



Crytek and EA Bring Crysis to Xbox LIVE and PlayStation Network

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Electronic Arts (NASDAQ:ERTS) and award-winning developer, Crytek GmbH, announced today that the critically-acclaimed *Crysis*® franchise will debut a new experience on Xbox LIVE® and PlayStation® Network. In October 2011, shooter fans will be able to download a modified and enhanced version of the award-winning single-player campaign from the original *Crysis*, remastered for console players using Crytek's state-of-the-art CryENGINE®3 with all new lighting, effects and other visual optimizations. For just \$19.99 SRP or 1600 Microsoft Points, gamers will download the most robust and exciting Xbox LIVE® and PlayStation® Network game to date.

In 2007 and again in 2011, critics around the world hailed *Crysis* and *Crysis 2* as titles that ushered in the next-generation of gaming with jaw-dropping visuals, industry leading technology and groundbreaking sandbox gameplay, featuring the super-powerful Nanosuit. Today, the original, award-winning 2007 single-player campaign has been remastered for Xbox LIVE® and PlayStation® Network with optimized Nanosuit controls, fine-tuned combat and full stereoscopic 3D support.

"We are extremely proud of what we were able to accomplish with *Crysis*. We set out to create a next-generation FPS and delivered a PC experience that became a benchmark for quality — and still is for many gamers even four years later," said Cevat Yerli, CEO of Crytek. "By bringing the single-player campaign to console, we believe we are again setting a new standard for quality in downloadable gaming."

In *Crysis*, gamers will travel to 2019 where a team of US scientists makes a frightening discovery on an island in the South China Sea. All contact with the team is lost when the North Korean Government quickly seals off the area. The United States responds by dispatching an elite team of Delta Force Operators to recon the situation. As tension rises between the two nations, a massive alien ship reveals itself in the middle of the island. Now with hope rapidly fading, the US and North Koreans must join forces to battle the alien menace, fighting epic battles through stunning, photorealistic tropical jungles and frozen landscapes.

For more information on *Crysis*, please visit <http://crysis.ea.com> or <http://mycrysis.com> and follow the game on Twitter at <http://www.twitter.com/crysis> or "Like" *Crysis* on Facebook at <http://facebook.com/crysis>.

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®.

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

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About Electronic Arts

Electronic Arts (NASDAQ:ERTS) is a global leader in digital interactive entertainment. The Company's game franchises are offered as both packaged goods products and online services delivered through Internet-connected consoles, personal computers, mobile phones and tablets. EA has more than 100 million registered players and operates in 75 countries.

In fiscal 2011, EA posted GAAP net revenue of \$3.6 billion. Headquartered in Redwood City, California, EA is recognized for critically acclaimed, high-quality blockbuster franchises such as The Sims™, Madden NFL, FIFA Soccer, Need for Speed™, Battlefield, and Mass Effect™. More information about EA is available <http://info.ea.com>.

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