



EA Opens Applications for Ultima Online: Stygian Abyss Beta Test

FAIRFAX, Va., May 08, 2009 (BUSINESS WIRE) -- Mythic Entertainment, an Electronic Arts Inc. (NASDAQ:ERTS) studio, today announced that it is now accepting applications for the *Ultima Online(TM): Stygian Abyss(TM)* closed beta test at <http://www.uoherald.com/beta>. Beta testers for *Stygian Abyss*, the upcoming expansion to one of the longest-running MMORPGs in history, will have the chance to experience the playable Gargoyle race before anyone else.

The closed beta, set to begin later this month, has a limited number of available spots for eligible applicants. Closed beta testers must be current *Ultima Online* subscribers and will be selected based on computer system specs, previous testing experience, community involvement and other criteria.

To apply for the closed beta, please visit <http://www.uoherald.com/beta>.

Ultima Online: Stygian Abyss expansion requires the original *Ultima Online* game to play and will be available in the Summer of 2009 via digital distribution only. To find out more information about the Gargoyle race, skills and lands, please visit the *Ultima Online: Stygian Abyss* website: <http://www.uoherald.com/stygianabyss>.

About *Ultima Online*

Released in September 1997, *Ultima Online* is one of the longest-running games in MMORPG history. The first widely successful graphical online role-playing game, *Ultima Online* has thrived for over a decade, with legions of devoted followers around the world. Fans of the game continue to experience an epic storyline set in an ever-growing world of magic and fantasy. *Ultima Online* has spawned seven expansions and dozens of content updates, making it one of the deepest, largest MMORPGs ever created.

About Electronic Arts

Electronic Arts Inc. (EA), headquartered in Redwood City, California, a leading global interactive entertainment software company. Founded in 1982, the Company develops, publishes, and distributes interactive software worldwide for video game systems, personal computers, wireless devices and the Internet. Electronic Arts markets its products under four brand names: EA SPORTS™, EA™, EA SPORTS Freestyle™ and POGO™. In fiscal 2009, EA posted GAAP net revenue of \$4.2 billion and had 31 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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