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## EA's Command & Conquer Tiberium Alliances Goes Live

*First Free-to-Play Title In The Legendary Command & Conquer Franchise Is Now Live Worldwide In 11 Languages*

INGELHEIM, Germany--(BUSINESS WIRE)-- Phenomic™, the Electronic Arts Inc. (NASDAQ:EA) studio dedicated to developing world-class free-to-play games, today announced that *Command & Conquer™ Tiberium Alliances* has completed beta testing and is now officially live worldwide. *Command & Conquer Tiberium Alliances* is a browser-based, massively multiplayer online (MMO) strategy game where players choose one of two playable factions, the Global Defense Initiative (GDI) or the Nod, harvesting resources, building huge armies, fostering strategic alliances, all in the pursuit of victory.

*Command & Conquer Tiberium Alliances* is now available and fully localized in 11 languages, including English, Spanish, Portuguese, Brazilian Portuguese, French, German, Italian, Dutch, Polish, Russian, and Turkish. Gamers around the world can get in on the action and fight for territory by visiting [www.tiberiumalliances.com](http://www.tiberiumalliances.com).

In the game, players are pit against each other and against AI-controlled factions in an intense and strategic battle for territory domination. Gamers spend resources to build bases and strengthen armies before deploying their forces against the enemy, constantly adapting to a dynamic theater of war, where alliances shift and power over territories change constantly. With integrated in-game status and news feeds, players are updated on their allies and enemies, forcing them to strategize, adapt, and react on the spot.

As the first free-to-play, cross-platform MMO strategy game, *Command & Conquer Tiberium Alliances* is the only game to offer true, anytime, anywhere gameplay. In the coming months, the game will feature cloud-saved game data to make it accessible across web browsers and mobile devices. Players can play from their desktop at home, or on the go from their smartphone or tablet.

*Command & Conquer Tiberium Alliances* is one of two highly-anticipated releases in the *Command & Conquer* franchise available in the coming months. In December 2011, it was announced that internationally acclaimed developer, BioWare™ are developing *Command & Conquer Generals 2* utilizing the advanced Frostbite™ 2 game engine.

For more information on *Command & Conquer Generals 2*, please visit [www.commandandconquer.com](http://www.commandandconquer.com), and for information on *Command & Conquer Tiberium Alliances* and to begin playing for free, please visit [www.tiberiumalliances.com](http://www.tiberiumalliances.com). Press assets are available at [info.ea.com](http://info.ea.com).

### About *Command & Conquer*

The groundbreaking *Command & Conquer* franchise was one of the first to introduce players to the modern RTS genre, has spawned over a dozen PC titles, and ranks in the top 5 best-selling PC franchises of all-time according to the NPD Group. *Command & Conquer 3 Tiberium Wars™* was the number #1 selling PC RTS of 2007 and won numerous awards, including the "Strategy/Simulation Game of the Year" award from the Academy of Interactive Arts and Sciences. Additionally, *Command & Conquer Red Alert™* and *Command & Conquer Generals* were the number one best-selling\* PC RTS titles in 2000 and 2003 respectively. *Command & Conquer Red Alert 3* won the 2008 "Strategy/Simulation Game of the Year" award from the Academy of Interactive Arts and Sciences. Collectively, the series has sold more than 30 million units worldwide to date. The franchise boasts one of the largest and most active fan communities in the world. For more information on the *Command & Conquer* series, please visit [www.CommandAndConquer.com](http://www.CommandAndConquer.com).

### About Electronic Arts

Electronic Arts (NASDAQ: EA) is a global leader in digital interactive entertainment. The Company delivers games, content and online services for Internet-connected consoles, personal computers, mobile phones, tablets and social networks. EA has more than 220 million registered players and operates in 75 countries.

In fiscal 2012, EA posted GAAP net revenue of \$4.1 billion. Headquartered in Redwood City, California, EA is recognized for a portfolio of critically acclaimed, high-quality blockbuster brands such as The Sims™, Madden NFL, FIFA Soccer, Need for

Speed™, Battlefield™ and Mass Effect™. More information about EA is available at <http://info.ea.com>.

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