



Path of Exile Unveils New Supporter Packs Featuring J!NX Merchandise

New Anarchy and Onslaught challenge leagues begin

Auckland, New Zealand - June 7, 2013 - Grinding Gear Games today announced a new crowdfunding collaboration with popular gaming merchandiser J!NX for the Open Beta of their online action RPG, Path of Exile. With the Path of Exile Open Beta in full swing, Grinding Gear Games has decided to give both new and old community members the chance to support and receive exclusive bonuses through the purchase of all-new Supporter Packs.

Thanks to the generous contributions of thousands of members of the Path of Exile community, the sales of Supporter Packs have funded a significant portion of the game's development, contributing to the content and server costs of the Open Beta release earlier this year.

The packs offer a wide range of bonuses including Points, forum titles, exclusive Pets, Path of Exile-themed t-shirts and other epic merchandise from J!NX (such as stickers and a Chaos Orb keychain), the extended digital soundtrack, cosmetic weapon effects, and more. Supporter Packs are available for purchase in the following tiers:

- Open Beta Supporter Pack: \$30
- Regal Supporter Pack: \$50
- Divine Supporter Pack: \$110
- Exalted Supporter Pack: \$270
- Eternal Pack: \$1,500
- Ruler of Wraeclast Pack: \$12,500

Each tier contains more enticing rewards than the last, with the Ruler of Wraeclast Pack even allowing the supporter to design their own in-game monster, receive a physical model of it handcrafted by sculptor and PoE community member Jazzo, as well as receive codes for ten

mini-pet versions. Supporter Packs are available for purchase at <https://www.pathofexile.com/purchase>.

For full details regarding Path of Exile's latest Supporter Packs, please visit <http://www.pathofexile.com/forum/view-thread/408063>.

Anarchy and Onslaught Leagues Go Live

In addition, Anarchy and Onslaught leagues, two new challenging gameplay modes scheduled to last until October 8th, have also been launched today. Distinguished by new items, intense Challenges, and epic difficulty, the Anarchy and Onslaught leagues offer a degree of gameplay above the original Standard and Hardcore leagues, and will last from June 8th to October 8th. Both Anarchy and Onslaught leagues provide distinctive gameplay modifications, as well as the chance to earn six new base items and six new (league-specific) Unique Items. Players who complete the eight challenges will be entitled to receive an exclusive t-shirt.

Detailed information about Anarchy and Onslaught leagues and the new patch can be found at <https://www.pathofexile.com/forum/view-thread/400347>.

Be sure to check out gameplay footage at www.youtube.com/grindinggear for the latest Path of Exile video goodness.

About Path of Exile

Currently in Open Beta, Path of Exile is a PC online action role-playing game set in a dark fantasy world. Featuring ethical micro transactions, the game is free-to-play, but not pay-to-win. Playing as one of six character classes, players find themselves banished for their past misdeeds to the dark fantasy world of Wraeclast. There, they will encounter hundreds of species of opponents laden with loot and mysterious artifacts as they explore the abandoned continent.

Key features include:

- A dark and deep action RPG
- Build unlimited unique characters on a gigantic skill tree
- Combine over 110 skill gems to create unique combat strategies
- Explore a dark and gritty world rendered from a fixed 3D perspective
- Download and play for free, but never 'pay-to-win'
- Explore randomly generated levels for extreme replayability
- Craft weapons, magic items and even end-game maps to become more powerful
- Cooperate or compete with thousands of other exiles in a persistent online world
- Ascend online ladders in every game mode
- Battle in PVP tournaments for worldwide recognition

About Grinding Gear Games

Grinding Gear Games was founded in November 2006 in Auckland, New Zealand. Its founding members come from various countries and have a selection of diverse backgrounds ranging from artificial intelligence and software security to industrial design to professional tournament game play. We are currently developing Path of Exile, a competitive online action RPG. As veterans of various online role playing games, we understand what is required to make an addictive action RPG with visceral combat and a complex item economy. www.grindinggear.com

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