



Search for Clues and Crack the Case with EA'S MySims Agents for the Wii and Nintendo DS

Stop the Sinister Plans of Morcurbus on an Exciting Mystery-Solving Adventure

REDWOOD CITY, Calif., Sep 22, 2009 (BUSINESS WIRE) -- Grab your crime busting gadgets, follow the clues and solve the case! The EA Play Label of Electronic Arts Inc. (NASDAQ:ERTS) today announced *MySims(TM) Agents* for the Wii(TM) and Nintendo DS(TM) shipped to store shelves this week and will be on sale September 29, 2009. An original IP, *MySims Agents* is a mystery-solving adventure game where players are heroic agents who must stop a sinister plot that threatens the fate of an entire city.

"We are thrilled to bring a new take on the original MySims franchise to players with *MySims Agents*," said Tim LeTourneau, General Manager of *MySims*. "*MySims Agents* appeals to gamers of all ages--whether you enjoy a good adventure or a challenging mystery to solve--the game lends itself to an experience the whole family can enjoy whether they hold the Wii-mote or are there to help."

MySims Agents for Wii

In *MySims Agents* players take on the role of a special agent hired to foil the sinister plans of Morcurbus, CEO of the corrupt MorcuCorp. By recruiting different *MySims*, each with their own special skills, players can build up their very own crime-busting dream team. From tracking footprints and using forensics to picking locks, hacking into computers, following leads, and collecting clues, players must rely on their wits, skills, and trusty gadgets to piece together the clues to solve mysteries. Jump aboard a private jet to reach an ancient temple, a spooky mansion, a seedy industrial section of the city, a sunshine filled beach boardwalk, or an icy mountaintop chalet. Each clue players uncover will lead them closer to the sinister Morcurbus. Players return from their adventures with cool treasures that can be used to construct and customize their five story headquarters.

MySims Agents for Nintendo DS

In *MySims Agents* on Nintendo DS, players are agents assigned by their agency to help the mayor stop a notorious thief from stealing an ancient treasure. By searching for clues, solving intricate puzzles, and matching wits with the thief, gamers can protect the treasure and the town. Along the way players talk to their favorite *MySims* characters, sharpen their agent skills with 10 different mini-games, and search through underground caverns for clues to the thief's undoing!

Developed by The Sims Studio, *MySims Agents* Wii and Nintendo DS are rated E for Everyone by the ERSB, 3+ by PEGI, and have an MSRP of \$49.99 and \$29.99 respectively. For more information about *MySims Agents*, visit www.mysimsagents.ea.com. For assets, please visit <http://www.info.ea.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: EATM, EA SPORTSTM, EA MobileTM and POGOTM. 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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