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## The Dawn of a New Era: 64-Player Multiplayer, Superior Technology Deliver Critical Acclaim for Battlefield 4 on Next-Gen

*DICE Sets the Mark for Quality in First-Person Shooter Games For Next-Generation Consoles*

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- In just five days, all-out warfare begins on the PlayStation® 4. *Battlefield 4™*, the latest in the global blockbuster series from DICE, an Electronic Arts Inc. (NASDAQ:EA) studio, hits shelves for the PlayStation 4 on November 12 and a week later (Nov. 19) for Xbox One, all in anticipation of the launch of a new era in console gaming. Never before have console players been able to experience best-in-class multiplayer shooter action with 64 people on the battlefield at 60 frames per second.

"I could give you 64 reasons why *Battlefield 4* is the can't-miss game of this year, but here's the one you need: critics are saying *Battlefield 4* is the first great first-person shooter of the next-generation," said Peter Moore, Chief Operating Officer of Electronic Arts. "With the superior technology of Frostbite 3, vast environments for online team play, and the only game with 64-player multiplayer all-out warfare, *Battlefield 4* is ready to bring the next-generation to life."

In preparation for the only title that will bring 64-player online multiplayer to next-gen this year, DICE today unveiled the first in a blog series of "[64 Reasons to Play Battlefield 4 on Next-Gen](#)" — the definitive guide to why *Battlefield 4* is the biggest, most immersive, most technologically-advanced action title for the new consoles.

"Every day in our stores, we're seeing the excitement build for the upcoming launch of the next-generation of video gaming," said Bob Puzon, Senior Vice President of Merchandising at GameStop. "EA has the most cumulative launch-title pre-orders of any publisher, driven by a great lineup that truly reveals the power of the new gaming consoles."

The long wait is just about over. *Battlefield 4*, along with *Madden NFL 25* and *FIFA 14* and will be available for the PlayStation®4 starting November 12 in North America and November 29 in Europe, and for Xbox One®, the all-in-one games and entertainment system from Microsoft, starting November 19 in North America and November 22 in Europe. *Need for Speed™ Rivals* will be coming to PlayStation 4 on November 15 in North America and November 29 in Europe, and to Xbox One on November 22 in North America and Europe. *NBA LIVE 14* will also be available starting on November 19 for both platforms.

To join the conversation on *Battlefield 4*, please visit <http://www.facebook.com/battlefield>, follow us on Twitter® at [www.twitter.com/battlefield](http://www.twitter.com/battlefield) and #BF4, or sign up for the official Battlefield newsletter at <http://www.battlefield.com/>. To order Battlefield 4 on Origin™, visit [www.origin.com](http://www.origin.com). Press assets for *Battlefield 4* are available at <http://info.ea.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 and tablets. EA has more than 300 million registered players in over 200 countries.

In fiscal year 2013, EA posted GAAP net revenue of \$3.8 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.ea.com/news>.

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