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[Crysis for PS3 and 360. Crytek's CEO Says It's Possible](#)

The main issue revolves around optimizing the game for consoles

Crysis, the highly anticipated first-person shooter from Crytek, could be popping up on [PS3](#) or [Xbox 360](#). According to CVG (via Next-Gen.biz), Crytek's CEO, Cevat Yerli strongly believes that porting the PC shooter to platforms is fairly possible, as long as optimization parameters are met. "Crytek CEO Cevat Yerli said that while Crysis wasn't yet planned for Xbox 360 or PS3, 'Theoretically, anything could run anywhere,' reads the piece up on Next-Gen. "Crysis could be on the 360 or PS3", Crytek's CEO, Cevat Yerli went on saying. "It requires optimization, that's what we've always communicated. What you would not do is make Crysis on PS3, 360 and PC for a single shipping date, because we would lose the quality focus. So I say, 'First PC version, then we'll see what happens'." "...It's a matter of how far we can take each platform", he added, implying that Crysis needs full optimization if it's going to be ported to any of the two next generation systems ruling the market today (not in sales figures though). Set in 2019, you play as Jake Dunn, a United States Delta Force operator. Dunn and his team are sent in to investigate a mysterious meteorite that has crashed into the Spratly Islands, located in the South China Sea. However, the United States is not the only government aware of the crash, as North Korea is also investigating the crash site. The reason the meteorite is being treated as mysterious is due to the fact that it has barely damaged the area surrounding its impact. As the story unfolds, players are faced with three very different environments. The odds are small, you have to admit, but as soon as Crytek sees an explosion in demand, they'll do anything possible to optimize their shooter for PS3 and 360, so by all means, write your opinions in the comments column and who knows, maybe the developer hears your "cry."