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EA Partners and Award-Winning Insomniac Games Team Up to Deliver an Explosive 4-Person Co-Op Action Adventure Game with Fuse

A New Arms Race Begins when Fuse Launches March 2013

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- What happens when humans take possession of volatile alien technology they were never meant to have? Today, Electronic Arts Inc. (NASDAQ: EA) and Insomniac Games announced *Fuse™* a 4-person co-op action shooter that thrusts players into the roles of four elite, covert agents with their own unique skills and experimental weapons. Formerly known as *Overstrike*, *Fuse* allows gamers to play as Dalton Brooks, Izzy Sinclair, Jacob Kimble or Naya Deveraux as they fight to protect mankind from a deadly alien energy source known as Fuse. *Fuse* is the first multiplatform release from Insomniac Games, the world-class developer known for creating AAA blockbuster franchises like *Ratchet & Clank* and *Resistance*. *Fuse* is scheduled to launch in March 2013 in North America and Europe.

"*Fuse* demonstrates what Insomniac does best: outlandish and gruesome weapons design, over-the-top action and a touch of humor," said Insomniac Games' Founder and CEO, Ted Price. "We're especially excited to see how players utilize lethal teamwork by combining their *Fuse* weapons to stop a deadly arms race."

"EA is honored to be working with world-renowned developer, Insomniac Games, to bring their first multiplatform release to players everywhere," said Sinjin Bain, Vice President of EA Partners. "This studio is known for delivering high-quality, action-packed, and most importantly — fun — games. *Fuse* is on target to deliver that and more in March."

Fuse is a 4-person co-op, story-driven, action game where even solo players can experience the unique attributes of each agent by using the game's LEAP feature to switch between the four characters at will during combat. Each agent is equipped with unique skills and weapons not only integral for survival, but that also allows for unexpected and extraordinary results. Experimental *Fuse* weapons are powered by a volatile alien substance that gives players unique capabilities that expand their strategic options in and out of combat. Through lethal teamwork, players can complete objectives and kills to earn *Fuse* points for powerful upgrades. Players can also play online or offline and level up along unique character paths, allowing players to unlock more powerful *Fuse*-driven abilities as the game progresses. In addition, the game's progression system is unified between different play modes, allowing players to continue improving their agents regardless of how they play.

In *Fuse*, the members of contact team *Overstrike 9* attempt to thwart a rogue paramilitary organization called Raven from stealing the *Fuse* source located deep within a classified government facility. *Overstrike 9*'s pursuit of Raven will take them around the world, from the fortified desert facility to underwater bases, island strongholds, icy mountain peaks, palatial hideouts and beyond. Later, as the team closes in on Raven, another more sinister enemy reveals itself as a truly horrendous global threat.

Created and developed by Insomniac Games, *Fuse* will be available in March 2013 for the Xbox 360® video game and entertainment system and PlayStation®3 computer entertainment system. For more information on *Fuse*, please visit www.fusegame.com, and for the latest news visit www.facebook.com/fusegame or follow on Twitter at www.twitter.com/insomniacgames. 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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About Insomniac Games

Insomniac Games is an independent videogames developer that has released award-winning hits exclusively for PlayStation consoles for 18-plus years. In 2009, it announced a partnership with EA Partners to release its first multiplatform game, now called Fuse. The studio has created world-famous game franchises such as Spyro the Dragon, Ratchet & Clank and Resistance, resulting in more than 38 million games sold globally. Insomniac is also known for its collaborative workplace culture, having earned 12 local, regional and national "best places to work" honors since 2004. In January 2009, Insomniac opened a Durham, N.C. studio. Additional information can be found on both Insomniac studio locations at <http://www.insomniacgames.com>.

Electronic Arts

Melissa Ojeda, 650-628-7870

Senior Publicist

mojeda@ea.com

Kristiana Suess, 650-628-7229

PR Coordinator

ksuess@ea.com

Amanda Taggart, 650-628-2974

PR Director

ataggart@ea.com

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