



Electronic Arts Enlists Award Winning Composer Ramin Djawadi to Score Medal of Honor

Composer Behind Iron Man, Prison Break and Clash of the Titans Creates Authentic Musical Experience for FPS Franchise Reboot

REDWOOD CITY, Calif., Sep 28, 2010 (BUSINESS WIRE) -- Electronic Arts Inc. (NASDAQ:ERTS) today announced that composer Ramin Djawadi is creating a deep, emotional score for the modern combat first-person shooter, *Medal of Honor*(TM). Known for his work on the *Iron Man* movie, the "Prison Break" television series and the remake of *Clash of the Titans*, Ramin Djawadi is bringing his unique style to the soundtrack for EA's intense, action-packed modern warfare game taking place in war-torn Afghanistan. The *Medal of Honor* original game score is now available for online purchase at select digital service providers.

"The new version of a landmark game always requires a next-level soundtrack," said Steve Schnur, Worldwide Executive of Music and Marketing at EA. "But this 'reinvention' of *Medal of Honor* demanded a composer who could create an epic score that brings the game into a whole new era. The intuition and skill that makes Ramin Djawadi one of Hollywood's top young talents in film scoring is exemplified in *Medal of Honor*. This is an incredibly intense score, and we're tremendously proud to have him in the EA family."

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. Composer Ramin Djawadi explains, "The fact that it is modern day with various locations asked for a completely different approach both stylistically and thematically. The score is very widespread from emotional orchestral to edgy modern action. Western and ethnic instruments are used to represent the different cultures."

"Designing a score that captures both the scalpel-like quite professionalism of the Tier 1 Operators *and* the sledge hammer action of big military has been a unique challenge. The music is designed to dynamically ebb and flow, complementing the big action sequences with thundering electric guitar and bass, and the quiet stealth with haunting strings and hymns. It is like a Hollywood action movie score on steroids," said Djawadi.

For a limited time, PC gamers worldwide can sample two diverse maps and two action-packed multiplayer modes in the PC Multiplayer Open Beta. The *Medal of Honor* Open Beta will begin on October 4 and will end on October 7 at 11:59pm PDT. PC gamers can learn more at www.medalofhonor.com/pcopenbeta.

Medal of Honor launches on October 12, 2010 in North America and October 15 in Europe for the PlayStation(R)3 computer entertainment system, Xbox 360(R) videogame and entertainment system and PC. Follow the game on twitter at: <http://www.twitter.com/medalofhonor> or become a fan on Facebook at <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. 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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