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By: Andrei Dumitrescu, Games Editor



Straight talking about piracy

[Cevat Yerli Talks About Crysis: Warhead and Piracy](#)

And an unannounced project

If there's one thing about [Crytek](#) Chief Executive Officer Cevat Yerli you have to admire is the fact that he is not afraid to tackle difficult issues head-on. After his company parted ways with Ubisoft and decided to make Crysis, he said that they wouldn't settle for anything less than the best game in the world. And they came pretty close with last year's release, even though the game has some issues that both reviewers and gamers have noticed. Now, Cevat Yerli is talking frankly about what his company got wrong and how they plan on fixing it for the next Crysis-related release, called Warhead. He also points out that piracy was one of the causes for the less than perfect commercial performance of the game. The main mistake he admits was in the mislabeling of the graphics options. He says that "very high should have been ultra high, and high should have been very high, because our high compared to other games' high was a generational difference". The CEO believes that this small difference in terms would have helped to limit the complaints from some gamers that the release would not run on their systems using the best ones. [Crysis: Warhead](#) will solve this because the game code is being tweaked to offer better performance using less system resources. The environments of the release will be expanded while the number of enemies on screen at once will increase. While talking about Crysis and sales, he also tackled piracy by pointing out that "the ratio between sales to piracy is probably 1 to 15 to 1 to 20 right now" which represents "a big shame for the PC industry". The direct result will be that Warhead is set to feature enhanced anti-piracy measures. The Crytek big man also confirmed that the company is now working on a non Crysis related title for the [Xbox 360](#) and [PlayStation 3](#).