



EA Gives Gamers an Early Gift This Holiday Season With *Dead Space 2* Demo

Experience the First Big Blockbuster of 2011 Five Weeks Before Release

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Dive into engineer Isaac Clarke's blood-curdling adventure five weeks before release as Visceral Games™, a studio of Electronic Arts Inc. (NASDAQ:ERTS) today announced a demo for the critically-acclaimed action horror game, *Dead Space™*. The demo, available worldwide beginning December 21st, will allow players to discover the Church of Unitology and help Isaac defeat the Necromorph outbreak in a gruesome, unforgiving battle on The Sprawl. Winner of GameSpot's highly-coveted 'Best Xbox 360 Game' of E3 award, *Dead Space 2* will deliver the first big blockbuster title of 2011 when the title ships this January.

In the *Dead Space 2* demo, players will take engineer Isaac Clarke on a terrifying adventure through the Church of Unitology, an expectedly "safe" place that quickly becomes dangerous and deadly, during the Necromorph outbreak on the Sprawl. Players will also have access to a variety of new tools that Isaac can use to fight Necromorphs, including the new Javelin gun, updated stasis recharge mechanic and enhanced telekinesis ability. Players will also experience the advanced suit, equipped with jets that will allow Isaac full 360° control in Zero-G space.

"The holidays are a great time to enjoy all forms of entertainment, and we can't wait to give horror and action adventure gamers a taste of what awaits them in *Dead Space 2*," said Steve Papoutsis, Executive Producer of the *Dead Space* franchise. "Releasing the demo five weeks before launch will not only re-connect players with our hero Isaac Clarke, but will also give them the opportunity to experience firsthand various jaw-dropping scenarios. It's gonna be awesome"

Dead Space 2 pushes the limits of action, horror and terror. After mysteriously awaking in a sprawling, massive city anchored to one of Saturn's moons, hero Isaac Clarke again finds himself thrust into the middle of a relentless Necromorph outbreak. Surrounded by the screeching cries of undead monsters and the haunting drum of echoing noises, Isaac plots a course through The Sprawl. *Dead Space 2* is set to deliver a truly epic terror experience that will bring the psychological thrills of deep space to a terrifyingly new level.

The *Dead Space 2* demo will be available for download December 21 on Xbox LIVE™ Marketplace Worldwide and the PlayStation®Network in North America. The demo will be available December 22 on PlayStation®Network in Europe. *Dead Space 2* will be available on Jan. 25, 2011 for the PlayStation®3 computer entertainment system, Xbox 360® video game and entertainment system and the PC. For additional information and news, visit www.deadspacegame.com, follow us on twitter www.twitter.com/deadspace 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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