



EA Invites PSP Owners to Go to Hell

EA Redwood Shores' Dante's Inferno Coming to Sony's PlayStation Portable Alongside PLAYSTATION 3 and Xbox 360

REDWOOD CITY, Calif., Apr 22, 2009 (BUSINESS WIRE) -- Electronic Arts Inc. (NASDAQ: ERTS) today announced that its highly anticipated action adventure game *Dante's Inferno*TM will be coming to the PSP(R) (Sony PlayStation(R) Portable). Based on part one of Dante Alighieri's classic, "The Divine Comedy," EA's *Dante's Inferno* will also take players on an epic adventure through Dante's famously mapped nine circles of hell. *Dante's Inferno* will be available simultaneously for the PSP, the PLAYSTATION(R)3 computer entertainment system and the Xbox 360(R) videogame and entertainment system next year.

Dante's Inferno for the PSP is being developed by EA's award-winning EA Redwood Shores studio and Artificial Mind and Movement (A2M), based in Montreal, Quebec, Canada.

"Our team and the team at A2M are taking the vision for *Dante's Inferno* and translating it directly to the PSP," said Jonathan Knight, executive producer and creative director on *Dante's Inferno*. "PSP owners can expect to get the same level of fast, responsive gameplay through all nine detailed and unique circles of hell we are aiming to achieve on the consoles."

Alighieri's "Dante's Inferno" is widely credited for being the work that has defined the western world's contemporary conception of hell and purgatory. Just like the poem, players of EA's 3rd person action adventure game will descend through all nine circles of hell: limbo, lust, gluttony, greed, anger, heresy, violence, fraud and treachery, playing as Dante as they battle through a gauntlet of unimaginable evils, fighting to recapture the soul of his beloved Beatrice.

Dante's Inferno has not yet been rated by the ESRB or PEGI. For more information about *Dante's Inferno*, please visit www.dantesinferno.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 SPORTSTM, EATM, EA SPORTS FreestyleTM and POGOTM. 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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