



## **EA's The Godfather The Game Welcomes You to the Family; The Godfather The Game From EA and Paramount Pictures Now Available**

REDWOOD CITY, Calif.--(BUSINESS WIRE)--March 21, 2006--Electronic Arts (NASDAQ:ERTS) today announced The Godfather™ The Game videogame has shipped and is on store shelves today in North America and March 24th in Europe. Gamers worldwide can step into the Don's dangerous world of intimidation and negotiation via their PlayStation®2 computer entertainment system, Xbox® video game system from Microsoft or PC. Developed by EA, the highly-anticipated open-world videogame is based on the critically-acclaimed book by Mario Puzo and the classic film by Paramount Pictures through a strategic licensing relationship with Viacom Consumer Products. A Limited Edition for the Xbox and PlayStation 2, featuring behind the scenes content including footage from voice over sessions with James Caan and Robert Duvall, also is available in stores. The Godfather The Game for the Xbox 360™ video game and entertainment system and PSP™ (PlayStation®Portable) handheld entertainment system will be available later in 2006.

EA's The Godfather The Game puts the player at the center of one of the world's most revered stories. In the role of a young man just entering the Corleone family, you create your own mob character and choose which style to work your way to the top - Il Capo Tutto di Capi. The game goes beyond the films and book to actually create the living world of The Godfather fiction throughout 1940s-50s New York City. Relive classic moments from the fiction and experience open-world gameplay alongside unforgettable characters from the film such as Luca Brasi, Sonny, Tom Hagan, and of course, Don Vito Corleone himself. Actors from the film, including Marlon Brando, James Caan and Robert Duvall, reprised their roles lending their voices to the game.

"The Godfather is one of the most exciting, dramatic and memorable works of fiction in the world and we worked very hard to create the Godfather Interactive experience," said David DeMartini, Executive Producer of The Godfather The Game.

"Our goal has always been to maintain the legacy of The Godfather and empower players to interact in the world based on one of the most remarkable motion pictures of all time," said Sandi Isaacs, Vice President of Interactive at Viacom Consumer Products. "Electronic Arts has been an exceptional partner and we're incredibly excited to launch one of the most anticipated games of the year."

The Godfather The Game was developed by EA Redwood Shores where such hit franchises as Lord of the Rings™, James Bond, and Tiger Woods PGA TOUR® games are made. MSRP for the Godfather is \$39.95 for PS2, Xbox and PC in North America. The limited edition is also available on PS2 and Xbox will have an MSRP of \$49.95 in North America and features exclusive behind the scenes looks at the making of The Godfather The Game. More information about EA games is available at [www.info.ea.com](http://www.info.ea.com) or the game's homepage at [www.godfather.ea.com](http://www.godfather.ea.com). The game is rated M for Mature by the ESRB.

### 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](http://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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SOURCE: Electronic Arts Inc.