



EA Announces That *The Godfather II* Has Gone Gold

Experience the Ultimate Organized Crime Game on April 7th

REDWOOD CITY, Calif., Mar 09, 2009 (BUSINESS WIRE) -- Electronic Arts Inc. (NASDAQ:ERTS) today announced that *The Godfather(R) II* has gone gold. *The Godfather II* game from Electronic Arts and Paramount Digital Entertainment will be available on April 7th in North America and April 10th in Europe for the Xbox 360(R) videogame and entertainment system, PLAYSTATION(R)3 computer entertainment system, and PC.

The *Godfather* fiction endures because it emphasizes the power of being a Don - running the family, pulling the strings, outsmarting enemies - and *The Godfather II* game puts this power in the player's hands right from the start. On the eve of the Cuban revolution, a major mob meeting in Havana takes a bloody turn and the Don of your family is killed. Success breeds opportunity, so when Michael Corleone comes under investigation by a Senate Committee on Organized Crime, the Corleone Family calls upon you to reestablish its operation in New York and eventually expand into new territories, Miami and Cuba, by any means necessary.

As a Don in the Corleone family, *The Godfather II* lets the player carve out their own story of deception, betrayal, and conquest in a 1960's organized crime world. While at its heart *The Godfather II* is an action game, it allows players to go beyond street life to roll up their sleeves and get a feel for the challenges of running their own organized crime family. Players will have to invest in their family, manage their business, and even 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, putting the player in the Don's mindset; it allows them to coordinate their family 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 in both the single and multiplayer* modes.

The Godfather II has been rated M for Mature by the ESRB and 18+ for PEGI. 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.

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

* Internet connection required.

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.

SOURCE: Electronic Arts Inc.

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