



## **Crusaders of Light MMORPG Introduces New Paladin Class in Major Content Update, Available Now**

*NetEase Games rolls out robust update featuring new Paladin class, and updated character progression and questing systems*

**BRISBANE, Calif. - Oct. 25, 2017** - NetEase, Inc. (NASDAQ: [NTES](#)) today announced “Arrival of the Paladin” -- a major content update for its mobile MMORPG, *Crusaders of Light*, available as a free-to-play download on the App Store, Google Play, and Facebook Gameroom for PC. The update introduces players to the new Paladin class -- holy warriors armed with longswords and blessed with deadly power who work on the frontlines of battle, healing their teammates while taking the brunt of their enemies’ attacks.

The Paladin joins the game's existing class options - the Ranger, Warrior, and Mystic - each with its own unique skills, paths and runes that allow players to choose the best toolkit for the job at hand. At Level 20, Paladins can choose one of three different paths - the Templar, the Paladin of Dawn and the Paladin of Daylight - to continue their fight for the fallen and protect their allies at all costs.

The update also introduces two new Heroic bosses, a new system that offers a whole new means of progressing your character’s power, and a reworked questing system that allows for more open world exploration. This rollout represents the biggest content update to date for players of *Crusaders of Light*, the most authentic, full-fledged MMORPG experience available on mobile. Check out a video introducing the “Arrival of the Paladin” update here: <http://crusadersoflight.link/paladintrailer>.

The new update is available now! Download the game today from the App Store, Google Play, or Facebook Gameroom by visiting: <http://crusadersoflight.link/downloadnow>.

With today’s update, players will experience increased difficulty in the Burning Skyblaze Village raid, with the added hurdle of banding together and defeating a third and fourth boss in the dungeon. Building on the game’s expansive gearing system, players will be rewarded with an increase in the legendary and divine gear level caps, enabling players to up their loot and reach new heights of power.

*Crusaders of Light* features over 300 hours of available gameplay, epic raids of up to 40 players, and PvP-ranked arena battles of up to 40v40. With PC-integration via Facebook Gameroom, players can seamlessly switch back and forth between their home computer and mobile device or tablet using their same character. Whether at home or on the go, players can team up with friends to form a guild, or venture on their own into the arena to earn respect and establish dominance.

A press kit including screenshots, a logo, and video footage for “Arrival of the Paladin” and *Crusaders of Light* can be downloaded here: <http://crusadersoflight.link/paladinassets>.

For more information about *Crusaders of Light*, please visit us on Facebook: [www.facebook.com/CrusadersMMO](http://www.facebook.com/CrusadersMMO), or follow us on Twitter: [twitter.com/crusadersmmo](http://twitter.com/crusadersmmo).

**About NetEase, Inc.**

NetEase, Inc. (NASDAQ: [NTES](#)) is a leading internet technology company in China. Dedicated to providing online services centered around content, community, communication and commerce, NetEase develops and operates some of China's most popular PC-client and mobile games, advertising services, e-mail services and e-commerce platforms. In partnership with Blizzard Entertainment, Mojang AB (a Microsoft subsidiary) and other global game developers, NetEase also operates some of the most popular international online games in China. For more information, please visit: <http://ir.netease.com/>.

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