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## **III FONIC'S ARENA FPS *NEXUIZ* TO BE FIRST XBLA & PSN TITLE POWERED BY CryENGINE®3**

*III Fonic Licenses CryEngine3 for Futuristic Arena First-Person Shooter*

**Denver, CO USA – July 13th, 2010:** Crytek GmbH ("Crytek") and III Fonic, LLC announced today that III Fonic has licensed CryENGINE 3 for *Nexuiz*, their upcoming XBLA and PSN cult futuristic Arena First-Person Shooter dropping this Winter. CryENGINE®3 has allowed the III Fonic development team to achieve their vision for *Nexuiz* that will push the limits of what gamers can expect from an AAA digital downloadable title.

"III Fonic firmly believes in bringing the consumer the highest quality games at an affordable price through downloadable distribution channels", said Charles Brungardt, President of III Fonic. "Switching to CryENGINE 3 has helped us stay true to our vision and build the *Nexuiz* arenas the way we see it without any limitations. We are incredibly proud that *Nexuiz* will be the first downloadable title developed on CryENGINE 3."

"We're delighted to have III fonic join our community of licensees", said Carl Jones, Director of CryENGINE Global Business Development. "It's exciting to see a passionate group like Kedhrin and Charles' team working with CryENGINE 3 on such a cool title. *Nexuiz* is going to deliver a game style that will be a blast for the console audience, matched with the best graphics possible on the consoles. We're delighted to offer our engine to teams for XBLA and PSN titles so that gamers can enjoy the quality that CryENGINE 3 can provide, as soon as possible. Our real-time multiplatform pipeline, Live Create, is highly suited to prototyping and delivering quality for games with shorter development cycles; and you get all the benefits of the AAA features of the engine. *Nexuiz* is going to be a lot of fun and we're glad III fonic have chosen CryENGINE 3 to deliver it in style."

"When we were strolling around GDC 2010's floor we stopped by the Crytek booth. I watched someone show off a few features of CryENGINE 3. Right then and there, I knew I had to have it. It's powerful, fast and easy to use," said Kedhrin Gonzalez, Creative Director of III Fonic. "Crytek has been awesome to work with providing excellent support in a relationship that has really benefited us."

*Nexuiz* is a fast paced Arena first-person shooter with competitive game play built specifically for consoles. Featuring the innovative mutator system, players progress through the ranks opening up new mutators that allow players to alter the rules for each match. On launch, *Nexuiz* will feature multiplayer modes including Team Deathmatch and Capture the Flag

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complete with full competitive leader boards designed for social networking. New games modes, models, and maps will be available as downloadable content post launch.

*Nexuiz* is set in a galactic war fueled for centuries by the Kavussari and Forsellians. Over time the two races entered into treaties with the Herald Accord, a union between different cultures in the galaxy. Even though peace settled across their planets, the seething hatred between the races kept the fire of war simmering under the fragile truce. Sensing their newest members could spread war throughout the galaxy; the Herald Accord gave the Kavussari and Forsellians a choice. Pit their warriors against each other in the arena rather than on the fields of war, or face total annihilation. The Nexuiz was formed, a series of battle arenas on the home planets of the Kavussari, Forsellian and the desolate planet of Atavirta.

IllFonic will be showcasing *Nexuiz* using CryENGINE 3 at this year's PAX Prime in Seattle, WA, on September 3-5.

For more information on *Nexuiz*, go to [www.nexuiz.com](http://www.nexuiz.com) or [www.illfonic.com](http://www.illfonic.com).

#### **About IllFonic:**

IllFonic, LLC, was founded in 2007 by musician Raphael Saadiq, engineer Chuck Brungardt, and game designer Kedhrin Gonzalez. IllFonic is committed to delivering AAA games digitally to consoles and PC at an affordable price. IllFonic utilizes many avenues in pop culture to cross brand its products in film, television, sports, music, and clothing. With offices in Los Angeles and Denver, IllFonic has built a team of artists, developers, producers, and musicians that believe providing fun game-play means conveying the highest level of visual awe, an immersive environment and a sick soundtrack. For more information on the company, go to [www.illfonic.com](http://www.illfonic.com).

#### **About Crytek:**

Crytek GmbH ("Crytek") is one of the world's leading independent development studios for interactive entertainment. It is based in Frankfurt am Main (Germany) and has 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 next-generation consoles and PC, powered by their proprietary cutting-edge 3D-Game-Technology, CryENGINE®. Since its foundation in 1999, Crytek has 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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