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## SimCity Comes to Mac June 11, Players Receive Both Mac and PC with One Purchase

*Maxis Unites the World As Mac and PC Players Play Together Seamlessly Across Servers*

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- For more than 23 years, *SimCity™* has entertained over 30 million fans worldwide and it returns to the platform that started it all on June 11. Electronic Arts Inc. (NASDAQ: EA) today announced that *SimCity* will be coming to the Mac on June 11 exclusively as a digital release via Origin™ and other online retailers. Fans who purchase *SimCity* will be able to play the game on Mac and PC, regardless of which version they buy, as well as access their cities from across both platforms. Players who have previously purchased *SimCity* for PC, either as a physical or a digital copy will receive the Mac version as a free digital download on Origin\* on June 11.

"*SimCity* is coming to Mac on June 11 and one purchase will give you both the Mac and PC versions. You only need to buy *SimCity* once to play together across the same servers, regardless of which version you're playing," said Lucy Bradshaw, Senior Vice President and General Manager of EA's Maxis Label. "We didn't want to make any compromises when it came to the Mac so we created a native version that is optimized for the hardware and OSX."

With more than 1.3 million units sold on PC since launch, the beloved city-building simulator is back with the series creators at Maxis™ and it delivers the most immersive and personal *SimCity* experience ever, where players can create and destroy the cities of their imaginations. *SimCity* runs natively on Mac and its entire software renderer was rewritten for OpenGL, ensuring the best performance for the platform. Via Origin, *SimCity* is cross-platform compatible, so all players will be able to play together across the same servers. Players will be able to play both versions with the same Origin account, allowing them to seamlessly continue their cities, achievements and leaderboard progress across the PC and Mac.

*SimCity* has been rated E10+ by the ESRB and is currently available for PC and will be available for Mac on June 11. For more information regarding *SimCity*, please visit [www.SimCity.com](http://www.SimCity.com). Press assets for *SimCity* are available at [www.info.ea.com](http://www.info.ea.com).

### About Maxis

Maxis, originally founded in 1987, and now an Electronic Arts label with studios in Emeryville, Redwood Shores, and Salt Lake City, has created some of the world's most popular franchises including *SimCity*, *Spore™*, and *The Sims™*, one of the best selling franchises in gaming history. Maxis games exemplify deep simulations that encourage player-driven creativity while delivering unique genre-defining style of gameplay.

### 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 <http://www.info.ea.com>.

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