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EA and Visceral Games Deliver the Ultimate Tactical Co-Op Experience in *Army of TWO The Devil's Cartel*

The Definitive Co-op Franchise Heads to Mexico with Explosive Action and Devastating Destruction Powered by Frostbite 2

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Electronic Arts Inc. (NASDAQ: EA) today announced *Army of TWO™ The Devil's Cartel*, the gritty third installment to the blockbuster action franchise celebrated for its intense, two player co-operative gameplay. Developed by Visceral Games™, the award-winning creators of *Dead Space™*, *Army of TWO The Devil's Cartel* re-sets the series that pioneered the co-op experience with a more intense, mature and grittier tone. Players will find themselves on the deadly streets of Mexico as Alpha and Bravo, two operatives working for Tactical Worldwide Operations (T.W.O.), a PMC outfit that drops them in the middle of a drug war conflict for an assignment full of corruption and deceit. With the ability to unleash the power of ultimate destruction, players will need to work together as their objectives unravel, allegiances begin to blur and they face off against a ruthless opposition.

"We wanted to refresh the *Army of TWO* franchise for a new generation of action gamers, and at the same time, stay true to the core concept that really made the first two games fan favorites," said Julian Beak, Executive Producer, Visceral Games. "With meaningful, seamless co-op gameplay at its core and explosive new tag-team features, gamers will have to work together tactically and strategically as they push through a city dominated by one of Mexico's deadliest drug cartels."

Steve Papoutsis, General Manager of Visceral Games, added, "Our goal with *Army of TWO The Devil's Cartel* is to apply our key design principles — immersive, challenging gameplay, intense narrative and focus on quality — to help improve a franchise we feel has always had a lot of potential."

Featuring both online and split-screen co-op, *Army of TWO The Devil's Cartel* gives players the chance to distinguish themselves from their friends by providing a deeper and more advanced upgrade and customization system. From the mask that protects them in battle to the very weapons that keep them alive, players can customize their own Alpha and Bravo to create the deadliest mercenary team as they see fit.

Army of TWO The Devil's Cartel will be available in March 2013 for the PlayStation®3 computer entertainment system and the Xbox 360® video game and entertainment system. This product has not yet been rated by ESRB or PEGI. For more information on *Army of TWO The Devil's Cartel*, please visit www.armyoftwo.com, and for the latest news visit www.facebook.com/armyoftwo or follow on Twitter at www.twitter.com/armyoftwo. Press assets are available at www.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, tablets and social networks. EA has more than 220 million registered players and operates in 75 countries.

In fiscal 2012, EA posted GAAP net revenue of \$4.1 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.info.ea.com.

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