



## EA's Medal of Honor Multiplayer Open Beta Launches on October 4 for Limited Time

LOS ANGELES, Sep 24, 2010 (BUSINESS WIRE) -- Electronic Arts Inc. (NASDAQ:ERTS) today announced that *Medal of Honor (TM)* will be recruiting PC gamers for a Multiplayer Open Beta that commences on October 4. The Open Beta will allow players an opportunity to sample *Medal of Honor's* rich multiplayer mode before the full game launches on October 12. For a limited time, PC gamers worldwide are invited to sample two diverse maps and two action-packed multiplayer modes. The *Medal of Honor* Multiplayer Open Beta will close on October 7 at 11:59pm PST. PC gamers can access the Multiplayer Open Beta at [www.medalofhonor.com/pcopenbeta](http://www.medalofhonor.com/pcopenbeta). Developed by DICE, the multiplayer side of *Medal of Honor* delivers world-class First Person Shooter action and dedicated server support with all of the authentic settings, weapons and realistic action depicted in the single-player game.

The *Medal of Honor* Multiplayer Open Beta features two new maps inspired by real world locations: Kunar Base and Shahikot Mountains. Kunar Base is played in the *Sector Control* multiplayer mode where two sides fight to control tactical sectors of the map. Shahikot Mountains is played in the tactical and objective-based *Combat Mission* multiplayer mode where gamers battle through a series of objectives to defeat the opposing team. Both modes pit teams of 12 players (total 24 players) against one another with realistic destruction, tactical support actions and a weapon customization system that generates hundreds of combinations.

"The Open Beta of the *Medal of Honor* multiplayer mode will allow players to sample the authenticity and adrenaline-fueled action that the full game will offer on October 12," said Frank Gibeau, President of EA Games Label. "We also hope that by offering the Multiplayer Open Beta, we can clear up any misunderstanding about the patriotism and respect that are the foundation of this game. The *Medal of Honor* franchise has always shown extraordinary reverence for American and Allied soldiers -- this game is no exception."

In June 2010, *Medal of Honor* invited thousands of gamers to participate in a Closed Beta Test that granted early access to the game and asked players to offer commentary on areas for improvement. DICE incorporated player feedback ensuring the final game is delivered with the highest level of quality. Some of the most notable fixes were made to the weapons pick-up system (pick up ammunition from downed enemies), hit detection mechanics (accuracy of shot impact), support actions were made more challenging, the unlock tree was expanded and balanced making players ascension to Tier 1 status even more eventful and a major graphics overhaul was implemented.

For the first time in its 11-year history, *Medal of Honor* leaves the WWII theatre and enters the modern setting of war-torn Afghanistan. The game is told through the lens of a small band of fictional characters. *Medal of Honor* introduces players to the Tier 1 Operator, an elite warrior and relatively unknown instrument of the U.S. Military that operates under the National Command Authority to take on missions no one else can handle.

*Medal of Honor* hits retail stores on October 12, 2010 in North America (Oct. 15 in EU). To find out more information on *Medal of Honor* or to access the PC Multiplayer Open Beta, visit: [www.MedalofHonor.com](http://www.MedalofHonor.com). Follow the game on twitter at: [www.twitter.com/medalofhonor](http://www.twitter.com/medalofhonor) or become a fan on Facebook at [www.facebook.com/medalofhonor](http://www.facebook.com/medalofhonor).

### 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(TM), EA(TM), EA Mobile(TM) and POGO(TM). 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](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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