



Warp Begins Teleporting to Players This February

Highly Anticipated Indie Game Kicks Off Microsoft's Xbox LIVE Arcade "House Party" program on February 15; PSN and PC March 13

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Independent game developer Trapdoor and EA Partners, a division of Electronic Arts Inc. (NASDAQ:EA) today announced that *Warp*™ the highly anticipated, downloadable stealth-action puzzler will kick off Microsoft's Xbox LIVE Arcade House Party series on February 15, 2012 for 800 Microsoft Points.

In *Warp*, gamers play as Zero, a loveable - yet lethal - little orange alien with a big score to settle. Captured and experimented on by cruel scientists, Zero must escape the Commander's research facility by deploying powerful and deadly abilities. The choice is up to players to take bloody revenge on every human in the incarcerating facility, or hide and plan their escape for a no-kills, stealth game. With endless combinations of abilities and upgrades, *Warp* lets players discover the most effective ways to solve puzzles and move throughout levels and challenge rooms, perfecting their skills and topping competitive leaderboards.

"We're very excited to have *Warp* kick-off Microsoft's Xbox LIVE Arcade House Party, an event that spotlights the work of independent developers," said Ken Schachter, Founder, Trapdoor. "*Warp* delivers an experience that is unique, original and allows gamers to defy the traditional rules of videogames, letting them play the game their way. We are very proud of what we've been able to accomplish and hope players embrace it as well."

Warp will be available on PlayStation®Network in North America and PC on March 13, 2012 for \$9.99 USD. *Warp* will be available in Europe on PlayStation®Network on March 14, 2012.

For more information on *Warp*, please visit www.ea.com/warp.

About Electronic Arts

Electronic Arts (NASDAQ:EA) is a global leader in digital interactive entertainment. The Company's game franchises are offered as both packaged goods products and online services delivered through Internet-connected consoles, personal computers, mobile phones and tablets. EA has more than 100 million registered players and operates in 75 countries.

In fiscal 2011, EA posted GAAP net revenue of \$3.6 billion. Headquartered in Redwood City, California, EA is recognized for critically acclaimed, high-quality blockbuster franchises such as The Sims™, Madden NFL, FIFA Soccer, Need for Speed™, Battlefield, and Mass Effect™. More information about EA is available <http://info.ea.com>.

About Trapdoor

Based in Montreal, Quebec, Trapdoor is an independent game developer committed to making games with unique personality and distinctive style. Trapdoor's first original IP, *Warp*™ is scheduled for release in early 2012. For more information about Trapdoor, please visit www.trapdoorinc.com.

Electronic Arts Inc.
Evan Dexter, 514-664-8206
PR Coordinator
edexter@ea.com
Shirley Chu, 514-664-8207
PR Manager
shirleyc@ea.com
Kelly Ekins, 514-664-8143
Sr. PR Manager
kekins@ea.com
Tammy Levine, 650-628-7223
VP, Worldwide PR

Tlevine@ea.com

Source: Electronic Arts Inc.

News Provided by Acquire Media