ELECTRONIC ARTS™

Supplemental Data
First Quarter Ended June 30, 2006

Fiscal First Quarter 2007 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 August 1, 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 (including Sony's Playstation 3 and the Nintendo Wii); 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: the timely release of next-generation hardware; the availability of an adequate supply of current-generation and next-generation hardware units; sales of the Company's titles; 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 2007; 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, 2006. These estimates and projections are forward-looking statements that speak only as of August 1, 2006. Electronic Arts assumes no obligation nor does it intend to update these forward-looking statements.

Current & Next Generation Hardware / PC

Estimated EA TTM* Platform Share

	Fiscal Year 2006				Fiscal Year 2007
	Q1	Q2	Q3	Q4	Q1
North America (1)					
PlayStation®2	25%	25%	26%	26%	26%
Xbox®	22	23	26	26	30
Xbox 360®	NA	NA	29	28	27
Nintendo GameCube™	18	18	18	17	15
GBA	4	4	5	5	5
NDS	17	14	10	9	7
PSP	26	26	31	31	29
PC	22	22	22	23	23
Total North America	20	21	22	22	23
Europe (2)					
PlayStation®2	23%	24%	24%	25%	25%
Xbox®	23	24	23	24	28
Xbox 360®	NA	NA	24	23	22
Nintendo GameCube™	22	23	22	23	24
GBA	9	9	8	9	9
NDS	9	11	12	14	12
PSP	NA	17	25	27	25
PC	26	25	24	26	27
Total Europe	22	22	22	23	23

** 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			Prior Estimate		
	2004 [1]	2005 [2]	2006E			2006E		
North America								
Sony [3]	4.6	5.5	5.0	-	6.0	5.0	-	6.0
Microsoft Xbox	4.1	2.2	0.3	-	0.6	0.3	-	0.6
Microsoft Xbox 360	-	0.6	5.3	-	5.7	5.3	-	5.7
Nintendo [4]	2.3	1.7	1.4	-	2.3	1.4	-	2.3
Total	**11.0**	**10.1**	12.0	-	14.5	12.0	-	14.5
Europe								
Sony [3]	6.9	7.1	4.5	-	5.5	4.5	-	5.5
Microsoft Xbox	1.9	0.8	-	-	0.4	-	-	0.4
Microsoft Xbox 360	-	0.4	2.8	-	3.2	2.8	-	3.2
Nintendo [4]	1.1	0.4	0.2	-	1.0	0.2	-	1.0
Total	**9.9**	**8.7**	7.5	-	10.0	7.5	-	10.0
NA + EU								
Sony [3]	11.5	12.6	9.5	-	11.5	9.5	-	11.5
Microsoft Xbox	6.0	3.0	0.3	-	1.0	0.3	-	1.0
Microsoft Xbox 360	-	1.0	8.1	-	8.8	8.1	-	8.8
Nintendo [4]	3.4	2.1	1.6	-	3.3	1.6	-	3.3
Total	**20.9**	**18.7**	19.5	-	24.5	19.5	-	24.5

(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)

Units (MM) by platform

	Calendar Year								
			Estimate				Prior Estimate		
	2004 (2)	2005 (2)	2006E (3)				2006E		
North America									
Game Boy® Advance	7.6	4.5	2.5	-	3.0		2.8	-	3.2
Nintendo DS™	1.2	2.6	4.5	-	5.0		3.8	-	4.2
PSP™	-	3.6	3.5	-	4.0		4.0	-	4.5
Total	**8.8**	**10.8**	10.5	-	12.0		10.5	-	12.0
Europe									
Game Boy® Advance	3.2	2.5	0.6	-	1.0		0.6	-	1.0
Nintendo DS™	-	3.0	3.9	-	4.5		3.9	-	4.3
PSP™	-	2.8	3.5	-	4.0		3.9	-	4.3
Total	**3.2**	**8.3**	8.0	-	9.5		8.5	-	9.5
NA + EU									
Game Boy® Advance	10.8	7.0	3.1	-	4.0		3.4	-	4.2
Nintendo DS™	1.2	5.6	8.4	-	9.5		7.7	-	8.5
PSP™	-	6.4	7.0	-	8.0		7.9	-	8.8
Total	**12.0**	**19.1**	18.5	-	21.5		19.0	-	21.5

(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.

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Estimated Software Growth Summary

Consoles, Handhelds[1], PC

Year-over-year percentage growth by platform

	Calendar Year								
			Estimate			Prior Estimate		
	2004 [2]	2005 [2]	2006E [3]			2006E		
North America								
Consoles	7 %	-12 %	-10 %	to	-5 %	-10 %	to	-5 %
Handhelds	11	42	15	to	20	10	to	15
PC	-9	-15	-5	to	0	-10	to	-5
Total	**5 %**	**-5 %**	-5 %	**to**	0 %	-5 %	to	0 %
Europe								
Consoles	14 %	-10 %	-20 %	to	-15 %	-20 %	to	-15 %
Handhelds	-6	101	35	to	40	35	to	40
PC	9	3	-5	to	0	-5	to	0
Total	**11 %**	**3 %**	-5 %	**to**	0 %	-5 %	to	0 %
NA + EU								
Consoles	10 %	-11 %	-15 %	to	-10 %	-15 %	to	-10 %
Handhelds	5	61	20	to	25	20	to	25
PC	1	-5	-5	to	0	-10	to	-5
Total	**8 %**	**-2 %**	-5 %	**to**	0 %	-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.

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