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Crytek Continues to Expand with the Arrival of Crytek Istanbul / Leading developer returns to its roots with investment in Turkey (BILD)



Istanbul (Turkey) / Frankfurt am Main (Germany) (ots) -

Crytek GmbH today announced the official opening of Crytek Istanbul, the eighth addition to their worldwide family of studios. The official launch of Crytek Istanbul took place at the city's Ciragan Palace, with Turkey's Minister of Science, Industry and Technology, Nihat Ergün, in attendance to welcome the announcement.

Supporting the growth of Crytek's free-to-play business, Crytek Istanbul will focus their energy on Crytek's Warface and GFACE brands, as well as overseeing the growth of the CryENGINE® business in Turkey, and the MENA (Middle East and North Africa) region.

Cevat Yerli, CEO of Crytek GmbH, expressed his excitement at the unveiling of the new office. "Crytek Istanbul not only opens the door to further growth, it represents reinvestment in a country that has special bonds for us as a company. We have had ambitions and aspirations to invest in Turkey for a long time and believe the moment is now right to bring those plans to fruition. From day one, we will work hard to make a positive impact in Turkey and further solidify Crytek's reputation for quality and innovation."

Serhat Bekdemir, Managing Director of Crytek Istanbul, highlighted Turkey's rich potential. "Crytek's decision to establish a permanent base in Turkey underscores the company's

commitment to leading the way into promising new territories. As a growing video game market, Turkey is the perfect place for Crytek to expand its profile and establish bonds with a whole new set of enthusiastic players, developers and business partners."

The studio's arrival also marks a return to the roots of Avni, Cevat and Faruk Yerli; the three Turkish brothers who founded Crytek in 1999.

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), Shanghai (China) and Istanbul (Turkey).

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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Medieninhalte



Crytek Continues to Expand with the Arrival of Crytek Istanbul; from left to right: Serhat Bekdemir - General Manager, Cevat Yerli - Founder, CEO & President of Crytek, Nihat Ergün - Minister of Science, Industry & Technology of Turkey, Avni Yerli - Managing Director Crytek and Faruk Yerli - Managing Director Crytek Die Verwendung dieses Bildes ist für redaktionelle Zwecke honorarfrei. Veröffentlichung bitte unter Quellenangabe: "obs/Crytek GmbH"

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