

KROME STUDIOS CORPORATE OVERVIEW

Co-founded in 1999 by Robert Walsh (CEO) and Steve Stamatiadis (Creative Director), Krome is now one of the largest independent game developers in the world. With more than 350 full-time employees spread across offices in Brisbane, Melbourne, and Adelaide, Krome is responsible for approximately 25% of the professional game development workforce in Australia. After almost a decade of business, this award-winning developer has shipped 15 games across multiple territories, on every viable handheld and console platform, resulting in 65 SKUs to date. In a period of industry consolidation, Krome's growth as an independent studio can be attributed to strong leadership and dedicated employees who consistently deliver high-quality interactive experiences on time and on budget.

At the core of the Krome philosophy is the belief that the staff must enjoy themselves in order to make games that are fun to play. "We want people to feel they can be proud of their work at the end of the project," says Walsh. This has led to a culture of relaxed creativity that ensures Krome is not only a great place to work, it also produces great work. Subsequently, the studio has produced Australia's highest-selling original game, *TY the Tasmanian Tiger*, and in 2007 Krome was named in *Develop* magazine's "The World's 100 Most Successful Game Studios."

The secret to Krome's success is its people. The studio can legitimately claim the most seasoned technical and creative developers in all of Australia. (Co-founder Steve Stamatiadis created "*Halloween Harry*" the #1 selling shareware game before "*DOOM*".) Krome not only scouts the best talent from the global pool of developers, it also invests in existing staff, encouraging creative thought and independent innovation. The reward for accomplishment is rapid merit-based progress through the company ranks, giving staff strong incentive to perform at an exceptional level.

With a reputation for being easy to work with and a reliable source of high quality games, Krome has secured partnerships with the world's top publishers, including Microsoft, LucasArts, Konami, Vivendi, Activision, Electronic Arts, Disney Interactive and THQ. The studio is also incredibly versatile, whether the focus is on iconic pop-culture brands such as *Star Wars* and *Hellboy*, or top-selling children's titles including *Spyro the Dragon* and *Viva Piñata*, Krome approaches each new project with fresh eyes.

KROME: PERFECTION IN PRODUCTION

For every step in the production process, Krome goes the extra mile to deliver the best product possible within the development timeframe. While many developers rely on externally created technology, the Krome staff are incredibly well versed in its own technology – the Mercurry Engine – which is maintained and updated by an internal research and development team of more than 30 employees. Now in its third iteration, Mercurry is one of the industry's only next-generation game engines built specifically for consoles. With a robust development toolset, Mercurry makes the game development process simpler and more efficient, enabling programmers to continually upgrade the engine to ensure designers and artists are always on the cutting edge of available technology. With

several Mercury proficient teams within Krome, the studio can very fluidly and efficiently move personnel from one project to another, thus ensuring quality is maintained and deadlines are met in ways few other studios can match. Krome is also one of few developers with a strong internal Quality Assurance department, pre-testing builds before they are sent to a publishing partner.

Sales figures on past projects speak for themselves. The company's hit original game, *TY the Tasmanian Tiger*, achieved platinum sales (over two million units worldwide) and continues to be in strong demand. *The Legend of Spyro: A New Beginning* also went platinum in Australia. The success of these and other games, led to high profile contracts on games such as *Star Wars: The Force Unleashed* and *Hellboy: The Science of Evil* (both due for release in 2008). With Krome's reputation for bringing projects in on time and on budget, it's no surprise that with every passing year the company continues to win bigger projects that demand quality on multiple SKUs. Krome's plans for beyond 2008 include the development of both licensed and internally generated intellectual properties.

KROME PRODUCT HISTORY:

2008

Hellboy: The Science of Evil

Publisher: Konami Interactive
Platforms: Xbox 360, PS3, PSP

Star Wars: The Force Unleashed

Publisher: Lucasarts
Platforms: Wii, PS2, PSP

Star Wars The Clone Wars: Lightsaber Duels

Publisher: LucasArts
Platforms: Wii

Scene It? Box Office Smash!

Publisher: Microsoft
Platforms: Xbox360

2007

The Legend of Spyro: The Eternal Night

Publisher: Vivendi Games, Sierra Entertainment
Platforms: Wii, PS2

Viva Piñata: Party Animals

Publisher: Microsoft Game Studios
Platforms: Xbox 360

2006

The Legend of Spyro: A New Beginning

Publisher: Vivendi Games, Sierra Entertainment
Platforms: PlayStation 2, GameCube, Xbox

2005

TY the Tasmanian Tiger 3: Night of the Quinkan

Publisher: Activision, Krome Studios
Platforms: PlayStation 2, GameCube, GBA, Xbox

2004

TY the Tasmanian Tiger 2: Bush Rescue

Publisher: EA, Krome Studios
Platforms: PlayStation 2, GameCube, GBA, Xbox

King Arthur

Publisher: Konami Ent, Buena Vista Games
Platforms: PlayStation 2, GameCube, Xbox

2003

The Adventures Jimmy Neutron Boy Genius: Jet Fusion

Publisher: THQ, Nickelodeon Interactive
Platforms: PlayStation 2, GameCube, GBA.

2002

Barbie Sparkling Ice Show

Publisher: Vivendi Games
Platforms: PC

TY the Tasmanian Tiger

Publisher: Krome Studios, EA
Platforms: PlayStation 2, GameCube, Xbox

2001

Disney's extremely Goofy Skateboarding

Publisher: Disney Interactive Media
Platforms: PC

Barbie Beach Vacation

Publisher: Mattel Interactive
Platforms: PC

Sunny Garcia Surfing

Publisher: Ubisoft
Platforms: PlayStation 2

2000

Championship Surfer

Publisher: Mattel Interactive
Platforms: Dreamcast, PlayStation, PC