



EA and Image Comics Release Dead Space Extraction Comic Available at Comic-Con

Ben Templesmith and Antony Johnston Return for New Limited Edition Comic

REDWOOD CITY, Calif., Jul 22, 2009 (BUSINESS WIRE) -- [Visceral Games](#)(TM), a studio of Electronic Arts Inc. (NASDAQ: ERTS), and [Image Comics](#) today announced the release of an all-new comic based on [Dead Space\(TM\) Extraction](#), one of the fall's most anticipated games for the WiiTM. The *Dead Space Extraction* comic reunites renowned illustrator Ben Templesmith and writer Antony Johnston with the game's cold and terrifying fiction. This one-time special issue comic follows the successful partnership for last year's *Dead Space* comic mini-series.

The comic will be on store shelves in September 2009 for SRP \$3. A limited edition version of the comic featuring exclusive cover art will be available for the special price of \$2 at the EA Comic-con booth (#5123). Ben Templesmith and Antony Johnston will be at the booth signing the special issues on Thursday 3-4 PM and Friday - Sunday 1-2 PM. Fans of *Dead Space* will also be able to purchase other *Dead Space* merchandise such as an Isaac Clarke Unitology figurine, iPhone skins, and *Dead Space* art books. Players will also have the chance to play the game at the EA booth. The *Dead Space Extraction* development team is participating in the "Art of Making a Horror Video Game" panel on Friday, July 24th at 6 PM in Room 2.

"There is so much more to the *Dead Space* universe than we could ever fit into one game and we're excited to be working with Image Comics again to extend the story in *Dead Space Extraction*," said **Steve Papoutsis, executive producer of *Dead Space Extraction***. "Ben and Antony did such a tremendous job with the original comic, we can't wait for fans to get their hands on this special issue."

Dead Space Extraction is the prequel to the award-winning *Dead Space* action/horror game. The new Wii exclusive game delivers a carefully crafted first-person experience that sets players on a disturbing adventure made especially more visceral by the innovative Wii controller. The *Dead Space Extraction* comic picks up the videogame narrative halfway through the game, at a critical juncture in the storyline. The story in the comic presents an alternate perspective on the game's storyline. In the comic, a group of colonists fight through hordes of horrific necromorphs while searching for a cure to stop a raging noxious infection in space. At the comic's climax, the colonists encounter the desperate survivors from the videogame, only to realize that the only thing that can save them is right in front of them.

Ben Templesmith is best known for his work in the American [comic book](#) industry - most notably *Fell* with writer [Warren Ellis](#), published by [Image Comics](#), and *30 Days of Night* with writer [Steve Niles](#) published by [IDW Publishing](#). Ben has been nominated for multiple [Eisner Awards](#) three years in a row for his comic work. Antony Johnston author of thirteen graphic novels, including *Stormbreaker* and *Point Blanc* (adapted from Anthony Horowitz' best-selling Alex Rider novels), *The Long Haul*, *Julius* and *Three Days in Europe*, also wrote the dialog for *Dead Space* and *Dead Space Extraction*. He writes two ongoing serials, the sci-fi epic *Wasteland* and the children's fantasy *Texas Strangers*. He also writes novels; his debut *Frightening Curves* won the 2002 American Independent Publishing Award for Best Horror. His second novel, *Stealing Life*, was published in 2007.

In development at Visceral Studios, *Dead Space Extraction* ships September 29th in North America and October 2nd in Europe exclusively for the Wii. This product has been rated M for Mature by ESRB and 18+ by PEGI. For more information about *Dead Space Extraction*, please visit www.deadspacegame.com and follow the *Dead Space Extraction* development team at www.twitter.com/isaacclarke.

About Image Comics

Image Comics is a comics and graphic novels publisher formed in 1992 by a collective of best-selling artists. Since that time, Image has gone on to become one of the largest comics publishers in the United States. There are currently four partners in Image Comics (Erik Larsen, Todd McFarlane, Marc Silvestri and Jim Valentino), and Image is currently divided into four major houses (Todd McFarlane Productions, Top Cow Productions, Shadowline and Image Central). Image comics and graphic novels cover nearly every genre, sub-genre and style imaginable, offering science fiction, romance, horror, crime fiction,

historical fiction, humor and more by the finest artists and writers working in the medium today. Visit www.imagecomics.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™, 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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Photos/Multimedia Gallery Available: <http://www.businesswire.com/cgi-bin/mmg.cgi?eid=6011845&lang=en>

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