



EA Launches Into Space Combat With Release of Wing Commander Arena on Xbox LIVE Arcade

Beloved Game Franchise Now Available in Robust 16-Player Online Arcade Game

REDWOOD CITY, Calif.--(BUSINESS WIRE)--July 23, 2007--Electronic Arts (NASDAQ:ERTS) today announced the worldwide (1) availability of a new take on its classic Wing Commander™ franchise with Wing Commander Arena for the Xbox LIVE® Arcade(2) this Wednesday, July 25. Up to 16 space pilots can take to the stars and blast opposing ships in a number of ways -- single player, multi-team, multiplayer duel and multiplayer free for all.

Wing Commander Arena takes the classic space combat game in a much more action-oriented direction, where dueling teams can pilot up to eight ships, each with their own unique assets. With 16 player play, Wing Commander Arena offers the largest multi-player melee experience to date. Players can propel their ships through space, fire torpedoes and unleash deadly particle cannons as they try to climb the leader board.

"We've updated the Wing Commander series and brought it to a new platform, making it an action-packed, pure arcade style game," said Sean Penney, EA Wing Commander Arena producer. "We're redefining the Arcade multi-player experience -- the adrenaline rush you get in a 16-player fight is an unmatched experience and gives those who remember the Wing Commander franchise a new way to experience it."

The game offers everything a space combat rookie or a veteran Wing Commander pilot would expect: four types of gameplay, eight maps including team maps, free for all maps and dueling maps, 18 different ships within nine environments and two races with light fighters, medium fighters and bombers. Online players compete for frag count, high score and dueling stats.

Wing Commander Arena is produced and published by EA and cooperatively developed with Gaia Industries. This is the second EA title for Xbox LIVE Arcade with EA's first title Boom Boom Rocket™ currently available. For more information about EA's Xbox LIVE Arcade titles visit www.EA.com/Arcade. The Wing Commander Arena game manual can be found at <http://images.ea.com/ea/arcade/draft2cRGB.pdf>.

(1) All Xbox LIVE Arcade markets except Japan.

(2) Players must have an Xbox LIVE marketplace account to play Wing Commander Arena.

About Xbox LIVE Arcade

Xbox LIVE Arcade on the Xbox 360 is the premier destination for digitally distributed, high-definition games. Xbox LIVE Arcade is a fast-growing phenomenon with over 20 million game downloads and a diverse library of original development and classic titles from the world's best independent and established developers and publishers. With a dynamically updated library and free trials for every title, Xbox LIVE Arcade makes it easy for every type of gamer -- from casual to hard-core -- to get instantly immersed in the fun. Xbox LIVE Arcade also lets friends connect and play these incredible games from either the same room or from around the world via the Xbox LIVE online entertainment network. More information can be found online at <http://www.xbox.com/en-us/games/livearcade>.

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 video game 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 2007, EA posted revenue of \$3.09 billion and had 24 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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SOURCE: Electronic Arts Inc.