

## Translation of interview for nim.ru

ORIGINAL: <http://www.nim.ru/navi/intervyu-escape-from-tarkov/>

A little while ago we have received a call to our editorial office. An anonymous person who introduced himself as anonymous, recommended us to get on the Internet and check the latest news.

The YouTube featured a news broadcast from the city called Tarkov. A group of men with military appearance and serious attitude ran a search of an empty warehouse, subsequently coming into intense firing contact with equally serious-looking gentlemen of unmistakably English-speaking origin.

The events on the screen struck us as astonishingly brutal and hardcore, sealing the impression by accompanying of bilingual salty language.

Astounded as we were, we have decided to contact the **Escape from Tarkov** developers - Battlestate Games studio - and find out all the details on the game. Our call was answered by Battlestate Games CEO and project lead Nikita Buyanov.

**NIM: How was your studio founded, and how did you manage to keep your game a secret for so long?**

**Nikita Buyanov:** We were previously known (and continue to be known) as Absolutsoft. This is another one of our companies that develops the online browser FPS **Contract Wars**. **CW** gave us everything we needed for the further growth, both experience and resources. Actually, this game laid the foundations of the fictional game universe called Russia 2028. We have kept our second studio, Battlestate Games, and the **Escape from Tarkov** project secret since 2012, to achieve the maximum announcement effect. Keeping silence was not that hard, since nobody even suspected that we were working on such an ambitious and serious project.

**NIM: Let's get this straight: what is the city of Tarkov? Why is everybody shooting each other up? Where all the authorities, firefighters, police and army?**

**N.B.:** The history of the conflict is rather broad, and describing it here would make a very long story. Tarkov is a fictional city in a fictional Norvinsk region. In our game universe this city is one of the major Russian financial and industrial hubs, and the scene for the conflict of interests of TerraGroup transnational corporation and Russian government. Both sides eventually resorted to the force resolution of the conflict and hired two private military companies, PMCs. The further escalation of the conflict led to the Tarkov seal-off and a large-scale evacuation of the civilians. The territories isolated from the outside world quickly fell victim to sprawling bands of formerly civilian marauders. Moreover, PMC operatives also lost all communication with their command and now have to the way out of the city, which, at the moment of the game start, underwent seemingly unreasonable shelling. All these events will lead the disaster, that will throw the mankind into the neo-feudalism.

**NIM: Are we to expect a fully recreated territory of the whole city, or game sessions with separate district-sized maps?**

**N.B.:** We have planned several game modes. The first, available on release, is the scenario-based story mode. In this mode, a game session (up to hour and a half long) will take place in the large open locations, 5 to 10 sq. km. each. The player's task is to complete a particular story scenario/raid that will clear the path to the next location. Nevertheless, the players can return to the already cleared locations to explore it more carefully, find useful loot or even discover access to special side-story locations.

When all scenarios (we are going to do around ten of them) are released, we will open access to the Free-roam mode. In this mode, the player will be able to freely move around 15 sq. km. large area without any time restrictions. Also, we will introduce the Arena mode, which closely resembles gladiator fights.

**NIM: Who are the playable characters? The press release mentioned two private military companies, but the videos also put noticeable emphasis on bandits as well. Are they playable as well?**

**N.B.:** At the start of the game you'll be able to choose either of the PMCs (Western USEC or Russian BEAR) and the appearance of your operator. The side you choose will determine the starting equipment and skills of your fighter. The Scavs will also be playable? but they will be totally unrelated to your principal character. Scavs, to put it simply, play the role of PvE mobs of the scenario. By spawning as Scav, you get a random preset weapon and skills, and you lose nothing if you die. However, if you manage to stay alive, all the loot you collected will be added to the main character's stash

**NIM: Could you please describe the game process in a bit more detail? What can be done in Escape from Tarkov, for instance, in an hour?**

**N.B.:** You can get killed at the start from the teammate's bullet, you can find an ammo crate and realise you won't be able to carry it out, you can find the key to exit from location right away and leave it as soon as possible, getting the reputation of a Runner. You can shoot everyone you see, loot them and then get shot in the Scav ambush, or you can quietly explore the location without a shot fired. Get lightly wounded at the start and slowly bleed to death the following hour. Move through scenario by stealth and tactical savvy, wielding only a knife. Struggle in numerous efforts to break through Scav defences or reason with them by offering that bank case you dug up earlier.

All of these are only a tiny fraction of all available options, since your actions are influenced by numerous factors, from weather and daytime to loyalty of the partner you chose to cooperate with.

**NIM: The press release mentioned over a hundred of skills available for learning and leveling up.**

**What kind of skills are these?**

**N.B.:** The skills are subdivided into four categories: physical, intellectual, combat and practical. The player's class is determined by the play style, learned skills and weapon used, i.e. player does not select a class, he just plays the role he deems appropriate to live in the world of **Escape from Tarkov**.

**NIM: Characters in the FPS games are bound to die, often sooner than later. What happens to the operator and his equipment after death?**

**N.B.:** If an operator dies in the scenario, he loses everything that was brought into the scenario or found inside it, except for experience and skills. If he is wounded... well, depends on the wound. The bullet may happen to be full jacketed and split on hit, with one part just causing damage to soft tissue, and other causing severe bleeding and leading to fatal consequences.

**NIM: The pre-alpha gameplay you showcased looks pretty hardcore. Aren't you afraid to scare off wide audience**

**N.B.:** We did not intend to make the game for wide audience, and everything we are doing in it is aimed at creating the sense of reality for the player, and sense of total immersion. If you want to aim - aim down the sights. Want to know how many rounds you have left - memorize and count, or look them up through the witness holes in the mag. Or, alternatively, open the inventory and look it up there. (Smiles.)

**NIM: Escape from Tarkov is going to feature a certain PvE component. What is the approximate ratio of PvE and PvP according to your plan?**

**N.B.:** We don't have a firmly set division like this. For instance, one moment you are punishing the Scavs together with your friends, and 15 seconds later a friend shoots you in a back without a word. You have to be always alert for things like this.

**NIM: How about the vehicles? Are the fights infantry-only, or there are going to be some military vehicles?**

**N.B.:** We don't plan to have any vehicles yet, maybe in Free Roam only.

**NIM: Clans and groups. Are there any particular tricks or features for regular cooperative play?**

**Like, maybe, patches, equipment, headquarters?**

**N.B.:** Yes, we plan to make an extensive clan system. Player can team up into groups with common stashes, trade reps, cooperative play bonuses et c. We will go over it in detail closer to the game release.

**NIM: Is Escape from Tarkov going to be paid, free to play, or mixed?**

**N.B.:** The game will be buy to play, no freemium elements at all. Once or twice a year we are going to make moderately priced DLCs.

**NIM:** And finally, the biggest question of them all: what is there for players who have finally escaped Tarkov?

**N.B.:** When the main storyline is cleared and you get to know how it all ended, you will be left with a bunch of questions for the future and a special status (we don't expect too many players clearing Escape from Tarkov too soon, this is going to take some time). The game, however, will not yet be over: players can investigate the side quests and explore the additional locations, which will be in no way inferior to the main ones.