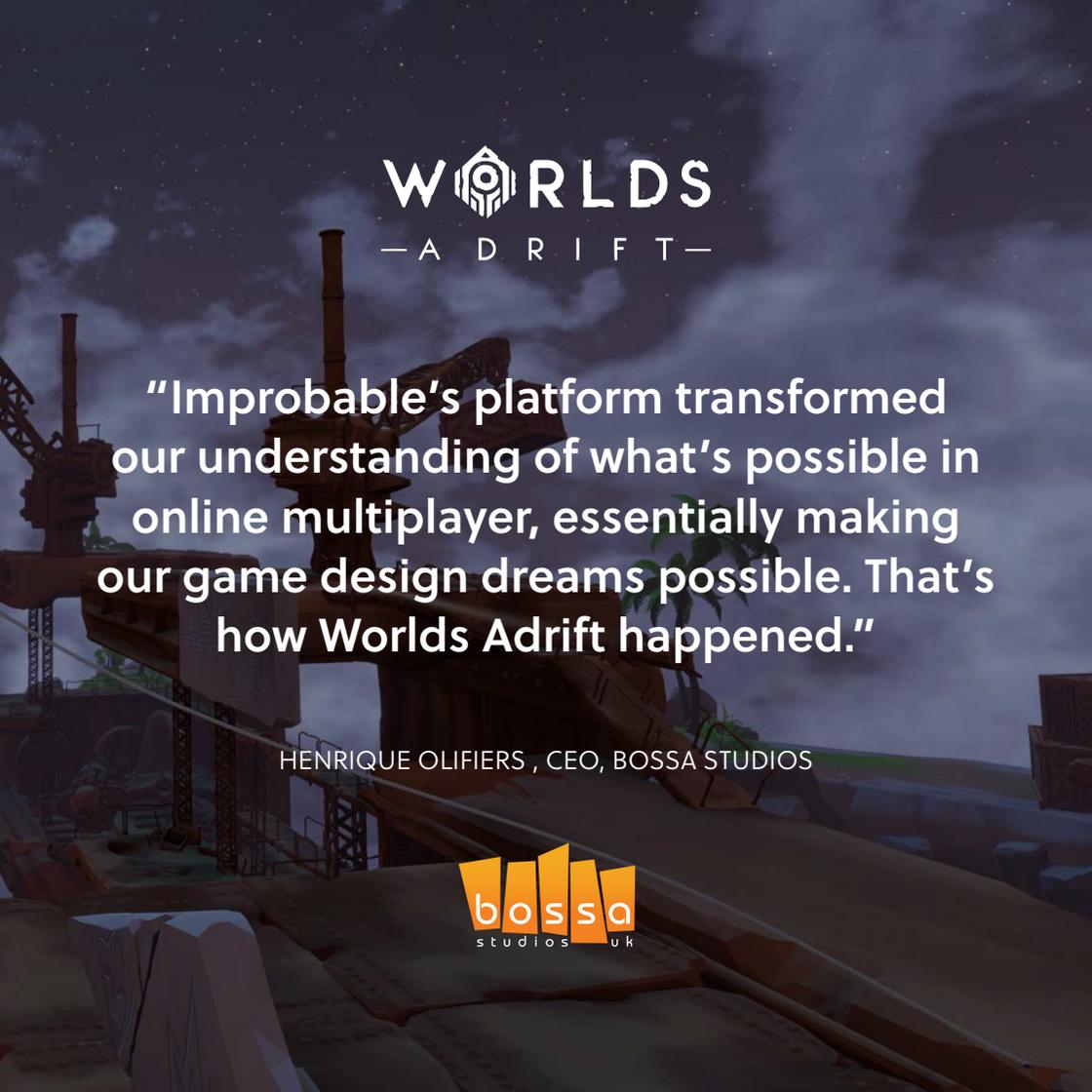


SpatialOS equips Bossa Studios to create Worlds Adrift: a community-crafted MMO using real-time networked physics.

Genre Exploration, survival elements, PvP, PvE, UGC, MMO.

Description An emergent sandbox MMO of unprecedented scale. Players build ships, rally their crew and explore a sky of peril and wonder in Worlds Adrift.

Worlds Adrift by Bossa Studios (Early access, built on SpatialOS)



WORLDS

— A D R I F T —

“Improbable’s platform transformed our understanding of what’s possible in online multiplayer, essentially making our game design dreams possible. That’s how Worlds Adrift happened.”

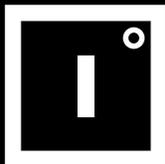
HENRIQUE OLIFIERS , CEO, BOSSA STUDIOS



About Improbable

Founded in 2012 and headquartered in London, Improbable is a company dedicated to building technology to enable powerful virtual worlds and simulations. In gaming and entertainment, this enables the creation of richer, more immersive and persistent virtual worlds. Improbable's first product is the games development platform SpatialOS, which is already being used by studios to create previously impossible games.

In May 2017 Improbable announced a \$502m Series B funding round, led by SoftBank. Series A investors Andreessen Horowitz and Horizons Ventures also joined this round with follow-on investments.



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Find out more about SpatialOS
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