



EA and id Software Continue the Adventure with Orcs & Elves II Exclusively on Mobile

LOS ANGELES--(BUSINESS WIRE)--Dec. 3, 2007--Electronic Arts Inc. (NASDAQ:ERTS) today announced the availability of the sequel to the award-winning* title Orcs & Elves™. Orcs & Elves II™ is a first-person fantasy role playing game for mobile devices created by id Software and developed exclusively for EA. Orcs & Elves II drops players into the boots of a novice thief tasked with saving his village from impending doom and introduces several new characters, quests, and weapons for fans of the series.

"Our third mobile title continues to polish and improve the game play experience that we pioneered with DOOM RPG," said John Carmack, founder and technical director at id Software. "The ability to bring out new and better products every year makes the mobile sector very exciting to be in."

Orcs & Elves II for mobile handsets continues the epic story from the original game and expands the Orcs & Elves universe. In Orcs & Elves II, evil begins to spread throughout the lands after the fall of King Brahm at Mount Zharrkarag. Gamers play as Valin, a thief who has stolen the legendary wand Ellon in order to save his imperiled town from an ancient enemy. With a new controllable mouse companion, a slew of weapons and a lot of luck, Valin must quest through perilous caverns, foreign towns and haunted forests to return to his under siege village before it's too late. Players will encounter new creatures, allies and monsters as they explore seven immense, interactive environments taking advantage of new graphical effects, an original score, and unique game features created from the ground-up for Orcs & Elves II.

"This sequel builds on the innovation of the original game but adds advanced features and an improved gameplay experience," said Travis Boatman, vice president of worldwide studios for EA Mobile. "The first Orcs & Elves game was critically acclaimed on mobile and we recently worked with id Software to bring the game to another handheld device, the Nintendo DS. The fact that this series has transcended mobile devices says something about the strength of the franchise."

Orcs & Elves II for mobile is now available on most wireless carriers in North America and will be available in Europe in early 2008. Orcs & Elves for the Nintendo DS™ is now available at all major retailers for a newly reduced price of \$19.99. For more information on carrier availability and pricing, please visit www.eamobile.com.

*Orcs & Elves won 'Best RPG - Wireless Best of E3 2006 Award' - IGN; 'Best Mobile Game' at the 2006 Leipzig Games Convention and 'Mobile Game of the Year' at the 10th Annual Interactive Achievement Awards in Las Vegas in February 2007.

About id Software

id™ - defined by Freud as the primal section of the human psyche; id Software, located in Mesquite, Texas, was founded in 1991. From inception to present day, id Software has relentlessly provided technical, design and artistic leadership as an independent game developer and technology provider. Transcending the games industry, id's iconic brands such as Wolfenstein, DOOM, QUAKE and Enemy Territory have become staples of popular culture for generations of gamers. More information on id Software can be found at www.idsoftware.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 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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