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## WNBA Teams to Make Official Video Game Debut in NBA LIVE 18

*EA Offers Roster of WNBA Teams and Players*

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Today, [Electronic Arts Inc.](#) (NASDAQ: EA) announced that [WNBA teams and players\\*](#) will be playable in *NBA LIVE 18*, launching this fall on Xbox One and PlayStation®4. The WNBA will be available in WNBA Play Now, and teams and player skills have been specifically balanced to reflect the unique playstyle of the league and skills of its players. This is the first time the official WNBA's roster of teams and players will appear in a video game, and will be available only in *NBA LIVE 18*.

This Smart News Release features multimedia. View the full release here:

<http://www.businesswire.com/news/home/20170803005801/en/>



"We are extremely proud to partner with the WNBA and the Women's National Basketball Players Association (WNBPA) on this groundbreaking occasion," said *NBA LIVE* Executive Producer Sean O'Brien. "The WNBA is home to some of the most incredible athletes on the planet, and we've been working hard to integrate them into our game in an authentic and meaningful way. This is only a taste of what we have in store, and look forward to working with the league on more great integrations in the franchise in the future."

"We are delighted to collaborate and make history with EA as *NBA LIVE 18* becomes the first video game to feature the WNBA's full roster of teams and players," said WNBA President Lisa Borders. "With EA's expertise and ingenuity, the game will

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provide a terrific platform to showcase the players and the league, enabling fans to experience the WNBA in a new, exciting way."

"On behalf of the players, we believe that combining technology and entertainment is a powerful way to not only recognize and value our brand of basketball but to also increase fan connectivity and engagement," said Nneka Ogwumike, WNBPA President/LA Sparks.

In order to incorporate the league's teams and players, the *NBA LIVE 18* team conducted head scans of star athletes like Maya Moore, Brittney Griner, Diana Taurasi, Tina Charles, Sylvia Fowles, Alisha Gray, Chelsea Gray, Jonquel Jones, and Alyssa Thomas, and held motion capture sessions with 2017 WNBA Draft first overall pick, Kelsey Plum, among others. Additionally, game creators fine-tuned player ratings and skill moves in order to present the league and its stars in the most authentic way possible. Fans will be able to experience the best of the WNBA when *NBA LIVE 18* launches this Fall.

*NBA LIVE 18* is developed by EA Tiburon and will be available worldwide this September for Xbox One and PlayStation 4.

[EA Access](#) members receive a 10 percent discount\*\* when they purchase a digital version of *NBA LIVE 18* on Xbox Live.

The EA SPORTS™ brand is one of the leading sports entertainment brands in the world, with top-selling videogame franchises, award-winning interactive technology, fan programs and cross-platform digital experiences. The EA SPORTS studios create connected experiences that ignite the emotion of sports through videogames, including *Madden NFL* football,

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For more information about EA SPORTS games, including news, video, blogs, forums and game apps, please visit [www.easports.com](http://www.easports.com) to connect, share and compete.

## 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 and tablets. EA has more than 300 million registered players around the world.

In fiscal year 2017, EA posted GAAP net revenue of \$4.8 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, EA SPORTS™ FIFA, Battlefield™, Need for Speed™, Dragon Age™ and Plants vs. Zombies™. More information about EA is available at [www.ea.com/news](http://www.ea.com/news).

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\*Current teams and rosters as of Saturday, September 9, 2017.

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