



EA Acquires Super Computer International

REDWOOD CITY, Calif., Oct 05, 2007 (BUSINESS WIRE) -- Electronic Arts Inc. (NASDAQ: ERTS) today announced the acquisition of Atlanta-based Super Computer International (SCI), a leading provider of gaming client applications and software tools for the PC.

EA will purchase SCI's technology assets and the SCI development team will join EA's Online Technology Group. Jesper Jensen, SCI CEO, will continue to lead the team, reporting to Nanea Reeves, EA Vice President and COO for Online.

"SCI's development expertise is uniquely suited to our online technology needs," said Nanea Reeves. "The team's technical leadership and creative approach is a great fit, and we're thrilled to have them join EA."

SCI is the creator of PlayLinc, a next generation online game browsing and messaging platform that includes rich social networking tools like IM and VoIP, buddy tracking, player invitations, team management and more.

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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About Super Computer International, Inc.

Super Computer International, Inc (SCI) is a well-established provider of gaming client applications, on-game display technologies, backend infrastructure and support for high speed online multiplayer video gaming.

Safe Harbor For Forward-Looking Statements

Some statements set forth in this release, including those regarding EA's acquisition of SCI, contain forward-looking statements that are subject to change. Statements including words such as "anticipate," "believe," "estimate" or "expect" and statements in the future tense are forward-looking statements. These forward-looking statements are subject to risks and uncertainties that could cause actual events or actual future results to differ materially from the expectations set forth in the forward-looking statements. Some of the factors which could cause results to differ materially from the expectations expressed in these forward-looking statements include the following: operating results and business generally, including the ability to retain key employees; general economic conditions; and other factors described in EA's SEC filings (including EA's Annual Report on Form 10-K for the year ended March 31, 2007 and Quarterly Report on Form 10-Q for the quarter ended June 30, 2007). If any of these risks or uncertainties materialize, the potential benefits of the acquisition may not be realized, EA's operating results and financial performance could suffer, and actual results could differ materially from the expectations described in these forward-looking statements. EA assumes no obligation to update these forward-looking statements.

SOURCE: Electronic Arts Inc.

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