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EA Teams with KIDinaKORNER/Interscope Records to Deliver Heart-Pounding Title Track for *Battlefield Hardline*

Rising Sensation, Jamie N Commons, Releases "Karma," Official Theme Song to Upcoming Cops and Criminals Crime Drama

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Visceral Games, an Electronic Arts Inc. (NASDAQ:EA) studio and KIDinaKORNER/Interscope Records, a label of Universal Music Group (UMG), today announced a partnership with hit musician, Jamie N Commons, to deliver his newest single "*Karma*" exclusively for *Battlefield Hardline*. The song will serve as the game's theme music, setting the stage as gamers engross themselves on one side of the law or the other. This cops-vs-criminals fantasy first person shooter (FPS) combines an emotionally-driven single player story inspired by popular TV crime dramas and an all-out-war multiplayer on the streets of Los Angeles and Miami to deliver the most complete FPS on the market today.



Jamie N Commons + *Battlefield Hardline* (Photo: Business Wire)
consequences come back full circle. I think gamers are going to love it."

"The music, and moreover the audio help create that emotional experience you want gamers to feel as they play in the world we've built for them," said Steve Papoutsis, VP and General Manager of Visceral Games and Executive Producer of *Battlefield Hardline*. "With '*Karma*', Jamie captured that gritty cop and criminals tone that defines *Hardline*, where not everyone is good and not everyone is bad, toeing that fine line of the law."

Jamie, the artist behind the immensely popular tracks, "*Jungle*" and "*Rumble and Sway*", wrote "*Karma*" exclusively for *Battlefield Hardline* with Alex Da Kid, acclaimed producer and Head of KIDinaKORNER. Jamie will be performing the song for the first time tonight at the Game Awards 2014 in Las Vegas in front of the live audience and to viewers watching from around the world. Tune in starting at 6pm PST tonight at <http://thegameawards.com/watch-live/>.

"I have been a longtime gamer and I could not pass up the opportunity to be involved with a franchise I respect as much as *Battlefield*," said Jamie N Commons. "Earlier this year '*Jungle*' was featured in the first *Battlefield Hardline* trailer, which was a total thrill. '*Karma*,' however, was written specifically with the game in mind. The deep melodic beats and lyrics help express the game's theme where actions have consequences, but sometimes those

Delivered by DICE's bleeding-edge *Frostbite 3* game engine, *Battlefield Hardline* brings the awe-inspiring, only in *Battlefield* moments to Los Angeles and Miami in chaotic urban warfare. A new class of weapons, vehicles, and gadgets pushes players to approach the cops-vs-criminals gameplay in entirely new ways. Ziplines, loot-laden getaway motorcycles, nimble police choppers, and muscle cars ensure players get to navigate the concrete jungle in fast, team-based *Battlefield* multiplayer. An episodic single player campaign voiced by a veteran cast that includes talent such as Alexandra Daddario from *True Detective*, Wendy Calhoun from *Justified*, and Benito Martinez from *The Shield*, *Battlefield Hardline* gives players more freedom of choice to play the game their way and deploy a variety of lethal or non-lethal tactics to bring down a criminal underworld from within.

Battlefield Hardline will be available March 17, 2015 in North America and March 20, 2014 in Europe on Origin™ for PC, the Xbox One® all-in-one games and entertainment system from Microsoft and the PlayStation®4 computer entertainment system. *Battlefield Hardline* will also be available on Xbox 360® videogame and entertainment system from Microsoft and PlayStation®3 computer entertainment system.

To download the full song "Karma", go to <http://smarturl.it/JNCKarma>.

Players can pre-order *Battlefield Hardline* now by visiting www.battlefield.com. To join the conversation on *Battlefield Hardline*, please www.facebook.com/battlefield, follow us on Twitter at www.twitter.com/battlefield, or sign up for the official *Battlefield* newsletter at www.battlefield.com. Press assets for *Battlefield Hardline* 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 around the world.

In fiscal year 2014, EA posted GAAP net revenue of \$3.6 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, EA SPORTS™ FIFA, Battlefield™, Dragon Age™ and Plants vs. Zombies™. More information about EA is available at www.ea.com/news.

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EA Games Label
Jino Talens, 650-628-9111
PR Manager
jtalens@ea.com

or
EA Games Label
Andrew Wong, 650-628-2781
PR Director
anwong@ea.com

or
Universal Music Group
Christine Wolff, 212-841-8048
christine.wolff@umusic.com

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