

= Turtle Rock Studios =

Turtle Rock Studios is an American video game developer founded in March 2002 by Michael Booth . It was acquired by Valve Corporation in 2008 , but was re @-@ founded in 2011 as an independent company by Phil Robb and Chris Ashton . Turtle Rock Studios is involved in the creation of original titles as well as the provision of consulting services to the digital entertainment industry .

The company 's most notable games are the first Left 4 Dead , which was published by Valve , and Evolve , which was originally set to be published by THQ but was later published by 2K Games . The founder of the company had worked for Westwood Pacific , and assisted in the development of the Counter @-@ Strike series . The company expanded from six employees to more than seventy staff members in 2011 to 2014 , and opened a subsidiary company called Turtle Rock Garage in 2011 , which specialized in developing casual games .

= = History = =

= = = Prior to founding = = =

Turtle Rock Studios was initially founded by Michael Booth . Prior to the company 's establishment , Booth , Phil Robb and Chris Ashton worked for Westwood Pacific and participated in the development of real @-@ time strategy games like Command & Conquer : Red Alert . Ashton , who had also worked for Presto Studios , was impressed by Counter @-@ Strike , which was a popular mod of Half @-@ Life , and decided to join the mod team as a texture artist . Eventually , Seattle @-@ based Valve Corporation , the publisher of Half @-@ Life , purchased the mod , and Ashton left Westwood to join Valve . Robb and Booth remained at Westwood Studios and worked on Command & Conquer : Yuri 's Revenge and Command & Conquer : Generals , but left the company after it was acquired by Electronic Arts , as Robb considered EA 's acquisition of Westwood had resulted in the studio losing all its personality .

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Turtle Rock Studios was officially founded in 2002 . The team of about six people had limited resources so set up work space in Booth 's garage . The name " Turtle Rock " derived from the name of a neighbourhood where Booth lived . The team eventually expanded the studio and rented an office , and continued the development of Condition Zero . The game was officially released in 2004 . Satisfied with the work done by Turtle Rock , Valve continued to contract them to work on the Xbox version of Counter @-@ Strike , as well as the next installment of the series , Counter @-@ Strike : Source , and Half @-@ Life 2 : Deathmatch . Upon the release of Source , the company wanted to work on a new game , and gained support from Valve . The team later chose to design a first @-@ person wizard combat game .

As the team had developed only competitive multiplayer games before , they wanted to design a game that encouraged and supported co @-@ operative gameplay between players ; a game that would allow family and friends to play together instead of against each other , citing Secret of Mana as an example . The team decided to use source code from Counter @-@ Strike to develop a mod called Terror @-@ Strike , which is a scenario where players fight against bots , which are equipped only with knives and act like zombies . They also changed the texture of the game to create a gritty , dark atmosphere . It was not conceived as a full @-@ budget project at that time . Meanwhile , the wizard combat game was scrapped as the team considered the project over @-@ complicated and " geeky " ; they decided to use the cancelled project as a prototype to work on the zombie game . The idea of developing a zombie game grew after the team watched 28 Days Later , a critically acclaimed zombie film . The film helped the team brainstorm ideas for their zombie game . After that , the team decided to remove all the Counter @-@ Strike content and started developing the zombie

game , in which players have to plant zombie bait and kill all the zombies present in the level . The focus later shifted to evacuating and surviving in a zombie @-@ infested area . The project was later presented to Valve , which helped the game 's funding and publishing . The project 's name was Left 4 Dead , and its development began in 2005 . The title was officially announced on November 20 , 2006 , and was released in November 2008 for Microsoft Windows and the Xbox 360 .

= = = Valve South = = =

On January 10 , 2008 , before the release of Left 4 Dead , Valve Corporation announced that it had purchased Turtle Rock in an effort to expand the company 's console market . Gabe Newell , founder and president of Valve Corporation , added that it was an easy decision for the company to make , as they had high expectations for Left 4 Dead and considered themselves having a long @-@ term relationship with Turtle Rock . After being acquired by Valve , Turtle Rock served as Valve 's in @-@ house satellite development team , and was renamed Valve South .

With the establishment of Valve South , nine to eleven employees moved to work at Valve 's headquarters in Seattle . After their departure , Valve felt that the size of the team at Valve South was too small to allow it to operate as a triple A studio , and that coordination between the two studios was difficult as they were physically far apart from each other . Meanwhile , Turtle Rock felt that the team 's communication with Valve was lacking , and they were dissatisfied with " Valve Time " and the slow progression of projects . As a result , Newell proposed that Turtle Rock to be split from Valve , and that Valve South be shut down after the shipment of Left 4 Dead . Valve retained the rights to the Left 4 Dead franchise , while allowing the name " Turtle Rock " and its logo to be used again by the original team . This news was later confirmed by Doug Lombardi of Valve on June 3 , 2009 .

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After being formally closed , the remaining team members including Ashton , and Robb decided to restart Turtle Rock as an independent company on March 17 , 2010 . On the same day , Turtle Rock Studios put up a new website announcing they had reformed and were once again working on video games . They released an iPhone automotive maintenance app named Garage Buddy and began hiring for a full @-@ scale project . Upon the company 's reestablishment , Booth left the company , and Robb and Ashton were requested to share the position of studio head . Ashton initially declined it , but eventually accepted and partnered with Robb to lead the studio . Both of them considered themselves developers not managers , and they found the task of running Turtle Rock a tough challenge . At that time , there were about 13 staff members in the studio . The team later rented a warehouse and re @-@ designed it to accommodate them .

Despite being shut down by Valve , Turtle Rock still maintained a relatively close working relationship with it . The studio was contracted by Valve to work on the post @-@ launch content for Left 4 Dead and its sequel Left 4 Dead 2 , which was developed in @-@ house by Valve , and worked on Counter @-@ Strike : Global Offensive during its early phase of development . Eventually , the studio decided to split away from the two franchises to work on something new . On June 2 , 2010 , Turtle Rock Studios announced the formation of a new division within Turtle Rock called Turtle Rock Garage , a small division based solely on casual games . On September 22 , 2010 , Digital Development Management announced they were representing Turtle Rock Studios to find publishers for their games .

The concept of their next project had begun prior to the development of Left 4 Dead . Inspired by the asymmetrical mode of Left 4 Dead , and hunting games like Cabela 's Big Game Hunter , the team wanted to create a game where prey could strike back at hunters . The concept eventually became Evolve , and was the company 's next full @-@ scale project . Turtle Rock pitched the game to multiple publishers including Valve . Most of them were not supportive of the idea of an asymmetrical multiplayer video game ; Valve was also not interested in the project . These

companies thought that Turtle Rock was too small to handle a Triple A project . Publisher THQ decided to accept the game and help with its funding . THQ 's then president Danny Bilson , and Jason Rubin , were very enthusiastic about the idea of having an asymmetrical multiplayer game like Evolve . Rubin once hoped that Turtle Rock could develop a free to play business model for the game . This idea was later scrapped , and resulted in some significant changes in terms of the game 's gameplay and cast . On May 26 , 2011 , THQ officially announced they would be publishing Turtle Rock 's next major title . On June 10 , 2011 , THQ described Turtle Rock 's next title as " wild " .

At that time , THQ had already been in a financial crisis that had begun in 2010 , and eventually declared bankruptcy on December 19 , 2012 . Their game , Evolve , was listed , alongside other unannounced titles from : Relic Entertainment , Vigil Games , and THQ Studios Montreal in court documents filed by THQ . With THQ unable to continue its publishing and funding roles , an auction was held for other publishers to acquire these titles . Publishers interested in the game visited Turtle Rock Studio to see their " secret project " . The company 's founders felt frustrated , and Rubin later suggested that Turtle Rock bid \$ 250 @, @ 000 for its own project , which Ashton described as " what [they] had in the bank " . However , they were outbid by Take Two Interactive , which paid \$ 11 million to acquire the game and to secure the rights to the entire franchise . According to Turtle Rock , they were " super excited " to work with Take Two . The game was set to be published under Take Two 's publishing label 2K Games , and was formally introduced on January 7 , 2014 by gaming magazine Game Informer . During the game 's development , the team 's size expanded to 75 staff members . Originally the game was to be released in October 2014 , however 2K later delayed the release date to allow Turtle Rock to further polish the game . Evolve was eventually released worldwide on February 10 , 2015 , for Microsoft Windows , PlayStation 4 , and Xbox One platforms .

== Future ==

In May 2016 , Turtle Rock announced that the company was working on a new intellectual property . The studio would also consider releasing titles via Steam 's early access program , which allows players to provide feedback on unfinished games or products as they are being developed .

== List of games ==

Turtle Rock Studios is best known for their work on Valve Corporation 's Counter Strike and Left 4 Dead franchises . Works include :

== Left 4 Dead ==

Left 4 Dead is a first person shooter survival horror video game released in November 2008 for Microsoft Windows and Xbox 360 . Turtle Rock led the game 's development , with assistance provided by publisher Valve . It puts emphasis on co operative gameplay , in which players must fight against zombies in order to complete levels . In addition , the game features an asymmetrical multiplayer mode called Versus mode , in which players fight against a zombie which is controlled by another player . The game was built atop the most advanced version of the Source Engine available at the time and introduced version 2 of Turtle Rock 's AI technology , which had since been updated from the AI used for the bots in Condition Zero . The game was released on Microsoft Windows and the Xbox 360 in November 2008 . The game received critical acclaim . The PC version of the game received an 89 out of 100 from Metacritic , a review aggregator . The title was thought to have redefined co operative gameplay . The success of Left 4 Dead led Valve to develop Left 4 Dead 2 , the next installment in the series . Alongside its sequel , the franchise had collectively sold 12 million copies as of October 1 , 2012 .

== Evolve ==

Evolve was Turtle Rock 's next major project after Left 4 Dead . Published by 2K Games and powered by CryEngine 3 , the title is an asymmetrical multiplayer game which pits four players , who play as hunters in a first @-@ person perspective , against a player who plays as a monster in a third @-@ person view . An alpha version of the game was released on January 15 , 2015 . The full version was released on February 10 , 2015 for Microsoft Windows , PlayStation 4 and Xbox One . While the game received generally positive reviews , its extensive list of downloadable content available at launch caused controversy . Nevertheless , the game shipped 2 @.@ 5 million copies as of May 18 , 2015 , and was considered as another " permanent IP " by owner Take @-@ Two Interactive .

= = Philosophy = =

The team 's founders enjoy playing co @-@ operative multiplayer games and are passionate about them , as they allow players to play alongside each other instead of against each other . In addition , they found it more fun than the typical competitive multiplayer experience . However , they thought that this type of game was not well @-@ developed , and often encouraged players to complete objectives alone . As a result , the company decided to develop a game which tasks players to deploy strategy and work with other players , leading to the development of both Left 4 Dead and Evolve .

The company 's management and staff enjoy a close relationship . Any staff member can play a game , provide feedback , suggest improvements , and even criticize it , regardless of their position . The team thought that they were " open " with their games . As a result , instead of holding a press conference to explain the game to critics , they choose to invite people to play it in the studio . This practice allows them to see " people leaving with a smile " , enabling them to gauge the real reactions of players and to see whether the game is welcomed or not . They also hope that through early access , they can introduce their games to a wide audience , and share the experience with the community prior to the game 's official launch .