



## EA Ships Award-Winning Dead Space Extraction

### ***Players Experience the Panic Before the Terror in Visceral Games' Critically-Acclaimed Wii-Exclusive Action Horror Prequel***

REDWOOD CITY, Calif., Sep 25, 2009 (BUSINESS WIRE) -- [Visceral Games](#)(TM), an award-winning studio of Electronic Arts Inc. (NASDAQ:ERTS) announced today that [Dead Space\(TM\) Extraction](#) has shipped to retail in Europe and will be shipping in North America on September 29<sup>th</sup>. Designed exclusively for the Wii(TM), *Dead Space Extraction* is the first title to ship under Visceral Games' new studio name. *Dead Space Extraction* is the prequel to last year's critical darling *Dead Space*, winner of over 70 international critics awards and widely recognized for evolving the action horror genre. *Dead Space Extraction* is already following in its predecessor's footsteps, earning a perfect "5-out-of-5" stars from *GamePro*, whose review said that "*Extraction* is one hell of a ride... well paced and directed; the story is strong and the gun fights are satisfying."

"*Dead Space Extraction* has been such a rewarding project for many different reasons," said Steve Papoutsis, Executive Producer on *Dead Space Extraction*. "We have successfully brought *Dead Space*'s trademark action horror experience to a new platform while maintaining our studio's high standards for quality and polish. *Dead Space Extraction* will be one of the defining action horror games for the Wii."

Telling the story of four space colonists trying to escape a mysterious infection, *Dead Space Extraction* explores the origins of the necromorph invasion that threatens humanity and the universe. At the center of this group is Lexine, an important new heroine being introduced for the first time to the *Dead Space* storyline. As the crew continues to fight for their lives, it becomes clear that protecting her is their only hope for survival. Luckily, players are armed with an arsenal of weaponry, an easy-to-use control system built from the ground up for the Wii, and can even recruit a friend to play co-operatively, a first for the *Dead Space* franchise.

Developed at Visceral Games, *Dead Space Extraction* is rated M for Mature by the ESRB with descriptors of Blood and Gore, Intense Violence and Strong Language and 18+ for PEGI. *Dead Space Extraction* will be available for MSRP \$49.99 on the Wii. For more information about the game, go to the website at <http://www.deadspacegame.com> or <http://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: 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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