



EA Makes an Offer That Can't Be Refused - The Godfather II is Now in Stores

Act Like a Mobster and Think Like a Don in the Game that Scores a Perfect 5 out of 5 in GamePro Magazine

REDWOOD CITY, Calif., Apr 07, 2009 (BUSINESS WIRE) -- Electronic Arts Inc. (NASDAQ:ERTS) and Paramount Digital Entertainment today announced the arrival of *The Godfather(R) II* videogame in stores now in North America for the Xbox 360 (R) videogame and entertainment system, PLAYSTATION(R)3 computer entertainment system, and PC. The game will be available on April 10th in Europe.

The Godfather II is the sequel to the multi-platinum hit *The Godfather The Game* and has earned a perfect 5 out of 5 from GamePro magazine. GamePro calls the game "...criminally addictive" and "...the experience by which other crime games must be judged."

"*The Godfather II* offers players the ultimate fantasy of being a Don - of finally being the guy who calls all the shots for the family," says Executive Producer Hunter Smith. "By combining the strategic gameplay of thinking like a Don through the 'Don's View', with our intense, visceral 'Blackhand' combat, we are focusing on the game at the root of the Godfather franchise, the game of organized crime. In essence, we're creating a new niche in the open-world genre and are really excited to see how players will build their families and customize their own experience in both the single player campaign and multiplayer battles."

The Godfather II takes all of the drama, action and family values from the classic Godfather films and brings them into an interactive experience. This means that players have to build and invest in their family, manage their rackets, takeover crime rings and even reach out to corrupt officials - all through the revolutionary Don's View. The Don's View is a 3D display of the player's criminal empire and family tree, offering a birds-eye view of all three cities to better coordinate their take-down strategies, plan hits on rival made men, attack enemy compounds, and much more. As a Don in the Corleone family, *The Godfather II* puts the control in the players' hands and allows them to live in the Godfather universe while creating their own story of deception, betrayal, and conquest in a 1960's organized crime world.

Developed at the EA Redwood Stores studio, *The Godfather II* is rated M for Mature by the ESRB and 18+ for PEGI. *The Godfather II* will be available for MSRP \$59.99 on the Xbox 360 and PLAYSTATION 3 and MSRP \$49.99 on PC.

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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