



## **EA Announces Support for PlayStation(R)Home Beta**

### **EA SPORTS to Debut on PlayStation(R)Network With EA SPORTS Complex**

REDWOOD CITY, Calif., Jan 08, 2009 (BUSINESS WIRE) --

Electronic Arts Inc. (NASDAQ:ERTS) today announced its initial plans for the PlayStation(R)Home Beta for the PLAYSTATION (R)3 computer entertainment system, the 3D social gaming community that allows users to interact, communicate and share gaming experiences online. EA's support of the PlayStation Home Beta will begin with the EA SPORTS(TM) Complex, which is currently in development and is slated to launch this Spring.

"We're proud to support the PlayStation Home Beta with a very robust offering from EA SPORTS," said Peter Moore, president of EA SPORTS. "As part of our continued commitment to the connected experience and the digitization of our business, the EA SPORTS Complex is a rich new online environment that presents a compelling and immersive social gaming experience for the global sports audience."

EA worked closely together with Sony Computer Entertainment to ensure that the EA SPORTS Complex space within PlayStation Home would be a compelling experience for all EA SPORTS fans, with a space designed for both casual and hardcore gamers. Gamers will be able to play exclusive new EA SPORTS multiplayer games, meet and interact with EA SPORTS fans, view daily, weekly and annual leaderboards to see how they compare against the rest of EA SPORTS Nation, as well as watch trailers and other content from some of their favorite EA SPORTS games.

EA is currently working with Sony Computer Entertainment on further label support of PlayStation Home Beta, and will announce plans in the near future.

EA SPORTS(TM) is the leading interactive sports software brand in the world, with top-selling titles and franchises including Madden NFL football, FIFA Soccer, NHL(R) hockey, NBA LIVE basketball, NCAA(R) Football, Tiger Woods PGA TOUR(R) and NASCAR(R) racing.

#### **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 Freestyle™ and POGO™. In fiscal 2008, EA posted GAAP net revenue of \$3.67 billion and had 27 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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