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AMD Radeon(TM) to Enable Exciting New Optimizations and Enhancements for Popular China Game, Monster Hunter Online

Game Physics, Lighting Effects, Multi-Display and Improved Performance Coming to Leading MMORPG for Gamers and i-Cafes

SHENZHEN, CHINA -- (Marketwired) -- 01/12/16 -- AMD (NASDAQ: AMD) today announced it is collaborating with Tencent Games to bring new features, performance and functionality to Monster Hunter Online (MHO) in January, a leading massive multiplayer online role playing game (MMORPG) for the China market.

These improvements will significantly enhance the gaming experience for gamers and i-café players, including:

- ***AMD TressFX for natural hair and fur:*** Building on the world's first real-time hair physics system, TressFX enables hair, fur and grass to look real and react to movement and weather in the game environment. With the planned roll-out of TressFX in MHO by the end of January 2016, monsters will come to life with natural-looking fur making them seem more realistic while delivering a more immersive gaming experience.
- ***AMD Eyefinity technology for multi-display gaming[1]:*** AMD Radeon™ graphics offers the ability to play across five screens for a 180-degree gaming experience. With a wide range of combinations and configurations involving up to six displays, gamers can create their dream display setup that will allow them to survey the landscape to find the best target, or ratchet up the intensity in action-packed battles.
- ***Improved performance through Radeon Software updates***: Gamers will benefit from increased performance and improved stability through AMD Radeon Software updates, helping ensure gamers always have the best experience in MHO. The recent release of Radeon Software Crimson Edition brings supercharged performance and energy efficiency to gamers, enabling up to 20 percent more game performance[2], and up to 1.8 times more GPU energy-efficiency[3] than the previous version.
- ***Forward+ rendering optimization for more realistic lighting:*** MHO gamers will enjoy more realistic lighting without performance degradation using rendering optimizations that render many light sources and then cull and store only those visible to the user, delivering exceptional-looking scenes with minimal impact on frame rates.

Beyond the features, performance and functionality improvements, AMD and Tencent also announced a marketing collaboration around MHO in China, including the first cross media "pan-entertainment" contest co-sponsored by Tencent, AMD and Sapphire, including

promotions with i-Cafés and university campuses around the country. AMD will also offer customized PCs and AMD Radeon™ graphics cards for MHO throughout Mainland China.

Supporting Resources

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About AMD
For more than 45 years, AMD has driven innovation in high-performance computing, graphics, and visualization technologies -- the building blocks for gaming, immersive platforms, and the datacenter. Hundreds of millions of consumers, leading Fortune 500 businesses, and cutting-edge scientific research facilities around the world rely on AMD technology daily to improve how they live, work, and play. AMD employees around the world are focused on building great products that push the boundaries of what is possible. For more information about how AMD is enabling today and inspiring tomorrow, visit the AMD (NASDAQ: AMD) website, blog, Facebook and Twitter pages.

About Tencent Games
Tencent Games is a global leading player in game development and operation with the largest online gaming community in China. Under the philosophy of "create joy", Tencent Games dedicates itself to providing players with "joyful", "professional" and "reliable" gaming experience via a diversified product portfolio. We meet players' basic needs with simple products and we focus on premium games with sustainability. Together with external partners, our development team consistently strives for new concepts/creating new games. Today, Tencent is the undisputed leader in China's online gaming industry with a comprehensive product offering and strong business performance.

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1. AMD Eyefinity technology supports up to six DisplayPort monitors on an enabled graphics card. Supported display quantity, type and resolution vary by model and board design; confirm specifications with manufacturer before purchase. To enable more than two displays, or multiple displays from a single output, additional hardware such as DisplayPort-ready monitors or DisplayPort 1.2 MST-enabled hubs may be required. A maximum of two active adapters is recommended for consumer systems. See www.amd.com/eyefinityfaq for full details.

2. AMD Internal Lab testing as of Oct 22, 2015 with an Intel Core i7 5960X with 2x8GB DDR4-2666 MHz memory, Gigabyte X99-UD4PC, AMD Radeon™ R9 Fury X, Windows 10 64bit. PC manufacturers may vary configurations yielding different results. Fable Legends @ 1080p scored 63.99 fps with AMD Catalyst™ 15.7.1 Driver and 76.88 fps with Radeon Software Crimson Edition. RS-2

3. AMD Internal Lab testing as of Nov 2, 2015 with an Intel Core i7 5960X with 2x8GB DDR4-2666 MHz memory, Gigabyte X99-UD4, AMD Radeon™ R9 380, Windows 10 64bit. PC manufacturers may vary configurations yielding different results. Frame Rate Target Control (FRTC) enables users to set a target maximum frame rate when

playing an application in full screen mode, thereby reducing GPU power consumption, heat generation and fan speeds/noise. FRTC caps performance not only in 3D rendered in-game scenes, but also in splash screens, loading screens and menus. See http://www.amd.com/en-us/innovations/software-technologies/technologies-gaming/frtc for full details on FRTC. Rocketleague at 1080p Max quality consumed 180W using AMD Catalyst 15.7.1 Driver, 175W with Radeon Software Crimson Edition, and 61W when using FRTC=55fps in Radeon Software Crimson Edition. RS-7

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