



## Radical Entertainment Unveils PROTOTYPE® 2's RADNET Edition Content

### Pre-Order PROTOTYPE 2 to Secure Your Free RADNET Access to Over 55 Pieces of Additional Content!

SANTA MONICA, Calif., Jan. 31, 2012 /PRNewswire/ -- Radical Entertainment once again ramps up the studio's signature over-the-top mayhem with the announcement of **PROTOTYPE® 2's** RADNET Edition content. Planned to launch on April 24, 2012 from Activision Publishing, Inc., a wholly owned subsidiary of Activision Blizzard, Inc. (Nasdaq: ATVI), a limited number of the launch quantities of **PROTOTYPE 2** on PlayStation®3 computer entertainment system and Xbox® 360 video game and entertainment system from Microsoft, will contain free access to RADNET via a one-time use code that gives fans 55 free pieces of additional content delivered for seven weeks following the game's launch\*. This weekly scheduled content will include in-game Events, Challenges, Avatar Items, Dynamic Themes and Behind-the-Scenes videos, as well as bonus Mutations for **PROTOTYPE 2's** main campaign. Fans that participate in ALL of RADNET's weekly challenges and events will unlock the ultimate shape-shifting reward...to be revealed in March 2012. **PROTOTYPE 2's** RADNET Edition content will only be available for free while supplies last. For more information on RADNET, please visit [www.radical.ca/radnet](http://www.radical.ca/radnet) and check out the trailer at <http://www.youtube.com/watch?v=er9XTcft2Mc>.

"Radical Entertainment has always focused on bringing long lasting fun to its fans, and **PROTOTYPE 2's** RADNET content is our way of rewarding the game's most loyal supporters — the early adopters, the one's who will replay it over and over again," said Ken Rosman, Studio Head, Radical Entertainment. "We think this is great because we're giving our fans hours of additional gameplay outside **PROTOTYPE 2's** main narrative, and cool rewards — all delivered weekly following the game's launch!"

The sequel to Radical Entertainment's best-selling open-world action game of 2009, **PROTOTYPE 2** takes the unsurpassed carnage of the original **PROTOTYPE** and continues the experience of becoming the ultimate shape-shifting weapon. As the game's all-new infected protagonist, Sgt. James Heller, players will cut a bloody swathe through the wastelands of post-viral New York Zero with unparalleled locomotion, building up a vast genetic arsenal of deadly, biological weapons and abilities as they hunt, kill and consume their way toward the ultimate goal — to kill...Alex...Mercer!

To find out more about **PROTOTYPE 2**, follow us on Twitter at [www.twitter.com/radical\\_ent](http://www.twitter.com/radical_ent) and check out [www.prototypegame.com](http://www.prototypegame.com) for the latest trailers, screenshots, special promotions and more! And for the truly dedicated, go to [www.facebook.com/prototype](http://www.facebook.com/prototype) and join the **PROTOTYPE** Army — a community of over 380,000 (and growing) fans that receive constant updates from the team at Radical, and early sneak peeks at new information and assets.

**PROTOTYPE 2** is currently in development for Xbox 360, PlayStation 3 and Windows PC. The game is rated "M" (Mature — Blood and Gore, Drug Reference, Intense Violence, Sexual Themes, Strong Language — content that may be suitable for persons 17 and older) by the ESRB.

#### **About Radical Entertainment**

In September 2011, Radical Entertainment celebrated its 20th anniversary in the business of creating hit video games, including 2009's multi-million-unit-selling *PROTOTYPE*, *The Simpsons Hit & Run*, *The Incredible Hulk: Ultimate Destruction*, *Scarface: The World Is Yours* and more. We treat our properties with the reverence they deserve and gamers demand, and the commitment to our partners and fans continues to set us apart. Our Vancouver-based studio allows Radical Entertainment to bring the talent, tools and technology together to create entertainment that captures the world's imagination. Owned by Activision Publishing, Inc, Radical is continually ranked as one of the best places to work in B.C, according to BC Business magazine and Watson Wyatt. In 2006-2008 MediaCorp Canada ranked Radical as a Top 100 Canadian Employer, Top 10 Canadian Employer for Young People, and Top 20 B.C. Employer. For more information, please visit [www.radical.ca](http://www.radical.ca).

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Headquartered in Santa Monica, California, Activision Publishing, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products.

Activision maintains operations in the U.S., Canada, the United Kingdom, France, Germany, Ireland, Italy, Sweden, Spain, Norway, Denmark, the Netherlands, Australia, South Korea, China and the region of Taiwan. More information about Activision and its products can be found on the company's website, [www.activision.com](http://www.activision.com).

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