



April 3, 2013

NCAA Football 14 Kicks off First Game Details

Play True to Your Team with Physics-Based Gameplay, Enhanced Dynasty and the Introduction of Ultimate Team

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Today [Electronic Arts Inc.](#) (NASDAQ: EA) revealed the first details of the upcoming NCAA football game, set to launch on Tuesday, July 9. [EA SPORTS™ NCAA® Football 14](#), will unlock the unpredictability and innovation of college football with the introduction of real-time physics tuned with the collegiate game in mind plus new Dynasty experiences and the inclusion of Ultimate Team.

"This year marks the greatest leap forward in a generation for the *NCAA Football* franchise," said Randy Chase, Marketing Director for EA SPORTS. "The inclusion of the Infinity Engine and several new gameplay features make this year's game feel incredibly fresh and authentic, and the introduction of Ultimate Team will give fans the chance to take the field with some of the most well-known players of all time."

Today EA SPORTS released the first [producer video](#) for *NCAA Football 14*.

New to *NCAA Football 14* is the introduction of Infinity Engine 2, which unlocks the unpredictability and innovation of college football with the introduction of real-time physics and the new force impact system. The new engine creates a fresh experience, and opens up opportunities for user-controlled stumble recoveries and hard cuts. Furthermore, the force impact system enhances the power of truck moves and the Hit Stick, and creates more realistic and dynamic reactions when a runner attempts to stiff-arm a defender.

A renewed focus on the college-style option game allows you to play true to your team with over 30 new option types, all optimized for a true college football experience. Utilize the Spread Option, Zone Read and more to stymie defenses and put big points on the board. *NCAA Football 14* highlights key defenders before the snap so fans can read their movements to know when to handoff, pitch or keep the ball. Play Action Option plays have also been evolved to make it easier than ever to fake the run, set up the throw and burn overly-aggressive defenders.

Additional information on [NCAA Football 14 Playbooks](#) will be released on the following dates:

- **Presentation** (to be released 4/18) — *NCAA Football 14* gets you closer to the action than ever before and tells the story of every game. Feel the drama of college football from a whole-new perspective.
- **NCAA Football Ultimate Team** (to be released 5/15) — The much-beloved mode comes to the college game, allowing you to build up an unstoppable team.
- **Dynasty** (to be released 5/28) — There's no single path to success in college football, so build up your program into a powerhouse to fit your strengths and style of play by utilizing the brand-new Coach Skills.
- **Play a Season** (to be released 6/17) — Focus purely on the on-field action and take your favorite team to a bowl game.

Fans are encouraged to keep up to date by visiting the [NCAA Football website](#), [Facebook](#), and [Twitter](#) for exclusive assets and unique insights into all this year's new features. College football enthusiasts can also get involved in the conversation by tweeting with the hashtag #PLAYTRUE.

NCAA Football 14 is developed in Orlando, Florida by EA Tiburon, with trademarks licensed by IMG College's The Collegiate Licensing Company on behalf of its partner institutions. *NCAA Football 14* will be available on the Xbox 360® video game and entertainment system and the PlayStation®3 computer entertainment system on July 9. For more information about *NCAA Football*, please visit <http://www.easports.com/ncaa-football>.

EA SPORTS is one of the leading sports entertainment brands in the world, with top-selling videogame franchises, award-winning interactive technology, fan programs and cross-platform digital experiences. EA SPORTS creates connected experiences that ignite the emotion of sports through industry-leading sports videogames, including *Madden NFL* football, *FIFA Soccer*, *NHL®* hockey, *NBA LIVE* basketball, *NCAA® Football*, *Tiger Woods PGA TOUR®* golf, *S S X™* and *Fight Night* boxing.

For more information about EA SPORTS, including news, video, blogs, forums and game apps, please visit www.easports.com to connect, share and compete.

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 ea.info.ea.com](http://ea.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, FIFA, NHL, NBA, NCAA, Tiger Woods, and PGA TOUR are the property of their respective owners and used with permission. All other trademarks are the property of their respective owners.

Electronic Arts Inc.
Adam Tanielian
Sr. Director of Communications
407-386-5824
atanielian@ea.com
Brad Hilderbrand
Communications Specialist
407-386-4246
bhilderbrand@ea.com
Matt Faust
Fleishman-Hillard
510-565-5831
Matt.Faust@fleishman.com

Source: Electronic Arts Inc.

News Provided by Acquire Media