



EA and Valve Unveil The Black Box and The Orange Box

Innovative Action Titles Ship in Fall 2007 and Include Portal(TM), Team Fortress(R) 2 and Half-Life(R) 2: Episode Two in One Box

REDWOOD CITY, Calif.--(BUSINESS WIRE)--Feb. 7, 2007--Electronic Arts (NASDAQ:ERTS), the world's leading interactive entertainment company, and Valve®, the award-winning studio behind the blockbuster franchises Half-Life® and Counter-Strike®, today announced the naming and product configurations The Black Box and The Orange Box, two of the most anticipated action game offerings shipping worldwide in Fall 2007.

The Black Box will ship for the PC, and includes Half-Life 2: Episode Two, Portal and Team Fortress 2. The Orange Box will ship for the PC, PLAYSTATION®3 computer entertainment system, and Xbox 360™ videogame and entertainment system, and includes all the content of The Black Box, plus the original Half-Life 2 and Half-Life 2: Episode One.

Innovative games included in The Black Box and The Orange Box include:

- Half-Life 2: Episode Two -- the second installment in Valve's episodic trilogy advances the award-winning story, leading the player to new locations outside of City 17.
- Portal -- a pioneering type of single player action game that rewrites the rules for how players approach and manipulate their environment - much like how Half-Life 2's Gravity Gun reinvented the way gamers interact with objects in the game.
- Team Fortress 2 -- an all-new version of the legendary title that spawned team based multiplayer action games. The game's daring new art style features the most advanced graphics of any Source-based game released to date.

"In less than 18 months, we've shipped 10 new products to retail outlets with EA Partners," said Gabe Newell, co-founder of Valve. "The Black Box and The Orange Box represent a new approach to publishing multiple products, on multiple platforms and we know through our experience that no organization in the industry is better equipped to successfully launch new product types on multiple platforms than EA Partners."

"Valve is one of the world's premiere independent developers and EA Partners is thrilled to help them bring the groundbreaking action games in The Orange Box and The Black Box to market as their publishing partner," said David DeMartini, vice president and general manager of EA Partners.

The Black Box and The Orange Box are targeted for release in Fall 2007. For more information, please visit www.steamgames.com.

About Half-Life

Released in November 1998, Half-Life was Valve's debut title. With over 16 million units sold and over 100 Game of the Year Awards, the franchise is comprised of multiple SKUs and has appeared on multiple platforms.

About Valve

Valve is an entertainment software and technology company founded in 1996 and based in Bellevue, Washington. The

company's portfolio of entertainment properties includes Half-Life®, Counter-Strike™, Day of Defeat®, Team Fortress® and Portal™. Valve's catalog of products accounts for over 20 million retail units sold worldwide, and over 80% of PC online action gameplay. In addition, Valve is a developer of leading-edge technologies, such as the Source game engine and Steam, a broadband platform for the delivery and management of digital content. For more information, please visit www.valvesoftware.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, cellular handsets and the Internet. Electronic Arts markets its products under four brand names: EA SPORTS™, EA™, EA SPORTS BIG™ and POGO™. In fiscal 2006, EA posted revenue of \$2.95 billion and had 27 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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