



EA Announces *Dead Space Extraction* Exclusive for the Wii

All-New Hero, Story and Characters Extend the Dead Space Universe

REDWOOD CITY, Calif., Feb 18, 2009 (BUSINESS WIRE) -- Electronic Arts Inc. (NASDAQ: ERTS) today revealed *Dead Space (TM) Extraction*, an all-new chapter from the studio that delivered the award-winning action-horror *Dead Space* game. Built from the ground up and developed exclusively for the Wii(TM), *Dead Space Extraction* is a prequel that reveals the events leading up to Isaac Clarke's mission on the USG Ishimura in the original *Dead Space* game released in 2008. *Dead Space Extraction* will marry the innovative motion controls of the Wii Remote with a frenetic first person perspective to create a new action-packed horror experience.

Dead Space Extraction tells the story of a handful of space colonists desperately struggling to escape from a horrific infection on the Aegis VII mining colony deep in the furthest regions of space. The game introduces a new heroine to the fiction and as the crew fall victim to a mysterious contagion aboard the ship, it becomes clear that protecting her may be their only hope for survival. *Dead Space Extraction* introduces all new characters, weapons, enemies, puzzles and co-operative multiplayer gameplay.

"We could not be more excited to extend *Dead Space* into an experience exclusive to the Wii. Nintendo has a wonderful history in the horror genre and we are thrilled to build on that tradition with *Dead Space Extraction*," said Glen Schofield, VP and General Manager of EA Redwood Shores studio. "As we were developing *Dead Space*, we realized that there was so much of the story going untold. *Dead Space Extraction* tells that story with all of the intensity, blood and gore that fans would expect."

Dead Space Extraction is an EA Redwood Shores title and is scheduled to ship in Fall 2009. This product has not yet rated by ESRB or PEGI.

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(TM), EA(TM), EA SPORTS Freestyle(TM) and POGO(TM). 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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