



EA Announces *Dead Space 2* Prequel Downloadable Arcade Game

Hack Through a Comic Adventure That Reveals the Events Leading up to Dead Space 2

REDWOOD CITY, Calif., Jul 08, 2010 (BUSINESS WIRE) -- Hours before engineer Isaac Clarke begins his adventure on "The Sprawl" in *Dead Space(TM) 2* a Necromorph outbreak occurs - but how did the events unfold? Players will witness the horror first-hand when Visceral Games(TM), an Electronic Arts Inc. (NASDAQ: ERTS) studio releases *Dead Space Ignition*, an all-new downloadable game that takes place on the Sprawl and challenges players to survive the initial Necromorph outbreak. *Dead Space Ignition* will be available in Fall 2010 on Xbox LIVE(TM) Marketplace and the PlayStation(R)Network.

"*Dead Space Ignition* is the first of many exciting game extensions we have planned for the launch of *Dead Space 2*," said Steve Papoutsis, Executive Producer on the *Dead Space* franchise. "The interactive comic-style game will give *Dead Space* fans a unique perspective on the events leading up to *Dead Space 2*, and will also introduce the storyline to a brand-new audience of gamers."

Dead Space Ignition combines an interactive comic-style story with three unique hacking mini games; Hardware Crack, Trace Route and System Override. Each game offers a fun and satisfying arcade experience that will challenge players with puzzles and twitch gameplay. *Dead Space Ignition* features a unique "Choose Your Own Adventure" type narrative, allowing players to survive the horrific Necromorph outbreak in multiple ways. The game offers four unique endings and upon completion of each one, players will be rewarded with unlocks including an exclusive suit, all of which can be used by Isaac Clarke in *Dead Space 2* when the game releases on Jan 25, 2011.

Dead Space Ignition is written by Antony Johnston, the award-winning, *New York Times* bestselling author of comics, graphic novels, video games and books including *Wasteland*, and *Daredevil*. Antony makes his return to the *Dead Space* universe after creating the six-book *Dead Space* comic series in 2008. In *Dead Space Ignition*, Antony uses his horror story-telling expertise to introduce new characters and craft new plot twists for this intriguing prequel.

Dead Space 2 recently won various prestigious awards at the Electronic Entertainment Expo, including 'Best Action/Adventure Game' from top media outlets including *Game Informer*, GameSpot, GameSpy and Machinima.com. *Dead Space 2* also won GameSpot's highly-coveted 'Best Xbox 360 Game' award.

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.

Dead Space 2 will be available on Jan. 25, 2011 for the PlayStation(R)3 computer entertainment system, Xbox 360(R) video game and entertainment system and the PC. *Dead Space Ignition* will be available in Fall 2010 on Xbox LIVE(TM) Marketplace and the PlayStation(R)Network and is being co-developed by Sumo Digital. 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>.

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About Sumo Digital

Sumo Digital is a full service game developer located in Sheffield England. Founded in 2003, the studio has shipped more than 20 titles on all platforms from Xbox 360 and Sony PlayStation 3 to PC, DSi and iOS. Part of Foundation 9 Entertainment, Sumo prides itself on delivering quality games that delight players worldwide.

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