

Dear partners,

this press release is for immediate release.
Please find the entire release below.

Best regards,

Your remote control productions press team



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– PRESS RELEASE –

New PvP mode for Angry Birds Epic is going live today

Bird versus Bird

Espoo/Munich, December 18th, 2014 - The tale of the Angry Birds Epic story is expanded with a new chapter: Rovio and Chimera Entertainment release the long awaited PvP mode for their successful mobile RPG. Now millions of players can lead their bird army against their friends and foes in heroic skirmishes and climb the ladder of a new league system. Release will be today on Dec 18th for all platforms. Also upcoming: a holiday season event starting on Dec 21st, lasting for a week.

PvP is limited to a certain arena: "Terence's ship" is docking on the south beach of Piggy Island. For the first time in the history the pigs are not the ones getting beat up – this time they are just spectators of the epic brawl. A new twist has also been added to the beloved turnbased fight system: every bird army brings their own epic banner into battle. Destroy it,

to win the game – but beware of the nasty effects and tactics your opponents will come up with. The players will fight for superiority in leagues with ranks from wood to diamond. Tactical gameplay will become even more important when rising in the new league system where some cool new equipment can be looted which you can use to create your own epic banner with.



Wilhelm Taht, Head of External Products at Rovio Entertainment: "We're very proud to announce the battle of the birds. Since the times the pigs stole the first egg the birds were focused on giving the pigs the low-down. Now as millions of eggs already have been safely returned the birds can lock horns with each other for fun. Brave birds! That's Rovio's and Chimera's gift to our valued epic crowd out there. Happy holidays!"

Chris Kluckner, CEO at Chimera Entertainment: "We are so proud to finally release the Bird vs Bird mode for Angry Birds Epic. Giving people the chance to compete directly versus their

friends' bird teams is another unique step in the Angry Birds brand and the design of the first Angry Birds RPG "Epic". Having been the creator of that progression is a giant milestone for Chimera as a developer. We cannot stop being excited about that. So now load your devices, arm your birds and let the games begin."

For more information about Chimera Entertainment please visit: <http://www.chimeraentertainment.de>. For current job openings at Chimera Entertainment and the remote control productions developer family go to: <http://jobs.r-control.de>

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About Chimera Entertainment

Chimera Entertainment is an independent development studio for digital entertainment software focused on mobile games, online games and cross-platform development. With "Angry Bird Epic", released in June 2014, Chimera Entertainment achieved its most recent international success. Awarded with the LARA Startup Award in 2007, Chimera now employs over 35 people in the heart of Munich and is the largest team within the developer network of the production house remote control productions. Since Chimera Entertainment was formed in 2006, the studio has developed more than 20 titles across five platforms, including the successful browser-based MMO "Warstory – Europe in Flames", the iOS game "Demolition Dash", winner of the German Developer Award 2011 in the category Best Mobile Game, as well as the iOS puzzle game and nominee for Best Mobile Game of the German Computer Game Awards 2012 "Happy Hills". Furthermore, Chimera's word-puzzle meets RPG-game called „Word Wonders: The Tower of Babel“, that was successfully funded by the FFF and the Bavarian government and released in 2012 for iOS and PC, won Best Mobile Game at the German Computer Games Awards 2013. For more information, please visit: <http://www.chimera-entertainment.de>

About remote control productions

remote control productions (rcp) leads Europe's major developer family and is an independent production house focusing on development and production of games. Since 2005 the Munich based company is supporting, financing and coaching startups and development studios. rcp is

also participating in projects in the fields of serious games, gamification, conferences, education and lobbying. While doing this rcp has partnered up and become co-owners of multiple development studios. The ever-expanding network consists of a dozen studios with different fields of expertise like mobile games, browser games, serious games or gamification applications. thanks to our network and additional partners nationally and internationally, rcp established itself as a credible, efficient and reliable production partner on more than 50 projects for PC, mobile, browser and console. Our work for hire, publishing and licensing partners include Rovio Entertainment, Koch Media, ProSiebenSat.1 Games, Ravensburger Digital, Ubisoft, Deutsche Telekom, Gamevil, RNTS Media, Chillingo, Volkswagen, Spilgames, dreamfab, Bigpoint, Intel and Audi. For more information please visit: <http://www.r-control.de>

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