Supplemental Data
Second Quarter Fiscal 2007
September 30, 2006

Fiscal Second 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 November 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 (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 quarterly report on Form 10-Q for the quarter ended June 30, 2006. These estimates and projections are forward-looking statements that speak only as of November 2, 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

(Units in Millions)

	Fiscal Year 2006			Fiscal Year 2007	
	Q2	Q3	Q4	Q1	Q2
North America (1)					
PlayStation®2	25%	26%	26%	26%	25%
Xbox®	23	26	26	30	29
Xbox 360®	NA	29	28	27	33
Nintendo GameCube™	18	18	17	15	14
GBA	4	5	5	5	5
NDS	14	10	9	7	6
PSP	26	31	31	29	29
PC	22	22	23	23	23
Total North America	**21%**	**22%**	**22%**	**23%**	**23%**
Europe (2)					
PlayStation®2	24	24	25	25	25
Xbox®	24	23	24	28	29
Xbox 360®	NA	24	23	22	20
Nintendo GameCube™	23	22	23	24	25
GBA	9	8	9	9	10
NDS	11	12	14	12	10
PSP	17	25	27	25	25
PC	25	24	26	27	27
Total Europe	**22%**	**22%**	**23%**	**23%**	**22%**

** 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 in Millions)

	Calendar Year							
North America	**2004** (1)	**2005** (1)	**2006 Estimate** (2)			*Prior 2006 Estimate* (3)		
Sony Playstation 2	4.6	5.5	4.8	-	5.3	--	-	--
Sony Playstation 3	0.0	0.0	0.5	-	1.0	--	-	--
Microsoft Xbox	4.1	2.2	0.3	-	0.6	0.3	-	0.6
Microsoft Xbox 360	0.0	0.6	4.5	-	5.3	5.3	-	5.7
Nintendo Gamecube	2.3	1.7	0.5	-	0.9	--	-	--
Nintendo Wii	0.0	0.0	0.9	-	1.4	--	-	--
Total	**11.0**	**10.1**	**11.5**	**-**	**14.5**	**5.6**	**-**	**6.3**
Europe								
Sony Playstation 2	6.9	7.1	4.8	-	5.3	--	-	--
Sony Playstation 3	0.0	0.0	0.0	-	0.0	--	-	--
Microsoft Xbox	1.9	0.8	0.0	-	0.4	0.0	-	0.4
Microsoft Xbox 360	0.0	0.4	2.0	-	2.5	2.8	-	3.2
Nintendo Gamecube	1.1	0.4	0.0	-	0.4	--	-	--
Nintendo Wii	0.0	0.0	0.2	-	0.9	--	-	--
Total	**9.9**	**8.7**	**7.0**	**-**	**9.5**	**2.8**	**-**	**3.6**
NA + EU								
Sony Playstation 2	11.5	12.6	9.6	-	10.7	--	-	--
Sony Playstation 3	0.0	0.0	0.5	-	1.0	--	-	--
Microsoft Xbox	6.0	3.0	0.3	-	1.0	0.3	-	1.0
Microsoft Xbox 360	0.0	1.0	6.5	-	7.8	8.1	-	8.9
Nintendo Gamecube	3.4	2.1	0.5	-	1.3	--	-	--
Nintendo Wii	0.0	0.0	1.1	-	2.3	--	-	--
Total	**20.9**	**18.7**	**18.5**	**-**	**24.0**	**8.4**	**-**	**9.9**

(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) EA combined prior estimates for Sony PS2 and PS3 units were 5.0 to 6.0 million units in North America and 4.5 to 5.5 million units in Europe. Combined prior estimates for Nintendo Gamecube and Wii units were 1.4 to 2.3 million units in North America and 0.2 to 1.0 million units in Europe.

Estimated Hardware Sell-Thru

Handhelds

(Units in Millions)

	Calendar Year							
North America	**2004** [(2)]	**2005** [(2)]	**2006 Estimate** [(3)]			***Prior 2006 Estimate***		
Game Boy® Advance [(1)]	7.6	4.5	2.5	-	3.0	*2.5*	*-*	*3.0*
Nintendo DS™	1.2	2.6	4.5	-	5.0	*4.5*	*-*	*5.0*
PSP™	0.0	3.6	2.5	-	3.0	*3.5*	*-*	*4.0*
Total	**8.8**	**10.8**	**9.5**	**-**	**11.0**	***10.5***	***-***	***12.0***
Europe								
Game Boy® Advance [(1)]	3.2	2.5	0.5	-	1.0	*0.6*	*-*	*1.0*
Nintendo DS™	0.0	3.0	5.0	-	5.5	*3.9*	*-*	*4.5*
PSP™	0.0	2.8	3.0	-	3.5	*3.5*	*-*	*4.0*
Total	**3.2**	**8.3**	**8.5**	**-**	**10.0**	***8.0***	***-***	***9.5***
NA + EU								
Game Boy® Advance [(1)]	10.8	7.0	3.0	-	4.0	*3.1*	*-*	*4.0*
Nintendo DS™	1.2	5.6	9.5	-	10.5	*8.4*	*-*	*9.5*
PSP™	0.0	6.4	5.5	-	6.5	*7.0*	*-*	*8.0*
Total	**12.0**	**19.1**	**18.0**	**-**	**21.0**	***18.5***	***-***	***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.

(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 & PC

(Y/Y Growth)

	Calendar Year							
North America	**2004** [2]	**2005** [2]	**2006 Estimate** [3]			***Prior 2006 Estimate***		
Consoles	7%	(12%)	(2%)	-	3%	*(10%)*	*-*	*(5%)*
Handhelds [1]	11	42	10	-	15	*15*	*-*	*20*
PC	(9)	(15)	0	-	5	*(5)*	*-*	*0*
Total	**5%**	**(5%)**	**0%**	**-**	**5%**	***(5%)***	***-***	***0%***
Europe								
Consoles	14%	(10%)	(15%)	-	(10%)	*(20%)*	*-*	*(15%)*
Handhelds [1]	(6)	101	50	-	65	*35*	*-*	*40*
PC	9	3	(5)	-	0	*(5)*	*-*	*0*
Total	**11%**	**3%**	**0%**	**-**	**5%**	***(5%)***	***-***	***0%***
NA + EU								
Consoles	10%	(11%)	(10%)	-	(5%)	*(15%)*	*-*	*(10%)*
Handhelds [1]	5	61	20	-	25	*20*	*-*	*25*
PC	1	(5)	(3)	-	2	*(5)*	*-*	*0*
Total	**8%**	**(2%)**	**0%**	**-**	**5%**	***(5%)***	***-***	***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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