

CRYPTIC STUDIOS ANNOUNCES CHAMPIONS ONLINE

*Developers of **City of Heroes™** Franchise Have Acquired **Champions** IP and Are Set to Deliver MMORPG With Billions of Customization Options*

LOS GATOS, CA – February 20, 2008 – Cryptic Studios™, one of the leading independent developers of massively multiplayer online role-playing games (MMORPGs), announced today **Champions Online™**, their first ever self-developed and self-published MMORPG. **Champions Online**, based on the popular pen-and-paper **Champions** RPG, will give players the power of total customization of their hero experience while they explore a vast universe of richly detailed 3D environments. **Champions Online** is slated for release in Spring 2009.

Cryptic Studios also announced today that it has acquired the **Champions** intellectual property (IP) from Hero Games. First published in 1981, the **Champions** role-playing game is one of the first RPGs to forgo the traditional dice-rolling system of character generation in favor of a point-based system. Cryptic Studios has licensed back to Hero Games the rights to produce **Champions** RPG books, and the sixth edition of the HERO System and **Champions**, set to release in 2009, will include rules on how to recreate **Champions Online** characters and scenarios.

“We thought carefully about which IP to select for our next game,” said Jack Emmert, chief creative officer of Cryptic Studios. “I’ve been playing the **Champions** RPG since it first came out and I love both the rich history and wide array of compelling characters which made this an obvious choice for Cryptic Studios.”

“I am very excited to be working on **Champions**,” said Michael Lewis, president of Cryptic Studios. “We have a powerful development team, a better engine, more resources, and a vision for a new kind of MMO experience. Bringing the operating side of the business in-house enables us to be more efficient, get our developers even closer to the customer, and ultimately make a better game and long-term experience.”

Champions Online is all about total customization – it will offer a near infinite amount of character customization so that all players will have a unique game experience. Gamers will be able to create their hero’s name, back story, costume, powers and abilities as well as design their own personal arch-enemy and his or her back story, which will guarantee a truly unique experience.

“**Champions Online** brings a lot to the table. Gamers have literally billions of options to create their own fully customized hero,” Emmert said. “Couple that with the unique character generation system and tons of beautiful, expansive environments in which to roam, and **Champions Online** is going to be unlike anything MMO fans have seen before.”

For more information on **Champions Online** and Cryptic Studios please check out the feature story in the March issue of Game Informer magazine on newsstands now, www.crypticstudios.com, and www.champions-online.com to view character profiles, gameplay trailers, and forums.

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About Cryptic Studios:

Cryptic Studios™, Inc., based in Los Gatos, CA, and established in July 2000, is one of the leading independent developers of massively multiplayer online games for the PC and next generation consoles. Cryptic Studios is an independent, employee-owned company committed to delivering the next level of unparalleled fantasy experience and bringing MMORPG fans closer than ever to living out their online virtual life. Cryptic is best known as the creator of the award-winning **City of Heroes®** and **City of Villains™** MMO titles. In **Champions Online**, the latest massively multiplayer online role-playing game from Cryptic, gamers will create a hero, completely customized to exact specification and ready to fight evil villains in a stunning 3D graphical world. For more information on Cryptic Studios, please visit www.crypticstudios.com

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