

**“Gears of War: Judgment”
Fact Sheet
June 2012**

Title:	“Gears of War: Judgment”
Publisher:	Microsoft Studios
Developers:	Epic Games, People Can Fly
Format:	DVD for the Xbox 360 video game and entertainment system; Xbox LIVE-enabled
ESRB Rating:	Rating Pending
Price:	69,90€ ERP ¹
Availability:	Early 2013 (Worldwide)

Product

Overview: “Gears of War: Judgment” delivers the most intense and challenging “Gears of War” game yet, with a campaign that takes you back to the immediate aftermath of Emergence Day — the defining event of the “Gears of War” universe — for the very first time and tests your mettle in highly competitive new multiplayer modes.²

Available only on Xbox 360, the “Gears of War” series has sold more than 18 million copies worldwide. “Gears of War: Judgment” will launch worldwide in early 2013.

Features:

A Riveting Campaign

Set years before the events of the previous “Gears of War” trilogy, “Judgment” centers on Kilo Squad, a troop of soldiers led by Damon Baird and Augustus “The Cole Train” Cole. They are joined by newcomers to the “Gears” series, Sofia Hendricks and Garron Paduk, as they attempt to save the besieged city of Halvo Bay from a terrifying new enemy.

Playable cooperatively with up to three friends on Xbox LIVE (four players total), “Gears of War: Judgment” depicts the planet Sera on

the brink of annihilation by an unstoppable new Locust menace, giving you a new vantage point into one of the richest and most acclaimed sagas in gaming.

Marking a first for the "Gears" franchise, "Gears of War: Judgment" features a "Mission Declassification" system that lets players experience more challenging gameplay scenarios and achievements by uncovering critical information during the course of the campaign.

Faster and More Intense Combat

"Gears of War: Judgment" delivers a riveting gameplay experience that gets back to basics, captures the true essence of "Gears" combat and introduces a new style of combat that's faster-paced and more action-packed than ever before.

"Gears of War: Judgment" introduces a new Smart Spawn System [S3] for both campaign and multiplayer action. This new system ensures that each encounter is unique and new because types, timing and locations of enemies change with each new encounter.

Explosive New Multiplayer Experiences

"Gears of War: Judgment" introduces brand-new multiplayer experiences, including OverRun, a thrilling new class-based competitive mode that pits Locust and COG soldiers in a head-to-head battle unlike anything "Gears" fans have experienced yet.

An objective-oriented mode that lets five-player teams alternate between playing as Locusts and COG soldiers, OverRun marks the first time that a class-based, competitive multiplayer experience has been introduced in the "Gears of War" series and amps up the addictive gameplay with a deep player progression system layered on top of the experience.

Additional game modes will be announced at a later time.

About "Gears of War"

Published by Microsoft Studios, the "Gears of War" franchise has sold more than 18 million copies worldwide and redefined the third-person shooter genre for this console

generation. Released in 2011, "Gears of War 3" was the highest-rated shooter game on any platform, according to Metacritic.com.

The game has also inspired a full line of toys and collectibles, apparel, an upcoming film, graphic novels and a book series by New York Times bestselling author Karen Traviss. The "Gears of War" series is exclusive to the Xbox 360 video game and entertainment system and its riveting multiplayer action makes it one of the most popular titles on Xbox LIVE. More information can be found at <http://www.gearsofwar.com>.

About Epic Games, Inc.

Epic Games, Inc., based in Cary, NC and established in 1991, develops cutting-edge games and cross-platform game engine technology. The company has created multiple million-selling, award-winning titles in its "Unreal" series, including "[Unreal Tournament 3](#)" for PC, PlayStation®3 and Xbox 360®. The first two games in Epic's "[Gears of War](#)" franchise have sold more than 13 million copies and won more than 50 game of the year awards. The third installment, "Gears of War 3," sold more than 3 million copies within its first week of release, catapulting the franchise beyond \$1 billion in lifetime sales. Epic's Unreal Engine 3 holds more than 20 industry technology awards and powers many bestselling games. Additional information can be found at <http://www.epicgames.com>.

About People Can Fly

[People Can Fly](#), an Epic Games studio, creates visually and technically superior action games for PC and console entertainment systems. Founded in 2002 and based in Warsaw, Poland, People Can Fly developed [Bulletstorm](#), an original, Unreal Engine 3-powered onslaught of 'kill with skill' gameplay and blockbuster moments released in 2011 by Electronic Arts. People Can Fly made its mark on the shooter genre with its award-winning *Painkiller* series of games for PC and Xbox prior to shipping Epic's *Gears of War* for PC.

About Xbox

Xbox is Microsoft's premier entertainment service for the TV, phone, PC and tablet. It's home to the best and broadest games, as well as one of the world's largest libraries of music, movies, TV and sports. With Kinect, Xbox 360 transformed gaming and entertainment in the living room with a whole new way to play games and find entertainment — no controller required. More information about Xbox can be found online at <http://www.xbox.com>.

About Microsoft

Founded in 1975, Microsoft (Nasdaq "MSFT") is the worldwide leader in software, services and solutions that help people and businesses realize their full potential.

¹ Estimated retail prices. Actual retail prices may vary.

² Online multiplayer requires Xbox LIVE Gold membership (sold separately).

For more information:

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