



## Visceral Games' Award-Winning Dead Space Extraction Goes Gold

### *The Panic Before the Terror Begins on September 29 as Dead Space Prequel Hits Retail Outlets Nationwide*

REDWOOD CITY, Calif., Sep 02, 2009 (BUSINESS WIRE) -- [Visceral Games](#)(TM), an award-winning studio of Electronic Arts Inc. (NASDAQ:ERTS) announced today that [Dead Space\(TM\) Extraction](#), the prequel to last year's critically-acclaimed *Dead Space*, has gone gold. Recently nominated for a "Best of Show - Wii" award by IGN.com at the Gamescom trade show in Germany, *Dead Space Extraction* brings the series' signature action-horror to an all new game, on an all-new platform. *Dead Space Extraction* is designed from the ground up for the Wii(TM) and will hit stores nationwide on September 29.

Gamers who pre-order at participating retailers will receive a special code that unlocks four of the game's 10 unique challenge modes\*. These intense, pulse-pounding difficulty levels pit players alone, or co-operatively with a friend against the Necromorph horde, competing for high scores and stylish kills. Players who do not pre-order the game must play through each chapter to earn and unlock the challenge modes.

**Nintendo of America Vice President of Licensing, Steve Singer** said, "We are excited that Visceral Games is bringing the next installment of the *Dead Space* franchise to the Wii. *Dead Space Extraction* is shaping up to be an outstanding game and this high-quality, mature title will be a great addition to the Wii line up."

*Dead Space* fans can play the game this weekend at Penny Arcade Expo in Seattle, WA from September 4<sup>th</sup> - 7<sup>th</sup>. Gamers that come by the EA booth (#432) will be among the first to experience the terror.

*Dead Space Extraction* tells the story of four space colonists stranded on the Aegis VII mining colony in the furthest regions of deep space. The game introduces Lexine, an important new heroine to the *Dead Space* universe. As the crew fall victim to a mysterious contagion aboard the ship, it quickly becomes clear that protecting Lexine is their only hope for survival. The game features the highly polished, cinematic action experience that the Visceral Games team is known for.

This product has been rated M for Mature by ESRB. For more information about *Dead Space Extraction*, please visit [www.deadspacegame.com](http://www.deadspacegame.com) and follow the *Dead Space Extraction* development team at [www.twitter.com/isaacclarke](http://www.twitter.com/isaacclarke).

\* See product page or participating retailers for full details.

### **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<sup>TM</sup>, EA SPORTS<sup>TM</sup>, EA Mobile<sup>TM</sup> and POGO<sup>TM</sup>. 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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