



## Visceral Games Announces February Release Date for Dante's Inferno

***Descend Down the Nine Circles of Hell on the Xbox 360, PlayStation 3 and PlayStation Portable Starting February 9<sup>th</sup> in North America and February 12<sup>th</sup> in Europe***

COLOGNE, Germany, Aug 18, 2009 (BUSINESS WIRE) -- Visceral Games(TM), award-winning creators of *Dead Space*(TM) and a studio of Electronic Arts Inc. (NASDAQ: ERTS), announced earlier today at EA's GamesCom press conference in Cologne, Germany the release date for the highly anticipated action adventure game *Dante's Inferno*(TM). The blockbuster adaptation of part one of Dante Alighieri's epic poem "The Divine Comedy" will be available in North America beginning on February 9, 2010 and in Europe on February 12, 2010 for the Xbox 360(R) video game and entertainment system, the PLAYSTATION(R)3 computer and entertainment system and the Sony PlayStation(R) Portable (PSP(R)).

"The Divine Comedy is one of the most influential pieces of literature in the world and we have a great responsibility in re-imagining Dante Alighieri's vivid descriptions of hell, and the themes of righteousness and redemption he explores," said Jonathan Knight, executive producer of *Dante's Inferno*. "Our team is dedicated to delivering a stunning and highly polished interpretation of this classic to a new medium for a new generation everywhere this February."

In *Dante's Inferno*, players will assume the role of Dante as he travels on an epic descent through Dante Alighieri's nine circles of Hell - limbo, lust, gluttony, greed, anger, heresy, violence, fraud and treachery. Dante's journey is driven by his desire to reclaim the soul of his beloved Beatrice after she is dragged through the gates of hell by Lucifer. This new story is the wrapper to a smooth, fast-paced action adventure game that delivers a deep, fully customizable combat system with holy and unholy choices, innovative level design, imaginative puzzles, and best-in-class boss battles, all running at 60 frames per second.

EA's adaptation of *Dante's Inferno* is also being made into a six-issue comic book series in a partnership with DC Comics / Wildstorm, the first of which will be released on December 9, 2009. An animated feature which is being co-produced by EA and Starz Media will be available the same day as the video game.

*Dante's Inferno* has not yet been rated by the ESRB or PEGI. For more information on *Dante's Inferno*, please follow the *Dante's Inferno* team at Visceral Games on Twitter at [www.twitter.com/danteteam](http://www.twitter.com/danteteam) and visit the game's official web site at [www.dantesinferno.com](http://www.dantesinferno.com) where the team explores a new circle of hell, with new content and updates on the ninth day of every month.

### 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](http://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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