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## PopCap Launches Peggle 2 for Xbox One

*Sequel to Original Peg-Popping Phenomenon Features All-New Peggle Masters and Gameplay Content; Available Exclusively First as a Digital-Only Title for Xbox One*

SEATTLE--(BUSINESS WIRE)-- PopCap Games, creator of some of the world's most beloved video game franchises and a division of Electronic Arts Inc. (NASDAQ: EA), today launched *Peggle™ 2*, the anticipated sequel to the number 1 puzzle game of 2007. Available exclusively first as a digital-only title on Xbox One, the all-in-one games and entertainment system from Microsoft, *Peggle 2* features the peg-popping greatness of the original with plenty of new features and fun. *Peggle 2* offers 60 levels, 60 trials, Peg Party multiplayer action, and four all-new *Peggle* Masters and power-ups at the price of \$11.99 and is available now from the Xbox Live Games Store at <http://bit.ly/Peggle2>.

"With *Peggle 2* we're taking everything that our fans love about *Peggle* and bringing it to another level," said Jared Neuss, Lead Producer on *Peggle 2*. "The new *Peggle* Masters have tons of personality, their powers are all completely over the top and there is a massive amount of content for players to explore."

Just as in the classic original, *Peggle 2* combines elements of pinball, pachinko and billiards and adds liberal doses of whimsy, fun, excitement, and challenge — not to mention rainbows and a fifth of Beethoven.

### Key features include:

- Five *Peggle* Masters, each with multiple costumes
- 60 all-new gameplay levels
- 60 all-new trials
- 180 objectives
- Achievements and 1,000G to collect
- Peg Party mode for multiplayer fun!
- High-Definition graphics and orchestral audio specific to each Master
- Kinect gesture and voice commands for in-game and menu controls (in some markets)
- Save and share your best, craziest and most amazing shots via Xbox One Game DVR and Upload (Xbox Live Gold membership required, sold separately)

*Peggle 2* comes initially with five *Peggle* masters / power-ups, with more coming in future content updates. Returning from the original *Peggle* is **Bjorn** the unicorn, whose Super Guide power-up displays the path of the ball's first bounce (enhanced and improved compared to the original *Peggle*). The four new *Peggle 2* masters are as follows: **Berg**, a lovable yeti whose Deep Freeze power causes pegs to slip and slide into each other, often with devastating chain reactions; **Gnorman**, a small gnome with big dreams and a power (Uber Volt) which supercharges the ball with electricity that lances out to strike two additional pegs for each hit peg; **Jeffrey**, a laid-back troll with a Boulder power-up that smashes through pegs and bricks with crushing finality; and **Luna**, a mysterious, but loveable ghost girl whose Nightshade power turns blue pegs into spectral shadows through which the ball can pass to reach difficult orange pegs — while racking up all the points from phantom blue pegs to boot.

*Peggle 2* is available now at <http://www.xbox.com/xbox-one/games/peggle-2/>. For more information visit [www.popcap.com](http://www.popcap.com), press assets are available at <http://info.ea.com>. To join the conversation, like the game on [Facebook](#) and follow us on [Twitter](#).

### 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 at [www.ea.com/news](http://www.ea.com/news).

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