



EA Announces New Street Date for *The Godfather II*

Be the Don and Build Your Crime Family on April 7, 2009

REDWOOD CITY, Calif., Feb 11, 2009 (BUSINESS WIRE) -- Electronic Arts Inc. (NASDAQ:ERTS) and Paramount Digital Entertainment today announced that *The Godfather(R) II* videogame will now be available in stores on April 7th in North America and April 10th in Europe.

"*The Godfather II* is taking the open-world genre in an entirely new direction by combining the furious combat of acting like a mobster, with the strategic gameplay of thinking like a Don," says Hunter Smith, Executive Producer for *The Godfather II*. "As game makers, when we looked at what lies at the heart of the Godfather universe, we discovered a game focused around organized crime. The Corleones and all the other families schemed and fought to gain access and control of different territories, so that they could control the flow of money in those areas. This underlying battle cloaked secrecy is what *The Godfather II* and mafia life is all about, and we wanted players to be in control as a Don and make those strategic decisions to lead their families to success."

As a Don in the Corleone family, *The Godfather II* allows players to carve out their own story of deception, betrayal, and conquest in a 1960's organized crime world. Interacting closely with major characters, your story will interweave with many of the key events from the film, such as the meeting of the Don's in Cuba, blackmailing Senator Geary, and the Senate investigation of organized crime. Players will have to invest in their family, manage their business, and reach out to corrupt officials - all of which is done through the revolutionary Don's View. The Don's View is a 3D representation of the player's criminal empire; it allows them to coordinate their strategy, plan hits on rival made men, attack enemy rackets, and much more. By letting players call the shots, *The Godfather II* delivers the ultimate organized crime experience.

Developed at the EA Redwood Stores studio, *The Godfather II* will be coming to the Xbox 360(R) videogame and entertainment system, PLAYSTATION(R)3 computer entertainment system, and PC. Players who pre-order *The Godfather II* at participating retailers worldwide will receive an exclusive crew member, named Tommy Cipolla, to hire into their family. *The Godfather II* has been rated M for Mature by the ESRB and 18+ for PEGI.

For more information about *The Godfather* franchise, please visit <http://godfather2.ea.com> and/or the EA press website at <http://info.ea.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 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. 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 Paramount Digital Entertainment

Paramount Digital Entertainment (PDE) is a division of Paramount Pictures Corporation. PDE develops and distributes filmed entertainment across worldwide digital distribution platforms including online, mobile and portable devices, videogames, virtual

worlds and emerging technologies.

Paramount Pictures Corporation (PPC), a global producer and distributor of filmed entertainment, is a unit of Viacom (NYSE: VIA, VIA.B), a leading content company with prominent and respected film, television and digital entertainment brands. The company's labels include Paramount Pictures, Paramount Vantage, Paramount Classics, MTV Films and Nickelodeon Movies. PPC operations also include Paramount Digital Entertainment, Paramount Famous Productions, Paramount Home Entertainment, Paramount Pictures International, Paramount Licensing Inc., Paramount Studio Group, and Worldwide Television Distribution.

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