



NEWS RELEASE

UNIVERSAL PICTURES' *THE MUMMY* EXPANDS BEYOND THE BIG SCREEN WITH NEW DIGITAL EXPERIENCES IN VR, MOBILE AND CONSOLE GAMES

Tickets on Sale Now for *The Mummy Prodigium Strike* VR Experience from Starbreeze Studios

Night School Studio's *The Mummy Dark Universe Stories* Mobile Game Arrives Later This Month

***The Mummy Demastered* Console Game from WayForward Launches in Late August**

UNIVERSAL CITY, CA, June 8, 2017 — Universal Brand Development announced today that fans will be able to continue the epic-adventure of *The Mummy* beyond the big screen with three new digital experiences: *The Mummy Prodigium Strike* location-VR game; *The Mummy Dark Universe Stories* mobile game; and *The Mummy Demastered* console game. *The Mummy* arrives in theaters this Friday.

“As Universal makes a strategic push into gaming, we felt *The Mummy* was the perfect place to start,” said Chris Heatherly, Executive Vice President of Worldwide Games and Digital Platforms, Universal Brand Development. “We worked with the best developers in their fields and took creative risks to imagine exciting new ways for fans to enter the Dark Universe.”

The Mummy Prodigium Strike is a groundbreaking location-based experience developed by VR pioneer Starbreeze Studios, in which players take on the role of a Prodigium agent and are tasked with capturing the ancient princess Ahmanet—all the while battling hordes of ravens, spiders and the undead. From a helicopter hovering above to the intense action on the ground, players must protect their fellow agents as the Mummy grows in power, battling to the finish to either capture her, or be her slave for eternity. *The Mummy Prodigium Strike* utilizes the 210-degree virtual reality headset StarVR and a unique set of 4D experience-enhancing elements, allowing users to fully transport themselves into the new world of gods and monsters. Fans can experience *The Mummy Prodigium Strike* in Los Angeles at Hollywood & Highland Center and at IMAX VR center in Los Angeles and New York City. Tickets are

available now for \$15 on location at Hollywood & Highland, and for \$12 at www.IMAXVR.com.

The Mummy Dark Universe Stories, from Night School Studio – makers of the award-winning *Oxenfree* as well as the critically acclaimed *Mr. Robot* mobile game – is an episodic, supernatural adventure game for iOS and Android mobile devices that picks up right where the movie leaves off. Players will take on the role of Nick Morton, the protagonist of *The Mummy*, and choose from multiple narrative options in an immersive tale, filled with dynamic comic-style illustrations. Every turn reveals a decision that changes the outcome of the storyline, and new chapters will be added on a regular basis to take players even deeper into Dark Universe. The game will launch later this month, but beginning today, Android mobile device owners can pre-register for the game on [Google Play](https://play.google.com/store/apps/details?id=com.night-school-studio.mummy-dark-universe-stories).

The Mummy Demastered from WayForward, known for pixel games that bring the look and fun of classic arcades to modern consoles, is a platforming adventure game based on *The Mummy*. Launching in late August 2017 for PlayStation 4, Xbox One, Nintendo Switch and Steam, players will enter a world of evil as an elite Prodigium agent who is tasked to take down Princess Ahmanet's army of the undead and save the world at any cost. Players will explore dark forests, maze-like military compounds and the sandstorm-filled streets of London in this retro-inspired adventure.

About *The Mummy*

Tom Cruise headlines a spectacular, all-new cinematic version of the legend that has fascinated cultures all over the world since the dawn of civilization: *The Mummy*.

Thought safely entombed in a crypt deep beneath the unforgiving desert, an ancient princess (Sofia Boutella of *Kingsman: The Secret Service* and *Star Trek Beyond*) whose destiny was unjustly taken from her is awakened in our current day, bringing with her malevolence grown over millennia and terrors that defy human comprehension.

From the sweeping sands of the Middle East through hidden labyrinths under modern-day London, *The Mummy* brings a surprising intensity and balance of wonder and thrills in an imaginative new take that ushers in a new world of gods and monsters.

Cruise is joined by a cast including Annabelle Wallis (*King Arthur*, television's *Peaky Blinders*), Jake Johnson (*Jurassic World*), Courtney B. Vance (TV's *American Crime Story: The People v. O.J. Simpson*), Marwan Kenzari (*The Promise*) and Oscar® winner Russell Crowe (*Gladiator*).

The creative team on this action-adventure event is led by director/producer Alex Kurtzman and producer Chris Morgan, who have been instrumental in growing some of the most successful franchises of the past several years — with Kurtzman writing or producing entries in the *Transformers*, *Star Trek* and *Mission: Impossible* series, and Morgan being the

narrative engineer of the *Fast & Furious* saga as it has experienced explosive growth from its third chapter on. Sean Daniel, who produced the most recent *Mummy* trilogy, produces alongside Sarah Bradshaw (*Maleficent*), Kurtzman and Morgan. www.themummy.com

About Universal Brand Development

Universal Brand Development globally drives expansion of the company's intellectual properties, franchises, characters and stories through innovative physical and digital products, content, and consumer experiences. Along with franchise brand management, Universal Brand Development's core businesses include Consumer Products, Games and Digital Platforms, and Live Entertainment based on the company's extensive portfolio of intellectual properties created by Universal Pictures, Illumination Entertainment, DreamWorks Animation, and NBCUniversal cable and television. Universal Brand Development is a business segment of Universal Filmed Entertainment Group, and part of NBCUniversal, a subsidiary of Comcast Corporation (NASDAQ: CMCSA).

About Starbreeze

Starbreeze is an independent creator, publisher and distributor of high quality entertainment products. With studios in Stockholm, Paris, Los Angeles, Barcelona and Brussels, the company creates games and other virtual reality entertainment products, based on proprietary design and licensed content. Starbreeze's most recent games include PAYDAY 2®, John Wick VR shooter and upcoming survival co-op FPS OVERKILL's The Walking Dead. Under its publishing initiative, Starbreeze has together with Canadian studio Behaviour Digital successfully launched horror thriller Dead by Daylight.

Starbreeze has set out to develop truly immersive virtual reality experiences, by integrating software and hardware in its StarVR® head mounted display, which is produced together with Acer, displaying a unique field of view and a mission to bring top-end VR to large audiences. Together with IMAX, Starbreeze aspires to dominate the location based VR market with the IMAX VR centers. The first IMAX VR center opened in Los Angeles in January 2017.

For more information, please visit <http://www.starbreeze.com>, <http://www.starvr.com>, <http://www.overkillssoftware.com>.

About StarVR Corporation

Aiming to be the leading solutions provider of B2B Virtual Reality services, StarVR Corporation innovates the head-mounted display market through its 210-degree, 5K resolution VR headset. StarVR Corporation is a joint venture between Swedish entertainment content creator, publisher and innovator Starbreeze Studios, and Acer, one of the world's top ICT companies with presence in over 160 countries.

The joint venture designs, manufactures, promotes, markets and manages sales and support of StarVR solutions to the professional, enterprise, and location-based entertainment market. Headquartered in Taipei, StarVR Corporation also has presence in Los Angeles, Paris and

Stockholm.

Parent company Starbreeze AB's shares are listed on the Nasdaq Stockholm First North Premier under the tickers STAR A and STAR B with the ISIN-codes SE0007158928 (A-share) and SE0005992831 (B-share). Parent Acer's shares are listed on the Taiwan Stock Exchange (TWSE: 2353) with Global Depository Receipts (GDR) listed on the London Stock Exchange (LSE: ACID).

For more information, please visit: <http://www.starvr.com>, <http://www.starbreeze.com>, <http://www.acer.com>.

About Night School Studio

Founded in 2014 by cousins Sean Krankel and Adam Hines, Night School is an independent studio focused on the intersection of story and interactivity. The team of Telltale and Disney veterans are applying their extensive experience to create games filled with wonder, danger, and humor. Their first game, OXENFREE, was a supernatural thriller that garnered numerous industry awards for narrative and artistic achievement. Their second game, the WGA nominated MR.ROBOT:1.51exfiltrati0n, was created in collaboration with the award-winning showrunners of the Mr. Robot TV series.

About WayForward

WayForward is a premium independent game developer based in Southern California. For over 25 years, WayForward has partnered with leading software publishers to bring critically acclaimed and commercially successful games to market across multiple platforms.

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