



ELECTRONIC ARTS™

Supplemental Data
Third Quarter Ended December 31, 2005

Fiscal Third Quarter 2006 Supplemental Data

Cautionary / Safe Harbor Statement

Readers are cautioned that the estimates and projections contained in this presentation relate to hardware and software sales for the interactive entertainment industry in general, and are not meant to be indicative of Electronic Arts' ("EA") future performance. Such estimates and projections were prepared by EA and may not reflect the views of the hardware manufacturers identified herein. The hardware manufacturers have not reviewed or approved these estimates or projections.

The estimates and projections contained in this presentation, and the factors influencing them, will likely change. EA will not necessarily update the information contained in this presentation, which speaks only as of February 2, 2006.

These estimates and projections are based solely on limited information currently available to EA and are subject to many risks and uncertainties, any of which could cause actual results to be materially different than anticipated. Some of these risks and uncertainties include: delays in hardware manufacturing and shipments; timing of introduction of next-generation platforms; timing and amount of price reductions for current-generation consoles; market acceptance of new platforms, including handhelds; timing of consumer transition to next-generation consoles; declines in average software prices; popular appeal and quality of current and new titles; consolidation in the interactive entertainment industry; impact of online gameplay and distribution; legislation affecting the interactive entertainment industry; and general economic trends.

The estimates and projections contained in this presentation are not meant to be indicative of EA's future performance. Some of the factors which could cause EA's future performance to differ materially from the estimates and projections for the interactive entertainment industry as a whole include the following: sales of the Company's titles during the remainder of fiscal year 2006; consumer spending trends; the seasonal and cyclical nature of the interactive game segment; timely development and release of Electronic Arts' products; competition in the interactive entertainment industry; the Company's ability to manage expenses during fiscal year 2006; the timely release of next-generation hardware; the availability of an adequate supply of current-generation and next-generation hardware units; the Company's ability to predict consumer preferences among competing hardware platforms; the Company's ability to secure licenses to valuable entertainment properties on favorable terms; the Company's ability to attract and retain key personnel; changes in the Company's effective tax rates; adoption of new accounting regulations and standards; potential regulation of the Company's products in key territories; developments in the law regarding protection of the Company's products; fluctuations in foreign exchange rates; and other factors described in the Company's annual report on Form 10-K for the year ended March 31, 2005 and Form 10-Q for the quarter ended September 30, 2005. These forward-looking statements speak only as of February 2, 2006. Electronic Arts does not intend to update these forward-looking statements, including those made under the "Business Outlook" heading.

Current & Next Generation Hardware / PC

Estimated EA TTM* Platform Share

	Fiscal Year 2005		Fiscal Year 2006		
	Q3	Q4	Q1	Q2	Q3
North America ⁽¹⁾					
PlayStation®2	28%	26%	25%	25%	26%
Xbox®	23	23	22	23	26
Xbox 360®	NA	NA	NA	NA	30
Nintendo GameCube™	18	18	18	18	18
GBA	5	5	4	4	5
NDS	21	18	17	14	10
PSP	NA	23	26	26	31
PC	22	22	22	22	22
Europe ⁽²⁾					
PlayStation®2	25%	23%	23%	24%	24%
Xbox®	25	24	23	24	23
Xbox 360®	NA	NA	NA	NA	24
Nintendo GameCube™	22	21	22	23	22
GBA	12	11	9	9	8
NDS	NA	7	9	11	12
PSP	NA	NA	NA	17	25
PC	26	26	26	25	24

* Trailing Twelve Months

(1) North America platform share information is based on NPD TRSTS data.

(2) Europe platform share information is based on EA estimates as no services comparable to NPD TRSTS exist in Europe.

Estimated Hardware Sell-Thru

Consoles

Units (MM) by hardware manufacturer

	Calendar Year		Estimate	
	2004 ⁽¹⁾	2005 ⁽²⁾	2006E	
North America				
Sony ⁽³⁾	4.6	5.5	4.8	- 5.5
Microsoft Xbox	4.1	2.2	0.5	- 1.0
Microsoft Xbox 360	-	0.6	5.3	- 5.7
Nintendo ⁽⁴⁾	2.3	1.7	1.4	- 2.3
Total	11.0	10.1	12.0	- 14.5
Europe				
Sony ⁽³⁾	6.9	6.6	4.0	- 4.9
Microsoft Xbox	1.9	0.8	-	- 0.4
Microsoft Xbox 360	-	0.4	2.8	- 3.2
Nintendo ⁽⁴⁾	1.1	0.4	0.2	- 1.0
Total	9.9	8.2	7.0	- 9.5
NA + EU				
Sony ⁽³⁾	11.5	12.1	8.8	- 10.4
Microsoft Xbox	6.0	3.0	0.5	- 1.4
Microsoft Xbox 360	-	1.0	8.1	- 8.9
Nintendo ⁽⁴⁾	3.4	2.1	1.6	- 3.3
Total	20.9	18.2	19.0	- 24.0

(1) North America hardware units for CY04 and CY05 are based on NPD TRSTS data; Europe hardware units for CY04 and CY05 are based on EA estimates as no services comparable to NPD TRSTS exist in Europe.

(2) EA Estimates. Readers are cautioned that the estimates and projections contained in this presentation relate to hardware sales for the interactive entertainment industry in general, and are not meant to be indicative of EA's future performance. Such estimates and projections were prepared by EA and may not reflect the views of the hardware manufacturers identified herein. The hardware manufacturers have not reviewed or approved these estimates or projections. These estimates and projections are based solely on limited information currently available to EA and are subject to many risks and uncertainties, any of which could cause actual results to be materially different than anticipated. See Cautionary / Safe Harbor Statement on page 1.

(3) Sony hardware sell-thru excludes PlayStation One units.

(4) Nintendo hardware sell-thru excludes Nintendo 64 units.

Estimated Hardware Sell-Thru

Handhelds⁽¹⁾

Calendar Year

Units (MM) by platform

	2004 ⁽²⁾	2005 ⁽²⁾	Estimate 2006E ⁽³⁾	
North America				
Game Boy® Advance	7.6	4.5	2.8	- 3.2
Nintendo DS™	1.2	2.6	3.8	- 4.2
PSP™	-	3.6	3.8	- 4.2
Total	8.8	10.8	10.5	- 11.5
Europe				
Game Boy® Advance	3.2	1.7	0.6	- 1.0
Nintendo DS™	-	3.0	3.9	- 4.3
PSP™	-	2.8	3.9	- 4.3
Total	3.2	7.5	8.5	- 9.5
NA + EU				
Game Boy® Advance	10.8	6.3	3.4	- 4.2
Nintendo DS™	1.2	5.6	7.8	- 8.4
PSP™	-	6.4	7.8	- 8.4
Total	12.0	18.3	19.0	- 21.0

(1) Handheld hardware sell-thru Includes Nintendo Game Boy® Color units.

(2) North America growth rates for CY04 and CY05 are based on NPD TRSTS; Europe growth rates for CY04 and CY05 are based on EA estimates as no services comparable to NPD TRSTS exist in Europe.

(3) EA Estimates. Readers are cautioned that the estimates and projections contained in this presentation relate to software sales for the interactive entertainment industry in general, and are not meant to be indicative of EA's future performance. Such estimates and projections were prepared by EA and may not reflect the views of the hardware manufacturers identified herein. The hardware manufacturers have not reviewed or approved these estimates or projections. These estimates and projections are based solely on limited information currently available to EA and are subject to many risks and uncertainties, any of which could cause actual results to be materially different than anticipated. See Cautionary / Safe Harbor Statement on page 1.

Estimated Software Growth Summary

Consoles, Handhelds⁽¹⁾, PC Calendar Year

Year-over-year percentage growth by platform

	2004 ⁽²⁾	2005 ⁽²⁾	Estimate 2006E ⁽³⁾		
North America					
Consoles	7 %	-12 %	-10 %	to	-5 %
Handhelds	11	42	10	to	15
PC	<u>-9</u>	<u>-14</u>	<u>-10</u>	<u>to</u>	<u>-5</u>
Total	5 %	-5 %	-5 %	to	0 %
Europe					
Consoles	14 %	-10 %	-20 %	to	-15 %
Handhelds	-6	101	35	to	40
PC	<u>9</u>	<u>3</u>	<u>-5</u>	<u>to</u>	<u>0</u>
Total	11 %	3 %	-5 %	to	0 %
NA + EU					
Consoles	10 %	-11 %	-15 %	to	-10 %
Handhelds	5	62	20	to	25
PC	<u>1</u>	<u>-4</u>	<u>-10</u>	<u>to</u>	<u>-5</u>
Total	8 %	-1 %	-5 %	to	0 %

(1) Handheld hardware sell-thru Includes Nintendo Game Boy® Color units.

(2) North America growth rates for CY04 and CY05 are based on NPD TRSTS; Europe growth rates for CY04 and CY05 are based on EA estimates as no services comparable to NPD TRSTS exist in Europe.

(3) EA Estimates. Readers are cautioned that the estimates and projections contained in this presentation relate to software sales for the interactive entertainment industry in general, and are not meant to be indicative of EA's future performance. Such estimates and projections were prepared by EA and may not reflect the views of the hardware manufacturers identified herein. The hardware manufacturers have not reviewed or approved these estimates or projections. These estimates and projections are based solely on limited information currently available to EA and are subject to many risks and uncertainties, any of which could cause actual results to be materially different than anticipated. See Cautionary / Safe Harbor Statement on page 1.