



EA and Crytek Bring CrysIs 2 to a New Dimension

Highly-Anticipated First Person Shooter Will Also Be Available in True Stereoscopic 3D* on Xbox 360, PlayStation 3 and PC

LOS ANGELES, Jun 14, 2010 (BUSINESS WIRE) -- This afternoon during Electronic Arts' (NASDAQ:ERTS) press conference at the Electronic Entertainment Expo, Crytek GmbH, the award-winning developers of the *CrysIs*(R) franchise, announced that *CrysIs 2* will also be available in true stereoscopic 3D. The blockbuster action game will be the first major video game on multiple platforms to take full advantage of true stereoscopic 3D. Crytek is recognized worldwide for being technical pioneers, as showcased in the universally-acclaimed *Far Cry* and *CrysIs*, as well as their award-winning, proprietary CryENGINE(R) technology.

"At Crytek, we always strive to raise the technology bar. As the 3D revolution sweeps movies and television, we are excited to bring *CrysIs 2* to 3D, making it the first big action game to be available in true stereoscopic 3D," said Cevat Yerli, CEO and President of Crytek. "The 3D experience represents a quantum leap in interactive entertainment. With all of the same story and action seen in the 2D version of the game, the 3D version adds another dimension of intensity and immersion to the action."

Whether played in 3D or standard 2D, *CrysIs 2* drops players into a devastated New York in the midst of an attack by a frightening alien species. The alien enemies are armed with deadly weaponry and exceptional sensory abilities that test players' skill and push them to the limit. These terrifying invaders stalk the streets of New York, leaving the streets in chaos and the skyline in flaming ruin. Surrounded by catastrophic destruction, players harness the superhuman abilities of the Nanosuit to level the playing field, becoming the ultimate weapon on a mission to save New York.

Built on Crytek's new state-of-the-art multiplatform game development system, CryENGINE(R)3, *CrysIs 2* will be available for the PlayStation(R)3 computer entertainment system, Xbox 360(R) videogame and entertainment system and PC in 2D and 3D.

For more information on *CrysIs 2*, please visit crysIs.ea.com or follow the game on Twitter at www.twitter.com/crysIs and become a fan on Facebook at www.facebook.com/crysIs.

*Additional hardware and accessories, not included with game, may be required for full 3D effects.

About Electronic Arts

Electronic Arts Inc. (EA), headquartered in Redwood City, California, is a leading global interactive entertainment software company. Founded in 1982, the Company develops, publishes, and distributes interactive software worldwide for video game systems, personal computers, wireless devices and the Internet. Electronic Arts markets its products under four brand names: EATM, EA SPORTSTM, EA MobileTM and POGOTM. In fiscal 2010, EA posted GAAP net revenue of \$3.7 billion and had 27 titles that sold more than one million units. 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>.

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About Crytek GmbH

Crytek GmbH ("Crytek") is one of the world's leading independent development studios for interactive entertainment with its headquarters in Frankfurt am Main (Germany) and additional studios in Kiev (Ukraine), Budapest (Hungary), Sofia (Bulgaria), Seoul (South Korea) and Nottingham (UK).

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(R).

Since its foundation in 1999, Crytek created the multi-award winning PC titles *Far Cry*(R), *Crysis*(R), awarded best PC Game of E3 2007 and Best Technology at the 2008 Game Developers Choice Awards and *Crysis Warhead*(R), awarded Best Graphics Technology at IGN Best of 2008 Awards.

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