



## EA's Command & Conquer 4 Tiberian Twilight Goes into Open Multiplayer Beta

### *Gamers Worldwide Invited to Experience the Next Chapter of Storied RTS Franchise*

LOS ANGELES, Feb 01, 2010 (BUSINESS WIRE) -- Electronic Arts Inc. (NASDAQ:ERTS) today announced that PC gamers worldwide can get early hands-on experience with *Command & Conquer(TM) 4 Tiberian Twilight* by joining the open multiplayer beta before the game's release in North America on March 16 and in Europe on March 19, 2010. The multiplayer beta gives players a unique opportunity to experience all-new RTS gameplay in the game's new, fast-paced, strategic 5v5 multiplayer mode across four different maps. Gamers can get access to the beta by signing up at <http://www.commandandconquer.com/news/get-cc-4-public-beta>.

"We could not be more excited to give fans a taste of what's in store for *Command & Conquer 4 Tiberian Twilight* with the new multiplayer beta," said Lead Designer, Samuel Bass. "Players can expect the fast-paced strategic RTS action they've come to know and love in the Command & Conquer franchise augmented with new gameplay elements that really ratchet up the intensity, especially in our 5v5 multiplayer modes."

The *Command & Conquer 4 Tiberian Twilight* open multiplayer beta features four maps including the new Afflicted Arena. This new map features a once lush, Polynesian landscape transformed into a military dock by the Global Defense Initiative (GDI) and currently besieged by Brotherhood of Nod forces aiming to claim the tactically important location and take control of the Pacific Rim. Players in the roles of the Offense, Defense and Support classes will engage in strategic battles to win key vantage points across the map and secure a majority of the TCN Hubs to take control of this vital location. Experience earned through the new Persistent Player Progression system during the multiplayer beta period will be transitioned to the full game upon its release.

*Command & Conquer 4 Tiberian Twilight* brings the 15 year-long fan-beloved Tiberium saga to an epic and stunning conclusion, giving players a new innovative and compelling strategic gameplay experience through the epic battles between the GDI and the Brotherhood of Nod, with its enigmatic leader Kane. With its new experience and class-based systems that are persistent across all game modes, *Command & Conquer 4 Tiberian Twilight* sticks to the action-packed gameplay fans have come to love while offering them entirely new ways to play *Command & Conquer*. Whether conquering alone, in co-op mode or in an all-new 5v5 objective-based multiplayer mode, *Command & Conquer 4 Tiberian Twilight* delivers an innovative social real-time-strategy experience never seen before in a *Command & Conquer* game.

Pre-orders\* are now available at <http://www.commandandconquer.com/preorder> and include the official soundtrack of *Command & Conquer 4 Tiberian Twilight*, as well as an exclusive bonus mission.

*Command & Conquer 4 Tiberian Twilight* is being developed for the PC at EA Los Angeles and will be available in North America on March 16<sup>th</sup> 2010 and in Europe on March 19<sup>th</sup>. The game has not yet been rated by the ESRB or PEGI. For more information about the game, and the multiplayer beta please visit [www.commandandconquer.com](http://www.commandandconquer.com) or follow the community and development team on Twitter at [http://twitter.com/ea\\_apoc](http://twitter.com/ea_apoc).

### **About Command & Conquer**

The groundbreaking *Command & Conquer* franchise was one of the first to introduce players to the modern RTS genre, has spawned over a dozen PC titles, and ranks in the top 5 best-selling PC franchises of all-time according to the NPD Group.

*Command & Conquer 3 Tiberium Wars*<sup>(TM)</sup> was the number #1 selling PC RTS of 2007 and won numerous awards, including the "Strategy/Simulation Game of the Year" award from the Academy of Interactive Arts and Sciences. Additionally, *Command & Conquer Red Alert 2* and *Command & Conquer Generals* were the number one best-selling\*\* PC RTS titles in 2000 and 2003 respectively. *Command & Conquer(TM) Red Alert(TM) 3* won the 2008 "Strategy/Simulation Game of the Year" award from the Academy of Interactive Arts and Sciences. Collectively, the series has sold more than 30 million units worldwide to date. The franchise boasts one of the largest and most active fan communities in the world. For more information on *Command & Conquer* series, please visit [www.CommandAndConquer.com](http://www.CommandAndConquer.com).

\* Restrictions apply. See actual pre-order offer for details.

\*\* According to NPD Group

## 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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SOURCE: Electronic Arts Inc.

fortyseven communications  
Chase Colasonno, 212-391-4707  
[chase@fortyseven.com](mailto:chase@fortyseven.com)

or

Electronic Arts Inc.  
Amanda Taggart, 650-628-2974  
Sr. PR Manager  
[ataggart@ea.com](mailto:ataggart@ea.com)

Tammy Schacter, 650-628-7223  
Sr. Director  
[tschachter@ea.com](mailto:tschachter@ea.com)

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