



EA Sends Players on a Blood-Curdling New Adventure on January 25 with *Dead Space 2*

LOS ANGELES, Jun 14, 2010 (BUSINESS WIRE) -- *Blood-thirsty necromorphs attack and YOU must save mankind!* At the Electronic Arts Press Briefing during the Electronic Entertainment Expo (E3), Visceral Games(TM), an Electronic Arts Inc. (NASDAQ: ERTS) studio today revealed the highly anticipated launch date for *Dead Space(TM) 2*. The action horror game will be in stores on January 25 in North America and January 28 in Europe. *Dead Space 2* pushes the limits of action, horror and terror. After waking up in a sprawling, dark and mysterious location, *Dead Space 2* hero Isaac Clarke again finds himself thrust into the middle of a massive necromorph invasion. Surrounded by the screeching cries of undead monsters and the haunting drum of echoing noises, Isaac plots a course through abandoned building after creepy abandoned building. *Dead Space 2* is set to deliver best-in-class sound design, visuals and action sequences.

In *Dead Space 2*, engineer Isaac Clarke makes his return in a blood-curdling new adventure on an all-new space installation known as "The Sprawl." The lone survivor of a horrific alien infestation, Isaac finds himself confronting a catastrophic new nightmare. Battling dementia, Isaac will do whatever it takes to save himself and dominate the relentless enemy onslaughts. Equipped with a new arsenal of tools to dismember the necromorphs, Isaac faces the challenge head-on. Players will see Isaac fight bigger, scarier and more epic battles that will keep them on the edge of their seats.

"The story of Isaac, the necromorphs and the whole *Dead Space* fiction has much more to reveal. *Dead Space 2* adds another dimension to the complex world and characters that inhabit this universe," said Executive Producer, Steve Papoutsis. "We were honored and humbled by the response to *Dead Space* and *Dead Space Extraction*, and we could not be more excited to add another chapter to the annals of the horror genre."

Dead Space 2 will be on display at the EA booth #1601 South Hall during (E3).

Dead Space 2 is being developed for the PlayStation(R)3 computer entertainment system, Xbox 360(R) video game and entertainment system and the PC. This product has not yet been rated by ESRB or PEGI. For additional information and news, visit www.deadspacegame.com, follow us on twitter www.twitter.com/isaacclarke or become a fan on Facebook at www.facebook.com/deadspace.

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 SPORTS™, EA™, EA Mobile™ and POGO™. In fiscal 2010, EA posted GAAP net revenue of \$3.7 billion and had 27 titles that sold more than one million units. 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>.

EA, EA SPORTS, EA Mobile, POGO, *Dead Space* and Visceral Games are trademarks of Electronic Arts Inc. "PlayStation" is a registered trademark of Sony Computer Entertainment Inc. Xbox 360 is a trademark of the Microsoft Group of companies.

SOURCE: Electronic Arts Inc.

Electronic Arts
Melissa Ojeda, 650-628-7870
PR Coordinator II
mojeda@ea.com
Jino Talens, 650-628-9111
Sr. Publicist

jtalens@ea.com

Amanda Taggart, 650-628-2974

Sr. PR Manager

ataggart@ea.com

Copyright Business Wire 2010