



EA Delivers the First Big Blockbuster Game of 2011 With *Dead Space 2*

*The Most Unrelentingly Intense Action Horror Game Hits Retail Shelves; Downloadable Campaigns Revealed with *Dead Space 2: Severed**

*Distinctive *Dead Space* Experience Available for iPhone, iPad and iPod touch*

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- The psychological thrill of deep space rises to an electrifying new level as Visceral Games™, a studio of Electronic Arts Inc. (NASDAQ:ERTS), today announced the internationally-acclaimed action horror game *Dead Space™ 2* is now available at retail stores in North America and on January 28 in Europe. This highly-anticipated sequel has been heralded as one of the top games of 2011 by *New York Times*' Seth Schiesel and has received 25 scores of 90+ from top gaming outlets such as *Official Xbox Magazine*, *Playstation: The Official Magazine* and *Game Informer*. *PlayStation: The Official Magazine* said that "*Dead Space 2*' surpasses the original in every capacity," while IGN calls it "a new gold standard" and *Game Informer* declares the game "a monster of a sequel, offering bigger scares and more excitement."

Visceral Games also announced today *Dead Space 2: Severed*, an all-new digital download pack that extends the *Dead Space 2* story with the addition of two standalone chapters in the single-player game. *Dead Space 2: Severed* will see the return of Gabe Weller and Lexine Murdock, the two main characters from the award-winning 2009 game, *Dead Space Extraction*. In *Dead Space 2: Severed*, the story of Weller and Lexine runs parallel to Isaac's blood-curdling adventure in *Dead Space 2*, but this time players will take on the role of Gabe Weller. Working as a Sprawl Security Guard, Weller has to fight against his own onslaught of Necromorphs, as he attempts to get both him and Lexine to safety. *Dead Space 2: Severed* will be coming soon for purchase on Xbox LIVE™ Marketplace and the PlayStation®Network.

"After years of anticipation we're thrilled to unveil the next series of events in the *Dead Space* universe," said Steve Papoutsis, Executive Producer at Visceral Games. "In creating *Dead Space 2*, we listened very closely to the community's feedback and created a deeper, more intriguing, more terrifying sequel. With excitement guaranteed to keep people on the edge of their seats, players will not only experience all-new environments, weapons and Zero-G controls but they'll also experience the other side of the battle when they play as Necromorphs for the first time in multiplayer. We cannot wait to hear what fans think about this next chapter in the ever-evolving *Dead Space* saga!"

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 noted by critics worldwide for delivering an epic terror experience that takes players on an explosive thrill ride filled with intense action and spine-tingling scares through deep space.

Gamers everywhere can now immerse themselves in events that set the stage for the action-horror storyline of *Dead Space 2* with *Dead Space* for iPhone®, iPad™ and iPod touch®. Working closely with Visceral Games, EA Mobile development studio IronMonkey Studios created a unique story and gameplay experience for iOS gamers. Featuring a fully voice-acted stereo soundtrack, plus orchestrated score and sound effects, players can hear every footstep in the dark empty passages and feel the tension build as they are pulled deeper into danger. Coupled with cutting-edge visuals that are rich in effects and atmospheric lighting, *Dead Space* reproduces the cinematic horror of the console experience and sets a new benchmark for graphical fidelity on the iOS platform.

Dead Space 2 includes a one-time-use Online Pass registration code that gives players access to all of the online features in the game. Players that do not have a code can purchase the *Dead Space 2* Online Pass for 800 Microsoft Points on Xbox LIVE Marketplace and \$9.99 on the PlayStation Network.

Dead Space 2 is now available in North America and will be available January 28 in Europe for the PlayStation®3 computer entertainment system, Xbox 360® video game and entertainment system and the PC. The *Dead Space 2* Limited Edition for PlayStation 3 will include *Dead Space Extraction*, the prequel to the entire *Dead Space* saga, now featuring support for the PlayStation®Move motion controller. *Dead Space* is now available from the App Store for iPhone, iPod touch and iPad or at

www.itunes.com/appstore. 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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Source: Electronic Arts Inc.

News Provided by Acquire Media