



ELECTRONIC ARTS™

Supplemental Data
Fourth Quarter and Fiscal Year Ended March 31, 2005

Fiscal Fourth Quarter 2005 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 May 3, 2005.

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; 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: competition in the interactive entertainment industry; the availability of an adequate supply of hardware platforms; EA's ability to predict consumer preferences among competing hardware platforms; consumer spending trends; the seasonal and cyclical nature of the interactive game segment; timely development and release of EA's products; EA's ability to manage expenses during fiscal year 2006; EA's ability to secure licenses to valuable entertainment properties on favorable terms; EA's ability to attract and retain key personnel; changes in EA's effective tax rates; adoption of new accounting regulations and standards; potential regulation of EA's products in key territories; developments in the law regarding protection of EA's products; fluctuations in foreign exchange rates; and other factors described in EA's annual report on Form 10-K for the year ended March 31, 2004 and quarterly report on Form 10-Q for the quarter ended December 31, 2004.

Current Generation Hardware / PC

Estimated EA TTM* Platform Share

	Fiscal Year 2004		Fiscal Year 2005		
	Q4	Q1	Q2	Q3	Q4
North America ⁽¹⁾					
PlayStation®2	31%	32%	32%	28%	26%
Xbox®	24	24	25	23	23
Nintendo GameCube™	17	17	18	18	18
PC	22	22	23	22	22
Europe ⁽²⁾					
PlayStation®2	27%	29%	29%	25%	24%
Xbox®	24	24	24	25	25
Nintendo GameCube™	20	21	21	22	21
PC	26	25	27	28	27

* 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 are in place.

Estimated Hardware Sell-Thru

Consoles

Units (MM) by hardware manufacturer

	Calendar Year		
	2003 ⁽¹⁾	2004 ⁽¹⁾	2005E ⁽²⁾
North America			
Sony ⁽³⁾	6.4	4.6	5.5 - 6.5
Microsoft	3.2	4.1	3.7 - 4.5
Nintendo ⁽⁴⁾	3.3	2.3	0.8 - 1.0
Total	12.9	11.0	10.0 - 12.0
Europe			
Sony ⁽³⁾	7.0	6.9	6.5 - 7.5
Microsoft	1.7	1.9	2.0 - 2.7
Nintendo ⁽⁴⁾	1.2	1.1	0.5 - 0.8
Total	9.9	9.9	9.0 - 11.0
NA + EU			
Sony ⁽³⁾	13.4	11.5	12.0 - 14.0
Microsoft	4.9	6.0	5.7 - 7.2
Nintendo ⁽⁴⁾	4.5	3.4	1.3 - 1.8
Total	22.8	20.9	19.0 - 23.0

(1) North America hardware units for CY03 and CY04 are based on NPD TRSTS data; Europe hardware units for CY03 and CY04 are based on EA estimates since no services comparable to NPD TRSTS are in place.

(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				
	2003 ⁽²⁾	2004 ⁽²⁾	Revised Estimate 2005E ⁽³⁾		Prior Estimate 2005E ⁽³⁾
North America					
Game Boy® Advance	8.1	7.6	3.5	- 4.2	3.5 - 4.2
Nintendo DS™	-	1.2	3.8	- 4.3	3.8 - 4.3
PSP™	-	-	4.3	- 5.0	4.3 - 5.0
Total	8.1	8.8	11.6	- 13.5	11.6 - 13.5
Europe					
Game Boy® Advance	3.7	3.2	1.8	- 2.2	1.8 - 2.2
Nintendo DS™	-	-	2.2	- 2.8	2.2 - 2.8
PSP™	-	-	2.0	- 3.0	3.5 - 4.5
Total	3.7	3.2	6.0	- 8.0	7.5 - 9.5
NA + EU					
Game Boy® Advance	11.7	10.8	5.3	- 6.5	5.3 - 6.5
Nintendo DS™	-	1.2	6.0	- 7.1	6.0 - 7.1
PSP™	-	-	6.3	- 8.0	7.8 - 9.5
Total	11.7	12.0	17.6	- 21.6	19.1 - 23.1

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

(2) North America hardware units for CY03 and CY04 are based on NPD TRSTS; Europe hardware units for CY03 and CY04 are based on EA estimates since no services comparable to NPD TRSTS are in place.

(3) 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.

Estimated Software Growth

Consoles

Year-over-year percentage growth by hardware manufacturer

	Calendar Year			
	2003 ⁽¹⁾	2004 ⁽¹⁾	2005E ⁽²⁾	
North America				
Sony ⁽³⁾	8 %	0 %	-11 %	to -14 %
Microsoft	30	48	-5	to 2
Nintendo ⁽⁴⁾	35	4	-3	to 0
Total	16 %	11 %	-6 %	to -10 %
Europe				
Sony ⁽³⁾	12 %	22 %	-7 %	to -10 %
Microsoft	58	35	9	to 18
Nintendo ⁽⁴⁾	27	-8	-37	to -40
Total	19 %	20 %	-6 %	to -10 %
NA + EU				
Sony ⁽³⁾	10 %	10 %	-9 %	to -12 %
Microsoft	38	44	-1	to 7
Nintendo ⁽⁴⁾	32	0	-11	to -14
Total	17 %	15 %	-6 %	to -10 %

(1) North America growth rates for CY03 and CY04 are based on NPD TRSTS; Europe growth rates for CY03 and CY04 are based on EA estimates since no services comparable to NPD TRSTS are in place.

(2) 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.

(3) Sony growth rates exclude PlayStation One software sales.

(4) Nintendo growth rates exclude Nintendo 64 software sales.

Estimated Software Growth

Handhelds⁽¹⁾ & PC

Year-over-year percentage growth by platform

	Calendar Year		Revised Estimate	Prior Estimate
	2003 ⁽²⁾	2004 ⁽²⁾	2005E ⁽³⁾	2005E ⁽³⁾
North America				
Game Boy® Advance	24 %	12 %	-8 % to -12 %	-8 % to -12 %
Nintendo DS™ ⁽⁴⁾	-	NA	NA	NA
PSP™ ⁽⁴⁾	-	-	NA	NA
Total	24 %	18 %	70 % to 85 %	70 % to 85 %
Europe				
Game Boy® Advance	47 %	18 %	-15 % to -20 %	-15 % to -20 %
Nintendo DS™ ⁽⁴⁾	-	-	NA	NA
PSP™	-	-	NA	NA
Total	47 %	18 %	65 % to 80 %	90 % to 110 %
NA + EU				
Game Boy® Advance	31 %	14 %	-11 % to -15 %	-11 % to -15 %
Nintendo DS™ ⁽⁴⁾	-	NA	NA	NA
PSP™ ⁽⁴⁾	-	-	NA	NA
Total	31 %	18 %	70 % to 85 %	76 % to 93 %
PC				
North America	-14 %	-12 %	-10 to -15 %	-5 % to -10 %
Europe	5	9	-5 to -10	Flat to -5
NA + EU	-5 %	-1 %	-7 to -12 %	-2 % to -7 %

(1) Handheld growth rates exclude Nintendo Game Boy® Color software sales.

(2) North America growth rates for CY03 and CY04 are based on NPD TRSTS; Europe growth rates for CY03 and CY04 are based on EA estimates since no services comparable to NPD TRSTS are in place.

(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.

(4) Calendar year 2005 is the first full year of software sales for this platform; therefore, year-over-year growth rates are not meaningful.