



Pandemic Studios' *The Saboteur* Explodes Onto Retail Shelves December 8

Hunt Down the Enemy and Fight, Climb and Race Through the Only Open-World Game Set in 1940s Paris

LOS ANGELES, Jul 21, 2009 (BUSINESS WIRE) -- Enter the seedy underground world of *The Saboteur(TM)*, where the women are sexy, the action is epic and revenge is sweet. Today Pandemic(TM) Studios, a studio of Electronic Arts Inc. (NASDAQ:ERTS), announced that its open-world sandbox action game- *The Saboteur*- will be available worldwide on December 8, 2009. *The Saboteur* has been recognized by critics everywhere for beautifully integrating a unique artistic style with a dramatic storyline and intense action to deliver a truly engaging gaming experience. *The Saboteur* has recently won various art awards, including Best of E3 2009 for Artistic Design for Xbox(R)360 video game and entertainment system by IGN.com.

Inspired by a true story, *The Saboteur* stars Sean Devlin, a street-tough Irish race car driver trapped behind enemy lines in 1940s Nazi-occupied France. Motivated by personal revenge, Sean fights, climbs, and races through open-world Paris, sneaking into the heart of the Nazi operations and sabotaging their every move. With the help of the French Resistance, the British intelligence, an arsenal of weaponry, street smarts and brawn, players will exact revenge on those who aim to destroy Sean's life. From derailing trains and blowing up zeppelins to scaling famous Parisian landmarks and more, this action hero uses a broad range of weapons, explosives and vehicles to get the job done.

"*The Saboteur* is an entirely new take on WWII action gaming. Instead of putting players in the role of a soldier, they'll experience one man's quest for vengeance through an incredible story and an epic range of explosive action. Every street of Paris is alive with options, every block is teeming with action," said Josh Resnick, President of Pandemic Studios. "We're extremely proud of *The Saboteur*. The art style, intense story, and grand acts of defiance against the Nazis will deliver the one-of-a-kind experience that Pandemic fans have been waiting for."

As Sean takes down enemies, the citizens of Paris are empowered to resist the tyrannical Third Reich and their eyes open to the colorful world around them. This innovative mechanic, called the '*Will to Fight*,' will change the way Paris is seen and felt - from a dark and oppressed policed state to a bright and inspired world where the citizens fight back. As the player executes acts of sabotage against the occupying force, color returns to the stylized black and white world - both figuratively and literally. The '*Will to Fight*' spawns an underground resistance that takes players not only through Paris, but across various parts of France.

The Saboteur will be available for the PLAYSTATION(R)3 computer entertainment system, the Xbox360, and the PC and has not yet been rated by the ESRB or PEGI. For more information on *The Saboteur*, please visit <http://www.thesaboteurgame.com> or get the latest news from the production team on www.twitter.com/pandemicstudios. Visitors of the 2009 San Diego Comic-Con International, July 23 - 26, will be able to experience *The Saboteur* for the first time at EA's show booth, stall #5213 in the San Diego Convention Center.

About Pandemic Studios

Pandemic Studios is one of the world's premier developers of console and PC entertainment and a wholly owned division of Electronic Arts Inc. (NASDAQ:ERTS). Over its 11-year history, Pandemic has established a reputation for producing top-selling, award-winning original content and enhancing the value of existing intellectual properties. The studio's hits include the record-selling *Star Wars Battlefront(TM)*, *Star Wars Battlefront(TM) II*, and three original Pandemic created entertainment properties: *Mercenaries(TM)*, *Destroy All Humans(TM)*, and *Full Spectrum Warrior(TM)*. Following the 2008 release of *Mercenaries 2: World in Flames(TM)*, Pandemic is developing a number of new titles including *The Saboteur(TM)*, at its Los Angeles, California, studio location. For more information on Pandemic Studios and its games, please visit: <http://www.pandemicstudios.com>.

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(TM), EA SPORTS(TM), EA Mobile(TM) and POGO(TM). 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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