



## EA Goes Full-Throttle with Need for Speed ProStreet Soundtrack

### New Installment of Top-Selling Race Game Fueled By Explosive International Styles Plus Original Score By Junkie XL

REDWOOD CITY, Calif.--(BUSINESS WIRE)--Sept. 28, 2007--Electronic Arts Inc. (NASDAQ:ERTS) announced today the complete soundtrack for Need for Speed™ ProStreet, which is set for North American release November 14, 2007 on the Xbox 360™ video game and entertainment system, PLAYSTATION®3 computer entertainment system and Wii™ as well as the PlayStation®2 computer entertainment system, Nintendo DS™, PC and mobile. The soundtrack features over 35 songs from artists representing a volatile range of styles, along with an original score by internationally renowned DJ/Producer/Musician Junkie XL that captures the skill, risk and velocity of pro street racing culture.

"The Need for Speed franchise has set the worldwide standard for not only racing games, but their soundtracks as well," said Steve Schnur, Worldwide Executive of Music and Music Marketing at EA. "Now for the first time, Need for Speed ProStreet takes street racing from the underground to pro level with a music mix to match. We've brought together an unprecedented collection of artists that represents an international convergence of emerging Rock, aggressive Electro, UK Grime and much more, including a truly dangerous original score by our Artwerk artist Junkie XL. In a still-outlaw culture that demands complete authenticity, we have blended the ultimate audio racing fuel."

In addition to the explosive lead track "More" from Junkie XL, the Need for Speed ProStreet soundtrack also features premiere songs from Artwerk artists Datarock and Airbourne. Additional highlights include tracks from the most recent albums by Avenged Sevenfold, the Yeah, Yeah, Yeahs, TV on the Radio, and UNKLE, featuring Josh Homme from Queens of the Stone Age. The new rave scene is represented by Mercury Prize winners Klaxons, electronica by Peaches and MSTRKRFT, dance punk by Bloc Party, and dubstep by UK sensations Wiley.

The complete soundtrack includes the songs listed below. To hear samplings of each song please visit [www.ea.com/eatrx/](http://www.ea.com/eatrx/)

ARTIST	SONG
Airbourne	Blackjack
Avenged Sevenfold	Almost Easy
Bloc Party	Prayer (Does It Offend You, Yeah? Remix)
Chromeo	Fancy Footwork (Guns 'N Bombs Remix)
Clutch	Power Player
CSS	Odio Odio Odio Sorry C
Datarock	I Used To Dance With My Daddy (Karma Harvest Mix)
Digitalism	Pogo
Dude 'N Nem	Watch My Feet
DUNE	A Blast Beat
Foreign Islands	We Know You Know It
Junkie XL feat.	More (Junk O Flamenco Remix)

Lauren Rocket	
Junkie XL feat. Lauren Rocket	More (Junk O Rock Remix)
Junkie XL feat. Lauren Rocket	More (Junk O Punk Remix)
Junkie XL feat. Lauren Rocket	More
Klaxons	Atlantis To Interzone
MSTRKRFT	Neon Knights
Neon Plastix	On Fire
Peaches	Boys Wanna Be Her (Tommie Sunshine's Brooklyn Fire Retouch)
Plan B	More Is Enough feat. Epic Man
Plan B	No Good (Chase & Status and Benni G Remix)
Smallwhitelight	Spite
The Faint	Dropkick The Punks
The Horrors	Draw Japan
The Rapture	The Sound
The Toxic Avenger	Escape (Bloody Beetroots Remix)
TV On The Radio	Wolf Like Me
UNKLE	Restless feat. Josh Homme
We Are Wolves	Fight And Kiss
Wiley	Bow E3
Yeah Yeah Yeahs	Kiss Kiss
Year Long Disaster	Leda Atomica
Yelle	A Cause Des Garcons (Riot In Belgium Remix)

The soundtrack completes a racing experience like no other. In Need for Speed ProStreet, gamers can design and build a car to compete in iconic locations from around the globe and battle in four distinct racing styles- grip, drag, drift and the all-new speed challenge. The atmosphere is electric - complete with energetic crowds, photo-realistic vehicles and billowing smoke - all designed to embody the pressure and intensity of the gladiatorial challenge known as Show Down.

Need for Speed ProStreet also continues the tradition of featuring the most desirable street racing cars. This November, Need for Speed ProStreet is the first full packaged videogame where gamers can test drive the Nissan GTR before its launch in Spring of 2008.

Need for Speed ProStreet is scheduled to ship in Europe on November 16 for the Xbox 360, PLAYSTATION®3 and Wii™ as well as the PlayStation®2, Nintendo DS™, PC and mobile.

## 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](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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