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Become the Deadliest Hunter on the Planet as EA and Crytek Deliver the *Crysis 3* Multiplayer Beta Coming January 29

Stalk Your Prey in the Urban Jungle of New York City in the Multiplatform Beta for the First Blockbuster Shooter of 2013

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Electronic Arts Inc. (NASDAQ: EA) and award-winning developer Crytek GmbH today announced an open multiplayer beta* for the premiere sandbox shooter experience, *Crysis®3*, will be available starting January 29th for the Xbox 360[®] video game and entertainment system, PlayStation[®]3 computer entertainment system and PC. Including two team-based modes and two maps, the extensive beta will give players an opportunity to master the superpowers of the Nanosuit. The *Crysis 3* multiplayer beta will be available for two weeks and give players the chance to get a leg up on the competition before *Crysis 3* launches on February 19 in North America and February 21 in Europe.

"With *Crysis 3* we are delivering the deepest, most robust *Crysis* multiplayer experience yet," said Cevat Yerli, CEO of Crytek. "We have listened closely to our fans and have evolved the multiplayer in *Crysis 3* by adding a host of new gameplay features including the unique Hunter mode, deadly new weapons like the Predator bow, deeper loadout and unlock options, enhanced upgrade systems and more social features like the New York Feed. Top it all off with the ultimate weapon in the Nanosuit and you have a multiplayer experience that is unlike anything else out there."

Beginning on January 29 and ending on February 12 the *Crysis 3* multiplayer beta will feature two of the eight modes included in *Crysis 3*. In Crash Site, players must secure and defend specific locations, earning points along the way for kills and their ability to hold those locations. The exciting, all-new Hunter mode makes its debut in *Crysis 3*. This asymmetrical, time based mode pits two players vs. ten (two vs. 14 on PC) in matches that begin with two cloaked hunters stalking 10 opposing CELL troopers. Armed only with enhanced Nanosuits and the lethal Predator bow, hunters must systematically stalk and kill the CELL operatives, who in turn must work together as a team as they fight to stay alive before the round ends. The twist is that once a CELL trooper is killed, that player will then respawn as a hunter, joining the others in their attempt to eliminate the remaining CELL operatives before the clock strikes zero. The *Crysis 3* multiplayer beta will also showcase two of the game's twelve visually stunning maps, Airport and Museum. Both will provide players a taste of the lush, urban rainforest and tactical sandbox that awaits them under the Liberty Dome of New York City.

Also included in the *Crysis 3* multiplayer beta is the New York Feed, a brand new in-game social feed that will showcase the accomplishments of gamers and their friends while offering dynamic challenges to complete. *Crysis 3* multiplayer also contains exciting new gameplay features including Rip & Throw, which allows players to interact with the elements of the environment to use as weapons or shields as well as the chance to control the Pinger, a fearsome alien tripod war machine that can be used to devastating effect.

Powered by Crytek's proprietary CryENGINE 3, *Crysis 3* advances the state of the art with unparalleled visuals and dynamic shooter gameplay. Players take on the role of 'Prophet' as he returns to New York only to discover that the city has been encased in a Nanodome created by the corrupt Cell Corporation. This dangerous new world demands advanced weapons and tactics, including the Nanosuit. Equipped with superhuman powers including cloaking, armor and enhanced visor abilities, the Nanosuit is the ultimate tool that allows players to assess, adapt and attack whatever the 7 Wonders throws at them. In addition to the Nanosuit, players will wield the powerful Predator bow and devastating alien weaponry to become the deadliest hunter on the planet.

Fans who pre-order *Crysis 3* before launch will receive an automatic upgrade to the *Crysis 3 Hunter Edition*, as well as a free digital download to the game that started it all, *Crysis®* for Xbox 360, PS3 or PC. The *Crysis 3 Hunter Edition* gives players tools to become the ultimate hunter in multiplayer with instant access to the new signature Predator bow and its attachments plus the *Hunter* Nanosuit module, which adds additional power and functionality to the super-suit. Owners of the *Crysis 3 Hunter Edition* will also have a head start when playing online with a bonus XP boost up to level 5, a unique Predator bow skin and three exclusive dog tags to hunt in style. The *Crysis 3 Hunter Edition* is available on Origin.com and other participating retailers for \$59.99.

Crysis 3 will be available in North America on February 19, 2013 and in Europe on February 21 for the Xbox 360, PlayStation3

computer and PC. For more information on *Crysis 3*, please visit www.crysis.com, and for the latest news visit www.facebook.com/crysis or follow us on Twitter at www.twitter.com/crysis. Press assets for *Crysis 3* are available at www.info.ea.com.

* Conditions and restrictions apply. See www.crysis.com/beta for details.

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About Electronic Arts

Electronic Arts (NASDAQ: EA) is a global leader in digital interactive entertainment. The Company delivers games, content and online services for Internet-connected consoles, personal computers, mobile phones, tablets and social networks. EA has more than 250 million registered players and operates in 75 countries.

In fiscal 2012, EA posted GAAP net revenue of \$4.1 billion. Headquartered in Redwood City, California, EA is recognized for a portfolio of critically acclaimed, high-quality blockbuster brands such as *The Sims*™, *Madden NFL*, *FIFA Soccer*, *Need for Speed*™, *Battlefield*™ and *Mass Effect*™. More information about EA is available at www.info.ea.com.

About Crytek GmbH

Crytek GmbH ("Crytek") is an independent company at the forefront of the interactive entertainment industry, and is dedicated to pushing the boundaries of gaming by creating standout experiences for Xbox 360, Playstation 3, PC, mobile devices and games-as-service using their cutting-edge 3D-Game-Technology, CryENGINE®.

The company's headquarters are in Frankfurt am Main (Germany). Crytek also has studios in Kiev (Ukraine), Budapest (Hungary), Sofia (Bulgaria), Seoul (South Korea) and Nottingham (UK) and Shanghai (China).

Since its foundation in 1999, Crytek has consistently been recognized for excellence in its field, earning accolades such as the 2011 Develop Award for Best Independent Studio and a 2010 Red Dot Design Award. Its multi-award winning games include *Far Cry*®, *Crysis*® (awarded best PC Game of E3 2007 and Best Technology at the 2008 Game Developers Choice Awards), *Crysis Warhead*® (awarded Best Graphics Technology at IGN Best of 2008 Awards) and *Crysis*® 2 (awarded Best Shooter of E3 2010 and Gamescom 2010).

For more information, please visit www.crytek.com.

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