



March 23, 2013

## EA and Insomniac Games Unleash the Power of Lethal Teamwork with Fuse on May 28

*Brand New IP from the Award-Winning Studio behind Ratchet & Clank, Resistance Franchises Brings Co-Op Action Gameplay to Explosive Levels*

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- A new kind of arms race is about to begin. Today, Electronic Arts Inc. (NASDAQ: EA) and Insomniac Games announced that the four-person co-op action shooter — **Fuse™** will launch on May 28 in North America and on May 31 in Europe. *Fuse* thrusts players into the roles of four elite, covert agents — Dalton Brooks, Izzy Sinclair, Jacob Kimble and Naya Deveraux — each with their own Xenotech weapon and set of unique skills used to fight to protect mankind from a deadly alien energy source known as Fuse. Developed by the critically-acclaimed independent studio, Insomniac Games, *Fuse* will mark the company's first multiplatform release when it becomes available for PlayStation®3 computer entertainment system and Xbox 360® video game and entertainment system this spring.



Fuse Key Art (Photo: Business Wire)

all four characters in your squad

"Insomniac Games is known for delivering best-in-class weaponry that breaks the mold of traditional video games — and *Fuse* is no different," said Ted Price, CEO and Founder of Insomniac Games. "These Xenotech weapons further the innovation players will find in this unique, action co-op shooter. We can't wait to bring *Fuse*, our first multi-platform game, to gamers worldwide this May."

Players who pre-order *Fuse* from select retailers will be able to unlock special armor and weapon customization for each of the game's four elite agents. These weapons can be used to bolster their characters' respective arsenals through increased damage on all one-handed weapons.

The pre-order bonuses include:

- **Four Hyperion Prototype Agent Armor Skins**—Upgrade your agents' look with four special, state-of-the-art armor skins discovered inside the top-secret Hyperion Base
- **Four Hyperion Prototype Weapon Skins**—Customize your *Fuse* weapons with four skins based on each of the original prototypes developed inside Hyperion Base
- **Quickdraw Team Perk**—Increase your damage with this team perk adding powerful *Fuse* elements to all one-handed weapons for

*Fuse* is a four-person co-op, story-driven, action game that allows even solo players to experience the unique attributes of each agent by using the game's LEAP feature — a feature that can be used to switch the player between the four characters at-will during combat. Each covert agent is equipped with unique skills and weapons that are not only necessary for survival, but also help create unexpected and extraordinary results. Xenotech weapons are powered by a volatile alien substance that gives players unique capabilities that expand their strategic options in and out of combat. Through lethal teamwork, players can complete objectives and kills to earn Fuse points for powerful upgrades. Players can also play online\* or offline and level up along unique character paths, allowing players to unlock more powerful Fuse-driven abilities as the game progresses. In

addition, the game's progression system is unified between different play modes, allowing players to continue improving their agents regardless of how they play.

Created and developed by Insomniac Games, *Fuse* will be available on May 28 in North America and May 31 in Europe for the Xbox 360 and PlayStation 3. For more information on *Fuse*, please visit [www.fusegame.com](http://www.fusegame.com), and for the latest news visit [www.facebook.com/fusegame](http://www.facebook.com/fusegame) or follow on Twitter at [www.twitter.com/insomniacgames](http://www.twitter.com/insomniacgames). Press assets are available at [www.info.ea.com](http://www.info.ea.com).

\* Internet connection and Origin account required. Must be 13+ to create an account.

### **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 275 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://www.info.ea.com>.

The Sims and Need for Speed are trademarks of Electronic Arts Inc. Mass Effect is a trademark of EA International (Studio and Publishing) Ltd. Battlefield is a trademark of EA Digital Illusions CE AB. John Madden, NFL and FIFA are the property of their respective owners and used with permission. "PlayStation" is a registered trademark of Sony Computer Entertainment Inc. Xbox 360 is a trademark of the Microsoft group of companies and is used license from Microsoft.

### **About Insomniac Games**

Insomniac Games is an independent videogames developer that has released award-winning hits exclusively for PlayStation consoles for 18-plus years. In 2009, it announced a partnership with EA Partners to release its first multiplatform game, now called Fuse. The studio has created world-famous game franchises such as Spyro the Dragon, Ratchet & Clank and Resistance, resulting in more than 40 million games sold globally. Insomniac is also known for its collaborative workplace culture, having earned 12 local, regional and national "best places to work" honors since 2004. In January 2009, Insomniac opened a Durham, N.C. studio. Additional information can be found on both Insomniac studio locations at <http://www.insomniacgames.com>.

Photos/Multimedia Gallery Available: <http://www.businesswire.com/multimedia/home/20130323005010/en/>

Electronic Arts  
Kristiana Suess, 650-628-7229  
PR Coordinator  
[ksuess@ea.com](mailto:ksuess@ea.com)  
Melissa Ojeda, 650-628-7870  
Sr. Publicist  
[mojeda@ea.com](mailto:mojeda@ea.com)  
Amanda Taggart, 650-628-2974  
PR Director  
[ataggart@ea.com](mailto:ataggart@ea.com)  
Tammy Levine, 650-628-7223  
VP of PR  
[tlevine@ea.com](mailto:tlevine@ea.com)

Source: Electronic Arts Inc.

News Provided by Acquire Media