EA Marks Release of 2006 FIFA World Cup(TM) Game and Announces Renewed Partnership with FIFA

REDWOOD CITY, Calif.--(BUSINESS WIRE)--May 1, 2006--The chance to play with your heroes for soccer's most important trophy became a reality today after Electronic Arts (Nasdaq:ERTS) started to ship the 2006 FIFA World Cup™ game to stores around the world. The event's only officially licensed videogame has developed enhanced gameplay attributes and stunning graphics that bring to life close to 100 superstars, and captures all of the spirit and pageantry of the real-world tournament. It is the closest fans can come to experiencing 2006 FIFA World Cup Germany™ without playing in it.

Along with the release of 2006 FIFA World Cup, EA and FIFA announced the extension of their long-term partnership, making EA the worldwide and exclusive FIFA Licensee for soccer action games across all console platforms, mobile phones and online formats. The on-going partnership will allow EA to continue to bring the most genuine soccer gaming experiences to consumers with the authenticity of the FIFA soccer world, and includes games for the future FIFA World Cups in 2010 and 2014. Working together, EA and FIFA will continue to bring their combined passion for interactive sports entertainment to millions of sports fans around the world for years to come.

"Renewing our strategic partnership with FIFA will enable us to continue to deliver the most authentic football titles to fans who have helped to make our FIFA games the most successful football videogame franchise in the world," said EA's Gerhard Florin, Executive Vice President and General Manager for International Publishing.

In 2006 FIFA World Cup, users step into the heart of the action as they play their favorite team or most loathed opponent. Featuring stunning visual representations of the world's superstar players, gamers experience the 12 official stadiums as they take their team from qualification to glory. In addition to taking control of one of 127 national teams, players will enjoy groundbreaking new play modes. Global Challenge tests even the biggest soccer fanatic by recreating classic moments in FIFA World Cup history with modern teams. True champions can challenge their friends in eight-way multiplayer matches and take advantage of tremendous in-game un-lockable content such as legendary players and exclusive licensed football apparel.

2006 FIFA World Cup, developed by EA Canada under the EA SPORTS™ brand, ships today in North America and on April 28 in Europe and Asia on the PlayStation®2 computer entertainment system, the Xbox® and Xbox 360™ video game systems from Microsoft, Nintendo GameCube™, Nintendo DS™, and Game Boy® Advance, PC and mobile. It will ship on the PSP™ (PlayStation®Portable) system in May. The game is rated "E" (Everyone) by the ESRB and has a PEGI rating of 3+.

Learn more about the game at: http://www.easports2006fifaworldcup.com/ or download screenshots and renders at http://info.ea.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.

About FIFA

For the past 102 years, the Federation Internationale de Football Association, founded on 21 May 1904 in Paris and better known as FIFA, has continued to provide the essential leadership role to the international football family. Headquartered in Zurich, Switzerland, the eighth FIFA President, Joseph S. Blatter (Switzerland), guides the organization today with a commitment to the evolution of FIFA as a modern and dynamic association. The basis of the world's football family is formed by FIFA's member associations. From the founding seven in 1904, the family has today grown to 207 affiliated associations, also organized into six confederations spanning the globe. FIFA's worldwide activities go well beyond its various competitions, such

as the world's biggest single-sport event, the FIFA World Cup™. In projects such as the FIFA GOAL Programme as well as several other development and charity activities such as the SOS Children Villages, FIFA gives material, financial and promotional support to develop the game and bring joy to underprivileged worldwide.

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