



EA Unveils ARMY OF TWO; Boutique Development Studio in Montreal Delivers Groundbreaking Action Title on PlayStation 3, Xbox 360

MONTREAL--(BUSINESS WIRE)--May 2, 2006--You're not alone soldier, not anymore. Electronic Arts (NASDAQ:ERTS) today unveiled details of the action title that has been kept top secret for the past year. Developed at EA's boutique production house in Montreal, Canada, the new, original intellectual property will redefine strategic TWO man cooperative play when it launches on the PlayStation®3 computer entertainment system and Xbox360™ videogame system from Microsoft in 2007. ARMY OF TWO™ will throw gamers into hot spots ripped from current day headlines where they will utilize unique TWO man strategies and tactics while seamlessly transitioning between playing with intelligent Partner AI (PAI) and a live player. When one man is not enough, it will take an army of two to fight through war, political turmoil and a conspiracy so vast it threatens the entire world.

Alain Tascan, VP and General Manager of EA Montreal has been serving as Executive Producer on the title. Tascan comments, "ARMY OF TWO is a first for EA in many ways. This is the first EA studio to be built entirely from the ground-up. This is EA's first original title for the next-gen systems. ARMY OF TWO is the first game to put players inside tactical warfare involving Private Military Corporations."

Reid Schneider, Senior Producer at EA Montreal noted, "This is the game we've always wanted to create. Until now, the hardware would not allow us to deliver truly intelligent AI characters. We've built this game with co-operative TWO man gameplay as the centerpiece of the experience. Whether you're playing with PAI or a friend, it's about the TWO man missions, TWO man strategies and the TWO man advantage that really sets this game apart."

EA established a state-of-the-art studio in downtown Montreal in 2003. It has since drawn some of the industry's most talented creative specialists - programmers, digital artists, 3D animators, lighting experts, modellers, writers, directors, musicians and audio engineers.

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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