



EA's EA SPORTS Fight Night Round 3 Ships to Retailers Nationwide; Send Your Biggest Rivals to the Canvas with All-new Impact Punches as the EA SPORTS Fight Night Series Returns to the Ring

REDWOOD CITY, Calif.--(BUSINESS WIRE)--Feb. 20, 2006--Electronic Arts (Nasdaq:ERTS) announced today that EA SPORTS™ Fight Night Round 3 has shipped to retailers nationwide. The third installment in the award-winning EA SPORTS Fight Night series assures that no fight is over until the final bell rings. In the sport of boxing, one punch can change a fight and with the all-new in-game Impact Punches, you can shift the momentum or end it all instantly with one explosive punch.

EA SPORTS Fight Night Round 3 features amazingly detailed graphics that capture every emotion of the fight. The game delivers an unparalleled boxing experience and is one of the best-looking and playing sports game for the Xbox 360™ system. Whether you're hammering away at opponents with nasty hooks and uppercuts or setting them up for a wicked Impact Punch, you have the most complete boxing videogame experience in your hands.

Create a championship boxer from the ground up and take him through the ranks for a shot at the title belt in Career mode. Or re-create boxing's greatest rivalries in ESPN CLASSIC™ mode, including such storied rivalries like Muhammad Ali vs. Joe Frazier, Marco Antonio Barrera vs. Erik Morales, Bernard Hopkins vs. Jermaine Taylor, and many others.

Developed by EA Chicago, EA SPORTS Fight Night Round 3 is available for the Xbox 360™ system, Xbox® videogame system from Microsoft, the PlayStation®2 computer entertainment system and PSP™ (PlayStation®Portable) handheld entertainment system. The game is rated "T" (Teen) by the ESRB and has an MSRP of \$39.99 for Xbox, PlayStation 2 and PSP and \$59.99 for Xbox 360. The game's official website is www.fightnighround3.com.

About Electronic Arts

Electronic Arts Inc. (EA), headquartered in Redwood City, California, is the world's leading interactive entertainment software company. Founded in 1982, the company develops, publishes, and distributes interactive software worldwide for videogame systems, personal computers and the Internet. Electronic Arts markets its products under four brand names: EA SPORTS™, EA™, EA SPORTS BIG™ and POGO™. In fiscal 2005, EA posted revenues of \$3.1 billion and had 31 titles that sold more than one million copies. EA's homepage and online game site is www.ea.com. More information about EA's products and full text of press releases can be found on the Internet at <http://info.ea.com>.

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