



EA Set to Reenter the Depths of Space With *Dead Space Extraction*

The Panic Before the Terror Starts Hitting Store Shelves on September 29th

REDWOOD CITY, Calif., May 28, 2009 (BUSINESS WIRE) -- Electronic Arts Inc. (NASDAQ:ERTS) and its [Visceral Games](#)(TM) studio announced today that [Dead Space™ Extraction](#), will be available in stores on September 29, 2009 in North America and October 2, 2009 in Europe exclusively for the Wii(TM). *Dead Space Extraction* delivers the highly-polished, action-horror experience the *Dead Space* franchise is known for while upping the ante for technical excellence on the Wii with some of the best visuals ever showcased on the platform.

"Our team is really excited to bring the intensity of the *Dead Space* universe to an entire new audience," said Executive Producer, Steve Papoutsis. "We are going to deliver the same high quality, cinematic experience we delivered in the original *Dead Space*, while also adding co-op, new enemies, weapons and taking advantage of all of the unique features the Wii has to offer."

Developed at EA's award-winning Visceral Games studio, *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 Lexine, an important new heroine, to the *Dead Space* universe. Players will play as the crew who falls victim to a mysterious contagion aboard the ship, with it quickly becoming clear that protecting Lexine will be their only hope for survival.

For more information about *Dead Space* franchise, please visit www.deadspacegame.com and get the latest from the development team at www.twitter.com/isaacclarke. This game has not yet been rated by the ESRB or PEGI.

About Electronic Arts

Electronic Arts Inc. (EA), headquartered in Redwood City, California, is 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™, EA SPORTS™, EA Mobile™ 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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