

For Immediate Release



RAZER CHROMA LIGHTING NOW ENABLED ON THIRD-PARTY DEVICES

The world's largest lighting ecosystem for gaming devices will expand beyond Razer devices through strategic partnerships to enable a unified gaming experience

(Hong Kong, 5 Jun 2018) – Razer™ (“Razer” or the “Company”, HKEX stock code: 1337), the leading global lifestyle brand for gamers, today announced that its award-winning lighting technology Razer Chroma will begin allowing select partners to connect their devices into the ecosystem, bringing full-spectrum beauty to even more gamers.

Razer Chroma is the world's only immersive lighting platform with over a hundred natively integrated games such as Overwatch™, Fortnite, Quake Champions™, Diablo™ and other popular games.

Razer Chroma also enjoys integration with Philips Hue smart lights, giving gamers a full-blown in-room ambience that can be fine-tuned down to each individual light bulb, completely transforming the way they play.

Until now, a common experience for many gamers today is that the lighting effects on third-party devices such as PC cases, motherboards, and cooling fans are not fully in sync, producing an experience that is not in line with Razer devices.

The Razer Chroma Connected Devices Program will enable partners such as MSI, NZXT, AMD, Thermaltake, Lian Li, Vertagear, Gigabyte, and Ducky the ability to tap into Razer's lighting protocol through an API that lets them enable Chroma lighting through a single click on their software platforms.

“Gamers today own multiple RGB lighting-enabled devices, but they can't enjoy a truly immersive experience because these devices don't talk to each other,” said Razer Co-Founder and CEO Min-Liang Tan. “For the first time ever, we're letting our partners tap into the Chroma ecosystem so we can bridge that gap for the benefit of all gamers.”

With the addition of Razer Chroma into devices and components from eight additional partners, gamers will have the ultimate power to sync their favorite Chroma effects across their entire battle stations, even if they own devices from any of the partner brands.

The first third-party products with Razer Chroma support will launch in Q4 2018.

For more information about the Chroma Connected Devices Program, visit Razer at Computex 2018, Booth L0003.

ABOUT RAZER

Razer™ is the world's leading lifestyle brand for gamers.

The triple-headed snake trademark of Razer is one of the most recognized logos in the global gaming and esports communities. With a fan base that spans every continent, the company has designed and built the world's largest gamer-focused ecosystem of hardware, software and services.

Razer's award-winning hardware includes high-performance gaming peripherals Blade gaming laptops and the acclaimed Razer Phone. Razer's software platform, with over 40 million users, includes Razer Synapse (an Internet of Things platform), Razer Chroma (a proprietary RGB lighting technology system), and Razer Cortex (a game optimizer and launcher). Razer services include Razer zGold, one of the world's largest virtual credit services for gamers, which allows gamers to purchase virtual goods and items from over 2,500 different games.

Founded in 2005 and dual-headquartered in San Francisco and Singapore, Razer has nine offices worldwide and is recognized as the leading brand for gamers in the USA, Europe and China. Razer is listed on the Hong Kong Stock Exchange (Stock Code: 1337).

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