



EA and Crytek Announce November 16th Release Date for Crysis

Start Counting Down to One of the Year's Most Highly Anticipated First Person Shooters

REDWOOD CITY, Calif.--(BUSINESS WIRE)--Aug. 2, 2007--Electronic Arts Inc. (NASDAQ:ERTS) and Crytek, award-winning developers of Far Cry, today announced that Crysis™, will be hitting retail stores in North America and Europe on November 16, 2007 exclusively for the PC. A technical achievement featuring stunning DirectX 10 and DirectX 9 visuals, cunning gameplay, and an epic story, Crysis is recognized as one of the most anticipated PC games and first person shooters of 2007, recently winning Best PC game from the Game Critics Awards: Best of E3 2007.

"Crytek is constantly striving to push the boundaries of both game design and technology, while maintaining quality at the highest bar," said Cevat Yerli, CEO and President of Crytek. "We're thankful to our fans for their support and patience, and we're excited to bring them Crysis this year. It's going to be worth the wait."

Offering true, open-ended gameplay, Crysis gives gamers an unparalleled amount of freedom that fosters completely unique gaming experiences. Players are outfitted with a revolutionary Nanosuit and an arsenal of fully customizable weapons, giving them a wide array of options not only in approaching the entire game, but every single objective or individual encounter. And they will need every advantage they can get going head to head against a menacing and highly intelligent alien threat amid dynamic, hostile battlefields that range from lush, tropical jungles, flash-frozen landscapes and a horrifying zero gravity environment.

Crysis also breaks new ground in multiplayer with the introduction of PowerStruggle -- a unique team-based strategic mode for up to 32 players, where opposing sides battle for control of advanced weaponry and vehicles to overcome their enemies. For those who prefer the pulse-pounding action of deathmatch, Crysis will also feature an Instant Action mode, with the highly adaptive Nanosuit serving as the ultimate tool to outwit your opponents.

Crysis has not yet been rated by the ESRB or PEGI. Visit www.esrb.org or www.pegionline.eu for updated rating information. For more information about the game, log onto <http://info.ea.com> or the game's official website at www.nanosuit.com.

About Electronic Arts

Electronic Arts Inc. (EA), headquartered in Redwood City, California, is the world's leading interactive entertainment software company. Founded in 1982, the company develops, publishes, and distributes interactive software worldwide for video game systems, personal computers, cellular handsets and the Internet. Electronic Arts markets its products under four brand names: EA SPORTS™, EA™, EA SPORTS BIG™ and POGO™. In fiscal 2007, EA posted revenue of \$3.09 billion and had 24 titles that sold more than one million copies. EA's homepage and online game site is www.ea.com. More information about EA's products and full text of press releases can be found on the Internet at <http://info.ea.com>.

About Crytek GmbH

Crytek GmbH ("Crytek") creator of the multiple award winning next-generation first person shooter Far Cry, and the upcoming blockbuster hit Crysis, is an interactive entertainment development company with its headquarters located in Frankfurt/Main, Germany and additional studios in Kiev, Ukraine and Budapest, Hungary. Crytek is dedicated to creating exceptionally high quality video games for the PC and next-generation consoles, powered by their proprietary cutting edge 3D-Game-Technology CryENGINE 2®. For more information about Crytek, please visit www.crytek.com. Developers who are interested in obtaining a commercial license for the CryENGINE 2® middleware should mail their enquiries to cryengine@crytek.com.

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