



DEAD SPACE RELEASE DATE ANNOUNCED

EA's New Survival Horror IP Set for Halloween Launch

London, UK – February 26th, 2008 – Electronic Arts today announced that new sci-fi survival horror game Dead Space™ will be in European and North American stores on October 31st for the PLAYSTATION®3 computer entertainment system, the Xbox 360™ videogame and entertainment system, and PC.

“Survival horror is about experiencing a terrifying, and deeply personal fiction,” said Executive Producer Glen Schofield. “Dead Space is being developed as a single-player thriller that delivers the chilling, claustrophobic feeling of being isolated in a dark environment, while being stalked by some truly horrific enemies. Halloween is the perfect time for EA to deliver the fear and anxiety that will keep survival horror fans up playing all night.”

Gamers can check out the new trailer and get all the latest dev team news at the newly redesigned and relaunched Dead Space website at www.deadspacegame.com. Under development at EA Redwood Shores, Dead Space is not yet rated by PEGI or ESRB.

EA ANNOUNCES THAT DEAD SPACE HAS GONE GOLD

The Award-Winning Sci-Fi Survival Horror Game Ships to Retailers on Oct. 14

Redwood City, CA – October 1, 2008 – Electronic Arts Inc. (NASDAQ: ERTS), announced today that Dead Space™, the highly anticipated new survival horror game, has gone gold and will ship in North America on October 14 for the Xbox 360® videogame and entertainment system and PLAYSTATION®3 computer entertainment system. The PC version will ship on October 20. Dead Space will be in stores in Europe on October 24 for the Xbox 360, PLAYSTATION 3 system and the PC.

Players who buy the Xbox 360 and PLAYSTATION 3 versions of the game within the first two weeks of the game's release will have the opportunity to download a platform exclusive suit. Xbox 360 fans can download the Xbox-themed Elite Suit* on Xbox LIVE® Marketplace and PLAYSTATION 3 fans can download the PlayStation-themed Obsidian Suit* on the PLAYSTATION®Network. Both of these suits will feature new looks and increased toughness and inventory slots, to help players fight for survival in the Dead Space universe.

In addition, for Xbox 360 owners in North America, the EA Store™ is offering a very limited run of 1000 copies of the Dead Space Ultra Limited Edition. This package contains a copy of the game, Dead Space Downfall Animated Movie on DVD, bonus content DVD, 97-page art book, the 160-page graphic novel (which combines all six issues of the Dead Space comics), exclusive lithograph illustrated and individually signed by Ben Templesmith, and an Ishimura crew patch, all sealed in a limited edition Dead Space packaging. The Dead Space Ultra Limited Edition can be ordered through the EA Store and will ship on October 14.

The bold and often bloody Dead Space promises to deliver the ultimate in psychological terror and gruesome cinematic action. Set in the cold blackness of deep space, the atmosphere in Dead Space is soaked with a feeling of tension, dread and sheer terror. In Dead Space, players step into the role of mining engineer Isaac Clarke, an ordinary man on a seemingly routine mission to fix the communications systems aboard a deep space mining ship. It's not long before Isaac awakes to a living nightmare filled with vicious genetic mutations inside a dead, claustrophobic silence. Now Isaac is cut off, trapped, and engaged in a desperate fight for survival.

Under development at EA Redwood Shores, Dead Space has been rated M for Mature with descriptors of Blood and Gore, Intense Violence and Strong Language by the ESRB and 18+ for PEGI. Dead Space will be available for MSRP \$59.99 on the Xbox 360 and PLAYSTATION 3 system and MSRP \$49.99 for the PC. The Dead Space Ultra Limited Edition will be available on the Xbox 360 for MSRP \$149.95. For more information about the game, go to the website at <http://www.deadspacegame.com> or <http://info.ea.com>.

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About Electronic Arts

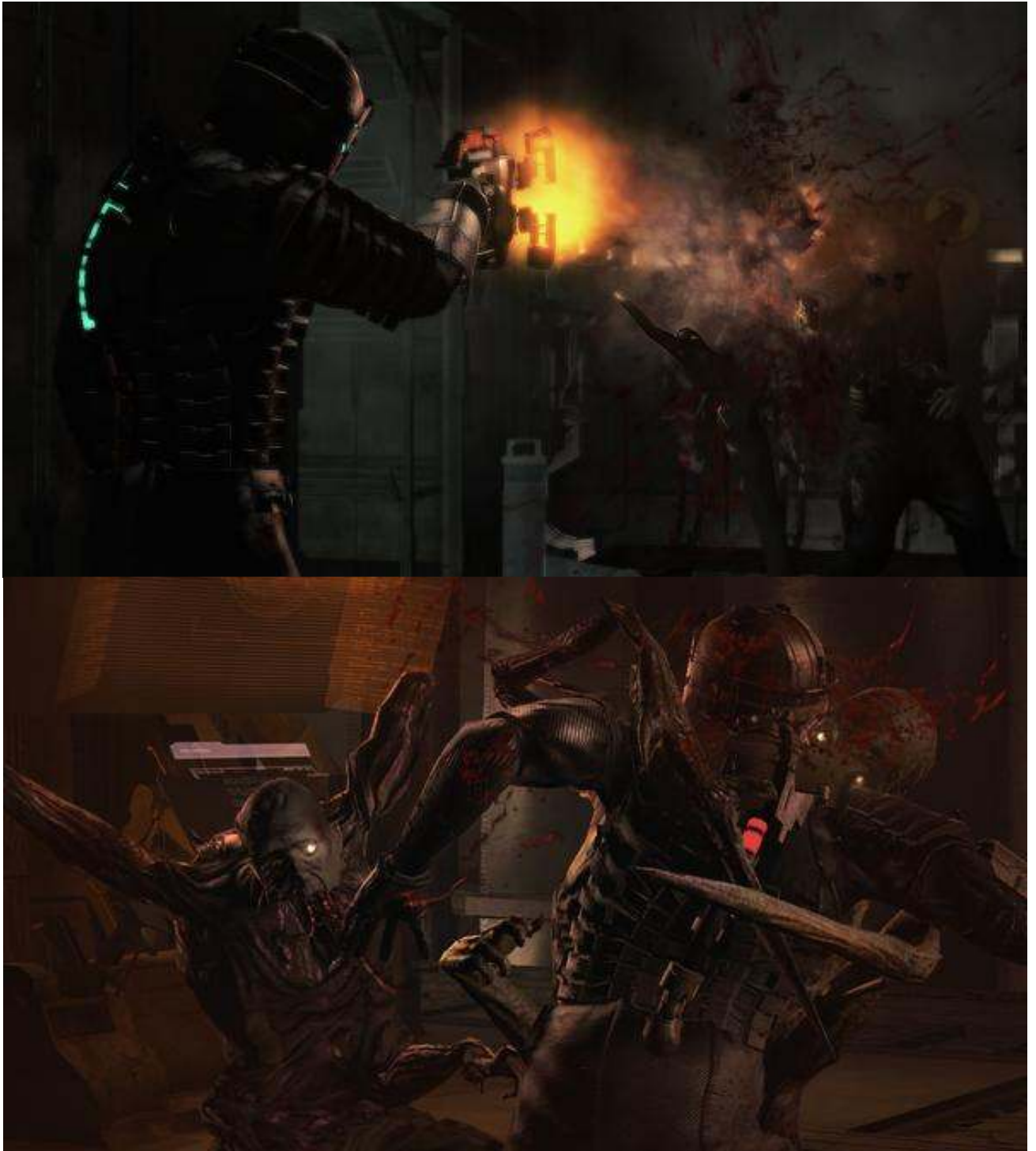
Electronic Arts Inc. (EA), headquartered in Redwood City, California, is the world's leading interactive entertainment software company. Founded in 1982, the Company develops, publishes, and distributes interactive software worldwide for video game systems, personal computers, cellular handsets and the Internet. Electronic Arts markets its products under four brand names: EA SPORTSTM, EATM, EA SPORTS Freestyle TM and POGOTM. In fiscal 2008, EA posted GAAP net revenue of \$3.67 billion and had 27 titles that sold more than one million copies. EA's homepage and online game site is www.ea.com. More information about EA's products and full text of press releases can be found on the Internet at <http://info.ea.com>.

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*Offer expires 10/28/08 in North America and 11/7/08 in other territories. Limit one offer per person. Internet connection required. Xbox LIVE gold or silver membership OR PLAYSTATION Network account required. Offer may not be substituted, exchanged, sold or redeemed for cash or other goods or services. May not be combined with any other offer, gift card, rebate or discount coupon. Retailers, distributors and employees of Electronic Arts Inc. and their agencies/affiliates are not eligible. Void where prohibited, taxed or restricted by law.









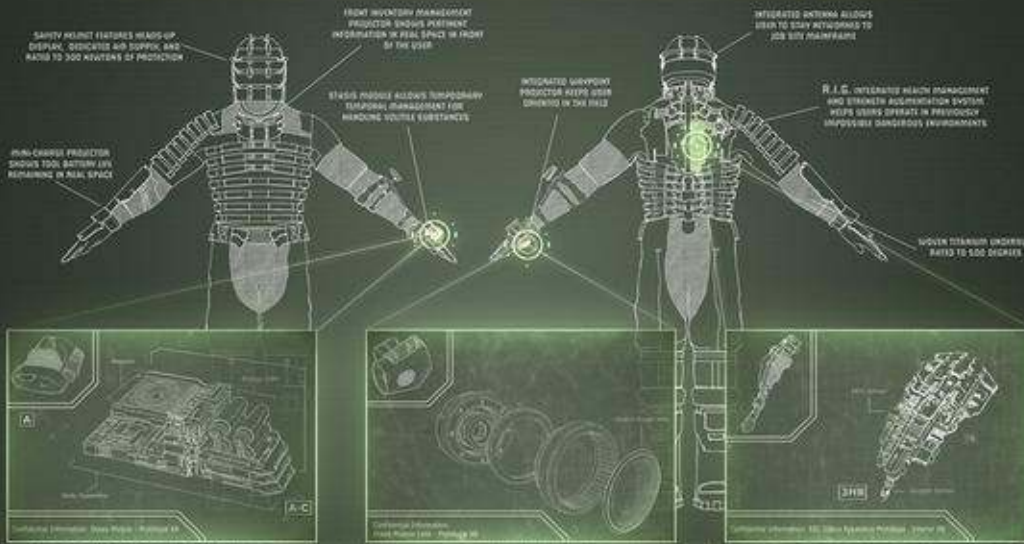




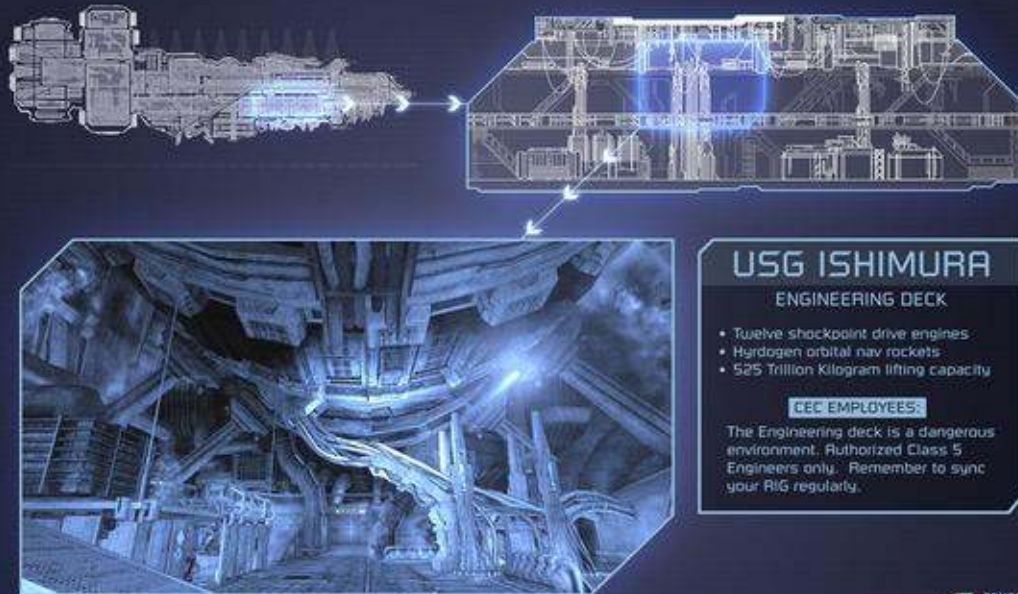


ST TOOLS MK. 3 PROTECTIVE SUIT ROLLOUT ANNOUNCEMENT

CEC EMPLOYEES: IF YOU ARE A CLASS 4 ENGINEERING EMPLOYEE OR HIGHER, YOU WILL BE ISSUED A MK. 3 PROTECTIVE SUIT AND RIG AT THE NEXT SUPPLY DROP. PLEASE TAKE A MOMENT TO FAMILIARIZE YOURSELF WITH THIS EQUIPMENT, AS YOU WILL BE RESPONSIBLE FOR ITS OPERATION AND UPKEEP. PLEASE CONTACT YOUR DPS REP IF YOU HAVE ANY QUESTIONS.



DEAD SPACE











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EA AND IMAGE COMICS ANNOUNCE DEAD SPACE COMIC SERIES WITH BEN TEMPLESMITH AND ANTONY JOHNSTON

Limited Edition First Issue Only Available at WonderCon in San Francisco

Chertsey, UK – February 21, 2008 – Electronic Arts and Image Comics today announced a new comic book series based upon the upcoming original survival horror video game; Dead Space™. This new six-book series set in the Dead Space universe will be written and illustrated by Ben Templesmith and written by Antony Johnston.

The Dead Space comic is the prequel story for the game. This series tells the gut-wrenching tale of a deep space mining colony that unexpectedly pulls an ancient and vicious alien life force from the dark rock.

The first issue will be on comic store shelves from March 3rd (£TBC) each. However, a limited edition version of issue #1 with exclusive cover art will be available at this week's WonderCon in San Francisco. In addition, Ben Templesmith and Antony Johnston will be signing the first issue of the Dead Space comic at the convention on February 22nd & 23rd at the Electronic Arts/Image Comics booth where the first 25 people each day will receive a free copy.

“The world of Dead Space has such a deep storyline that it's easily adaptable to other mediums,” said Executive Producer of Dead Space, Glen Schofield. “We love the fact our story is being told across multiple forms of media, providing different experiences to different audiences, which all lead to the same dark place.”

Ben Templesmith is an Australian commercial artist best known for his work in the American comic book industry - most notably Fell with writer Warren Ellis, published by Image Comics, and 30 Days of Night with writer Steve Niles published by IDW Publishing. The 30 Days of Night novel provoked a bidding war between film studios for the movie rights when the story was pitched a second time with Templesmith's artwork. Ben has been nominated for multiple Eisner Awards three years in a row for his comic work. He has also created book covers, movie posters, trading cards, and concept work for film. Antony Johnston was born and raised in the Birmingham, England area and is the author of thirteen graphic novels, including Stormbreaker and Point Blanc (adapted from Anthony Horowitz' best-selling Alex Rider novels), The Long Haul, Julius and Three Days in Europe. He writes two ongoing serials, the sci-fi epic Wasteland and the children's fantasy Texas Strangers. He has adapted many of Alan Moore's prose stories to comics, written for the Texas Chainsaw Massacre comics license, and is the only other writer to have penned a story for Greg Rucka's award-winning Queen & Country series. He also writes novels; his debut Frightening Curves won the 2002 American Independent Publishing Award for Best Horror. His second novel, Stealing Life, was published in 2007. Under development at EA Redwood Shores, Dead Space ships Fall 2008 for the PLAYSTATION®3 computer entertainment system, the Xbox 360™ videogame and entertainment system and the PC. This product is not yet rated by PEGI or ESRB. More information about Dead Space is available at www.deadspacegame.com.