

PANDEMIC STUDIOS



PANDEMIC



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pan • de • mic (pan dem´ ik)

adj. 1. prevalent; universal 2. stunning; extraordinary
3. unique: This is a Pandemic game.
n. 1. industry-renowned entertainment software
company developing high-profile, critically acclaimed
titles for all major consoles and the PC: *This is
Pandemic*. or *Pandemic delivers great games*.

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PANDEMIC STUDIOS CONSISTENTLY DELIVERS outstanding entertainment for Playstation 2, Xbox, GameCube, and the PC. Over the last seven years, industry veterans Josh Resnick and Andrew Goldman have steadily built the company into one of the largest and most successful independent developers in the world, with studios in Los Angeles, California and in Brisbane, Australia.

An established reputation for releasing the highest quality entertainment and cutting edge original content has allowed Pandemic to work with major licenses, recruit the world's best development talent, and cultivate strong relationships with the industry's leading publishers, including THQ, LucasArts, Electronic Arts, and Activision.

While glowing reviews of Pandemic's fully-fuelled creations have been splashed across the covers of every major gaming magazine, the Studio's most significant achievement is the cultivation of creative teams, management approaches, and production processes that consistently deliver outstanding entertainment with every release.



FUN FACT

The ceiling of Pandemic's main studio floor is a sculptural, curvilinear grid of custom-fitted panels of acoustically insulated steel.



Since its inception in 1998, **PANDEMIC STUDIOS HAS DELIVERED A SERIES OF CRITICALLY ACCLAIMED, HIGH-PROFILE TITLES FOR ALL MAJOR PLATFORMS.**

Whether in developing new intellectual properties (*Mercenaries*, *Full Spectrum Warrior*, *Destroy All Humans!*) or in building on the strength of the biggest brands (*Star Wars Battlefront*), Pandemic games routinely demonstrate innovation and daring and set new benchmarks for entertainment production values.

A pragmatic marketing sensitivity and an uncompromising dedication to quality have yielded results: Pandemic games have sold millions of copies and have appeared on the covers of every major gaming magazine. Year after year, the prestigious E3 Game Critics board has heaped awards and nominations on multiple Pandemic games in such categories as 'Best Original Game', 'Best Simulation', and 'Game of Show'.

In 2004, no developer in the world had more titles nominated for E3 Game Critics awards than Pandemic.



FUN FACT
In 2004, Pandemic games generated over \$150 million worth of sales worldwide.



FUN FACT

Hitting the Mark: Pandemic's Battlefront team simultaneously shipped multiple language SKUs on multiple platforms worldwide to coincide with the release day of the Star Wars movie trilogy on DVD.



EACH PANDEMIC PRODUCT GROUP IS LARGELY AUTONOMOUS

— a “company within a company” with its own meticulously maintained production pipeline and management resources. The production process is tailored to suit the needs of the individual project, allowing each team to meet its key challenges. At the same time, each team has unfettered access to the resources and technology assets of the entire studio.

Pandemic has a pragmatic and flexible approach to technology sharing. Code libraries and development tools are centrally maintained; all teams are encouraged to leverage these assets and adapt them in the way that best suits their needs. Where appropriate, team-specific adaptations are folded back into the shared libraries by a supporting tools group.

Finally, Pandemic encourages transparency and communication at all stages of development. Everyone is expected to play and comment on every game. The promotion of this culture naturally leads to efficient sharing of ideas and solutions to common problems, ensuring one team isn't duplicating the effort of another, and that the collective strength of the studio's talent, intelligence and experience is fully utilized.





FUN FACT

In 2004 alone, Pandemic games earned over 70 awards and nominations from leading industry publications.



Over the last few years, **PANDEMIC HAS BECOME ONE OF THE MOST HONORED DEVELOPERS IN THE WORLD.** The Studio's games have been among the most lauded in the industry, having garnered numerous awards and accolades, including 'Game of the Year' nominations for multiple titles in a variety of categories. Recent releases have been praised by reviewers as, "A breed apart", "A dream come true" and "Stupidly Enjoyable". The list of honors Pandemic games have received in just the last year includes:

- ▶ Games Domain 2004 'Best Online Game' - *Star Wars Battlefront*
- ▶ Game Chronicles.com 'Best of E3 2004' - *Mercenaries*
- ▶ Team Xbox Editor's Choice - *Star Wars Battlefront*
- ▶ XBN Reader's 2004 'Top 5 Most Wanted Games' - *Mercenaries*
- ▶ XBN Magazine 'Top 5 Games of E3 2004' - *Destroy All Humans!*
- ▶ New York Times 'Top 10 Games of 2004' - *Full Spectrum Warrior*
- ▶ Play magazine 'Best Games of E3 2004' - *Destroy All Humans!*
- ▶ Game Informer 'Top 10 PS2 Games of E3 2004' - *Mercenaries*
- ▶ G4 TV 'Top 10 Military Games of All Time' - *Full Spectrum Warrior*

And Many More...

In 2004, Pandemic Studios was one of an elite quartet of developers nominated by *Billboard Magazine* for 'Developer of the Year', and in a recent issue of *Official Xbox Magazine*, Pandemic was named 'Best Developer' in the world.



Through an aggressive recruitment program, **PANDEMIC HAS SUCCEEDED IN ASSEMBLING AN INCREDIBLE COLLECTION OF DEVELOPMENT TALENT FROM AROUND THE WORLD.**

The diverse backgrounds represented on each team enhance the studio dynamic with experience in the arts, business, engineering and the humanities and include education from outstanding institutions like Harvard, Brown, Stanford, Cal Tech and MIT.

Just as important, the Studio is staffed by veteran managers with many years of experience successfully meeting the challenges and opportunities of a varied history of platforms, approaches, and development environments.

Every Pandemic employee is distinguished by his or her passion for games and a steadfast commitment to creating riveting entertainment experiences.



FUN FACT

In seven years in business, Pandemic has never laid off a single employee.





PANDEMIC'S HIGH-ENERGY CREATIVE TEAMS NOT ONLY WORK HARD, THEY PLAY HARD.

The Studio provides many outlets for recreation, from movie nights and monthly game tournaments to massive road trips to local landmarks and attractions, including theme parks, museums and even voyages into the sparkling Pacific Ocean to watch the whales frolic.

Many of the more competitive spirits find expression on the nearby basketball courts or on Pandemic's soccer team. There are also parties, dinners, evening poker and even a D&D game or two.

Recreation helps to fuel creation, and the bonds that are formed in casual settings outside the office support the team dynamic inside the studio.



FUN FACT

In its first year of play, Pandemic's vaunted soccer team posted a perfect record: 0-14. (They've since tied for fourth place in their division.)





ANDREW GOLDMAN oversees day-to-day game development at Pandemic as its CEO. Under his direction, the Studio has recruited a remarkable collection of top production talent, including team leadership with many years of experience working on games that have sold millions of copies.

He has also overseen the evolution of an efficient and highly adaptable production pipeline that has put the Studio in a position to consistently produce leading-edge art, technology and innovative design.

During his 5 year stint at Activision, Andrew directed *Spycraft*, the award winning espionage adventure game based on the experiences of former CIA Director William Colby and former Major General Oleg Kalugin of the KGB. Andrew's next title, *Battlezone*, offered revolutionary game play that won CGW's Action Game of the Year honor and typically earns a slot in the top 50 games of all time in industry and consumer polls.

Andrew earned a masters degree from the Interactive Telecommunications Program at New York University in 1993 and his B.A. from Brown University in 1990.



FUN FACT

An Olympic yachtsman, Andrew was positioned to win the gold at Barcelona, but in the final turn his boat flipped over. He finished 11th (which still beats the heck out of Josh's claim to fame - 2nd place in the Malibu Ping Pong tournament).





JOSH RESNICK is president and co-founder of Pandemic Studios, LLC.

Over the past 7 years, Josh and his partner, Andrew Goldman, have built Pandemic into a company of 200 highly skilled programmers, designers, and artists working on a wide variety of high-profile titles for consoles and PCs at their offices in California and Australia.

Josh's creativity, strong business background and professional approach have formed the foundation for what has become one of the largest and most stable independent developers in America.

Before founding Pandemic, Josh spent four years at Activision, Inc., serving as Producer on the 1995 mega-hit *Mechwarrior 2* and later as Director of Production for the Strategy Division of Activision's internal studio. Josh earned his M.B.A. from The Wharton School at the University of Pennsylvania in 1993, and his B.A. from Pomona College in 1989.



FUN FACT

With a girl's affections at stake, Josh once got into a schoolyard brawl with young TV star Gary Coleman. Josh claims he won.





GREG BORRUD serves as Pandemic's Director of Production and in recent years has produced two of the Studio's biggest releases, *Full Spectrum Warrior* for THQ and *Star Wars Battlefront* for LucasArts.

Prior to these successes, he directed another acclaimed LucasArts game, *Star Wars: The Clone Wars*. Greg's first role at Pandemic was as Director on Activision's strategy title *Dark Reign 2*, a game which received tremendous press for its innovative look and design.

Prior to joining Pandemic, Greg worked at Activision as Producer on the 1997 release of the original *Dark Reign*. Before going to work in the interactive gaming industry eight years ago, Greg worked in other areas of entertainment, including the production of plays and musicals.

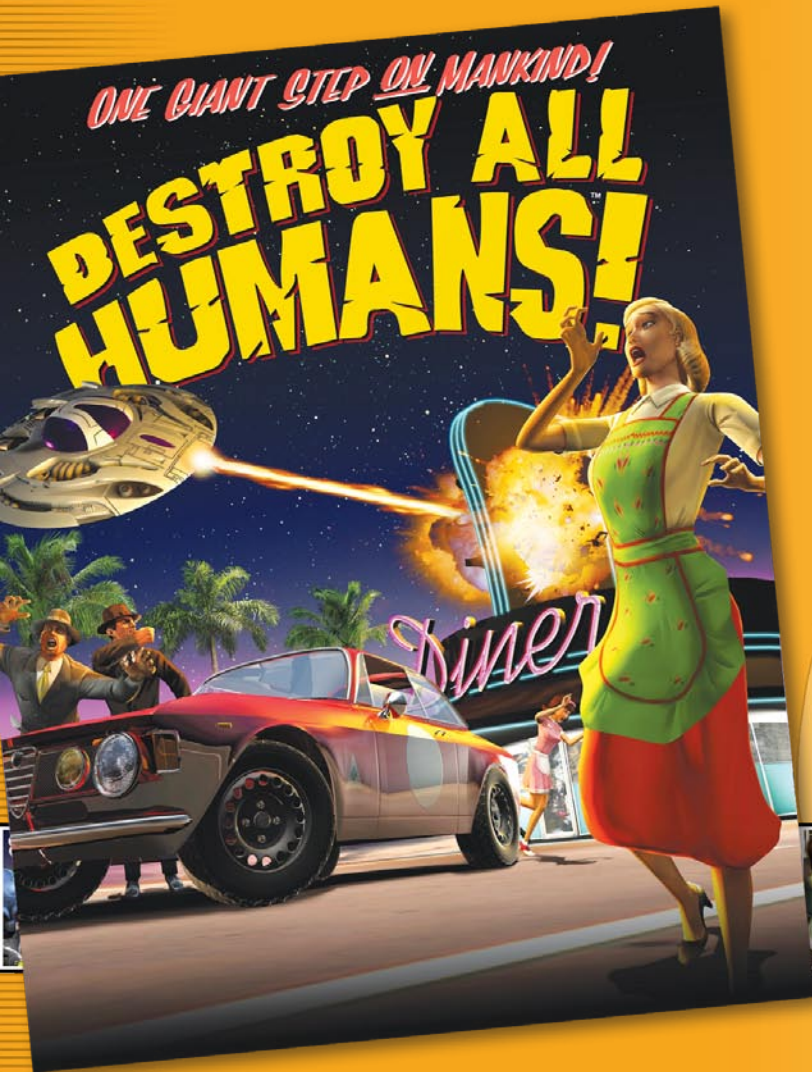
Greg received his education at New York University's Tisch School of the Arts and Cal State Long Beach, from which he earned his B.A. in 1992.



FUN FACT

Greg never fought Gary Coleman, but he did tussle with Jason Alexander over a movie theater armrest on an episode of *Seinfeld*. The scene never made the final cut.





DESTROY ALL HUMANS!

PlayStation 2 / Xbox

Use a vast array of super weapons and your incredible psychic powers to take on the most feared enemy in the galaxy - Mankind! You are Crypto, an alien warrior sent to Earth to clear the way for the Furon invasion force.

Your mission: infiltrate humanity, control them, harvest their brain stems and ultimately wipe them off the planet! Destroy All Humans! One giant step on mankind!

"Utterly unique and delectable."
- *Team Xbox (January 12, 2005)*

"This should be one of the best and most humorous titles of 2005."
- *GameSpy.com (January 7, 2005)*

"Destroy All Humans! has us captivated with its open design and hilarious premise."
- *IGN.com (May 5, 2004)*

Top 5 Games of E3 2004
- *XBN Magazine*

PS2 Technological Excellence Award
- *IGN.com (5/5/04)*



www.destroyallhumansgame.com

MERCENARIES™



MERCENARIES

PlayStation 2 / Xbox

Mercenaries has revolutionized the world of 3rd-person action-shooters. Set in the near future and inspired by real world events, *Mercenaries* places you in the role of an elite bounty hunter covertly dispatched to a Korean peninsula that is swiftly plunging into anarchy.

Fight your way through sprawling, exquisitely rendered urban environments. Absolutely everything is interactive: if you can see it, you can shoot it, drive it, fly it, steal it or blow it up. Use wits as well as weapons to complete the open-ended, unscripted missions. And in another first for the genre, your actions have real consequences. An innovative "reputation" system records player actions – every trigger you pull, every decision you make influences how warring factions respond to you and determines your progress through the game.

"The first awesome game of the year. ★★★★★" - *Official Playstation Magazine (February 2005)*

Most Original Game E3 2004
- *TechTV/G4*

Game of the Month
- *IGN.com (January 2005)*



www.lucasarts.com/games/mercenaries



STAR WARS BATTLEFRONT™



STAR WARS BATTLEFRONT

PlayStation 2 / Xbox / PC

Prepare yourself for the most action-packed, furiously exciting foray into the Star Wars universe yet. Wage chaotic, open-ended, multiplayer war across 10 diverse planets. Select your specialized soldier from among 4 factions: Rebel Alliance, Imperial Army, Battle Droids and Clone Army.

Battle on foot or commandeer over 20 diverse Star Wars vehicles, including the AT-ST, X-Wing and speeder bike. Up to 32 players via Internet or 64 via LAN can simultaneously lose themselves in a Star Wars universe of unprecedented detail and interactivity. Various multiplayer modes — including the unique Conquest mode — compel teams to battle on in a no-holds-barred attempt to conquer the entire Star Wars galaxy.

“...the opportunity to blast enemies into oblivion with the Star Wars’ universe’s best known vehicles and weapons is a dream come true.”
- PC Gamer (March 2004)

“This is what Star Wars games are supposed to be like. It’s fast, it’s fun and yes, it’s epic.”
- PlayStation 2 Official Magazine, UK (April 2004)

Best Online Multiplayer Game
- E3 Game Critics Nomination (2004)



www.starwarsbattlefront.com



|| FULL SPECTRUM || WARRIOR™



FULL SPECTRUM WARRIOR

Xbox / PC / PlayStation 2

Based on a game commissioned by the U.S. Army to train light infantry in tactical urban combat, *Full Spectrum Warrior* is one of the most visceral, high-stakes military simulations ever created.

Spend a day in the boots of an elite 301st Light Infantry soldier, with a deadly arsenal of weapons and authentic military technology at your disposal. Deploy your Alpha and Bravo teams and guide them through bombed-out buildings and rubble-strewn back alleys. Make split-second tactical decisions and engage in intense close-quarters combat with a ruthless and unpredictable enemy force. Employ actual U.S. Army combat techniques and lead your squad to victory in missions based on real conflicts around the world.

"[FSW] is the most terrifyingly realistic war game ever."

- Xbox World (Issue 08)

"It's so gritty, so real, that you are shocked and overwhelmed by it."

- GamesRadar.com

Best Original Game & Best Simulation

- Game Critics Award (E3 2003)



www.fullspectrumwarrior.com



STAR WARS: CLONE WARS

Gamecube / PlayStation 2 / Xbox

Wage war across 6 distant worlds in this continuation of the Star Wars: Episode II saga. Take up arms as Jedi Anakin Skywalker, Mace Windu or Obi-Wan Kenobi and prevent the Separatists from reassembling an ancient and devastating Sith weapon. Up to 4 players can battle for supremacy online in the Star Wars galaxy's most epic and unforgettable conflict.

"The formula Pandemic Studios has put together with this Star Wars label is one of the absolute best Star Wars action experiences in the long history of Star Wars titles."

- IGN (October 2002)

"If you like non-stop action, huge battles, seemingly impossible odds, and vehicles with enough firepower to make Jango Fett sweat, then you'll like Clone Wars."

- GamesFirst! (January 2003)

Top 10 Games List

- MSN (E3 2002)

LUCASARTS ENTERTAINMENT COMPANY PRESENTS
STAR WARS
THE
CLONE WARS

TRIPLE PLAY 2002

PlayStation 2 / Xbox

It's all here: every major league team, player and stadium. Exquisitely rendered right down to the baseline chalk. Step into the batter's box and stare down that 100 MPH fastball in Exhibition mode, or coach your team through a full 162 games in Season mode in this authentic and vivid depiction of Major League Baseball.

"The game's great graphics, involving gameplay and great commentary all blend together to deliver an exciting and authentic game of baseball."

- GameSpot (March 2002)

"If you're looking for an excellent baseball title—among the already growing lineup—Triple Play 2002 should be on the top of your list."

- GameZone (March 2002)



ARMY MEN: RTS

PlayStation 2 / PC

Collect resources, build bases and vehicles and send platoons of green plastic soldiers into chaotic backyard combat. Hearken back to the days of staging epic clashes with tiny toys in this unconventional, pick-up-and-play RTS adventure.

"Army Men: RTS is easily one of the best real-time strategy console games to date. The smart control scheme virtually eliminates the control problems inherent in RTS console games, and the varied mission objectives keep the game engaging all the way through."

- *GameSpot* (May 2002)

"Finally, a console RTS with a control scheme and gameplay that is not only playable, but also fast and addictive."

- *PlayStation Gamers First* (June 2002)

"Army Men RTS shows that not only can war be hell... it can also be extremely entertaining."

- *GameZone* (April 2002)



DARK REIGN 2

PC

Experience the violent drama of Earth's final chapter in this real-time strategy epic that unfolds across land, sea and air. Dark Reign 2 features unprecedented battlefield control, spectacular graphic effects and intense multiplayer combat across 6 interactive, post-apocalyptic environments.

"It's arguably the best real-time strategy game released in over a year, and indisputably one of the most attractive."

- *Computer Games Magazine* (November 2000)

Gamezone Award of Excellence, 92%

- *Gamezone* (June 2000)

Game of the Month

- *PC Gamer UK* (July 2000)



CONTACT INFORMATION

BATTLEZONE II: COMBAT COMMANDER

PC

Build your base and command your force of infantry, armored vehicles and futuristic aircraft in campaigns spanning 5 exotic, alien worlds in this landmark sequel to Computer Gaming World's 1998 Action Game of the Year.

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