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Warface Attracts Five Million Registered Users in Russia / Crytek's free-to-play shooter continues to expand its audience and wins top award

Frankfurt am Main (Germany) / Moscow (Russia) (ots) -

More than five million players across Russia have now signed up for Crytek GmbH's groundbreaking free-to-play FPS, Warface. Published in Russia by the Mail.Ru Group, Warface has amassed an army of avid fans and enjoyed a record-breaking rise to prominence since its release - attracting over one million players in its first month on the market. The game was also in the limelight this week after players voted it best online game in Russia as part of the long-established Runet Awards. The awards, which have been running since 2004, are designed to honor the best of the Russian-language internet.

"Reaching the five million registered users mark speaks volumes about the quality and appeal of Warface," said Vladimir Nikolsky, the Vice President of the Mail.Ru Group Game Division. "With a combination of first-class visuals and gameplay that is second to none, Warface stands out from the crowd and promises to attract even more attention from players in the future."

The Runet Award is given to websites and organizations for contributions to the Russian-language internet.

The Runet Prize is a professional award that was established in 2004 by the Russian Federal Agency on Press and Mass Communications to promote outstanding achievements by companies in the field of IT and digital communications, and to provide recognition for state and public organizations, business structures and individuals that have contributed to the development of the Russian segment of the Internet. More than 140 Russian and foreign organizations have been presented with awards for their achievements in various categories over the prize's seven-year history.

Warface invites players onto the frontline for thrilling cooperative and competitive gameplay, advancing the face of free-to-play gaming in the process by delivering the highest possible production values. Players in North America and Western Europe will be able to join the action in the near future when Warface is released through Crytek's gaming-centric social hub, GFACE, in partnership with leading online publisher, Trion Worlds.

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), 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), Crysis® 2 (awarded Best Shooter of E3 2010 and Gamescom 2010) and Warface (awarded Best Social/Casual/Online Game of Gamescom 2012). For more information, please visit www.crytek.com.

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