ELECTRONIC ARTS
Q4 FY15 PREPARED COMMENTS
May 5, 2015

<u>Chris:</u>

Thank you.

Welcome to EA's fiscal 2015 fourth quarter earnings call. With me on the call today are Andrew Wilson, our CEO, and Blake Jorgensen, our CFO. Frank Gibeau, our EVP of Mobile, and Peter Moore, our COO, will be joining us for the Q&A portion of the call.

Please note that our SEC filings and our earnings release are available at ir.ea.com. In addition, we have posted earnings slides to accompany our prepared remarks. After the call, we will post our prepared remarks, an audio replay of this call, and a transcript.

A couple of quick notes on our calendar: the date of our next earnings report will be Thursday, July 30. And our E3 press conference is at 1pm Pacific Time on Monday, June 15.

This presentation and our comments include forward-looking statements regarding future events and the future financial performance of the Company. Actual events and results may differ materially from our expectations. We refer you to our most recent Form 10-Q for a discussion of risks that could cause actual results to differ materially from those discussed today. Electronic Arts makes these statements as of May 5, 2015 and disclaims any duty to update them.

During this call unless otherwise stated, the financial metrics will be presented on a non-GAAP basis. Our earnings release and the earnings slides provide a reconciliation of our GAAP to non-GAAP measures. These non-GAAP measures are not intended to be considered in isolation from, as a substitute for, or superior to our GAAP results. We encourage investors to consider all measures before making an investment decision. All comparisons made in the course of this call are against the same period in the prior year unless otherwise stated.

Now, I'll turn the call over to Andrew.

ANDREW:

Thanks, Chris, and thanks everyone for joining us today.

FY15 was an exceptional year for Electronic Arts. With a clear focus on putting our players first, we delivered new experiences that were award winners, global best-sellers and breakout hits. Our live services for franchises like *Battlefield, FIFA, Madden NFL* and *The Sims* are thriving, the communities in our mobile titles continue to grow, and through constant dialogue we are forging deeper relationships with our players. We broadened our portfolio on key platforms, introduced new service models, and delivered quality through stable, scalable and innovative experiences. All of this contributed to outstanding player engagement in EA experiences across console, PC and mobile in FY15.

Our financial results were consistently strong throughout the year. Revenue and EPS were above our guidance for the full fiscal year, and we have reached an all-time high in operating cash flow. EA today is performing with focus and efficiency, and we're leaning into our strengths to deliver great experiences to a growing and diverse audience of players around the world.

Dragon Age: Inquisition and *Battlefield Hardline* are both terrific examples of the focus we have today. Moving launch dates is never easy, but we are committed to making the hard decisions that will benefit our players. With *Dragon Age: Inquisition*, those extra weeks of polish allowed BioWare to deliver a truly epic new experience. Not only did it win dozens of Game of the Year awards, more importantly our players gave it the highest form of praise, with nearly 200 million hours of *Dragon Age: Inquisition* played life-to-date.

Our Visceral team opened up to player feedback earlier and more than ever before while developing *Battlefield Hardline*, and the input from our community was a catalyst for greater innovation. With the added development time, *Battlefield Hardline* delivered a complete package for different types of play: core strategy-based *Battlefield* gameplay that our fans love, fast and fun new multiplayer modes like Hotwire, as well as a deep story-driven single-player campaign. We're very happy with how well the game has sold to date, and, more importantly, that we've brought many new fans into the *Battlefield* universe.

Meanwhile, EA SPORTS had one of its best performances ever. Nearly six months after launch, *FIFA 15* remains a top five title in the Western World, with more than 18 million matches played on average every day in Q4. Gameplay hours of *Madden NFL 15* were up nearly 30% for the quarter over last year, and the hours played in *Madden NFL Ultimate Team* in the quarter increased a massive 97% year-over-year. Passionate sports fans are spending more time in our games today, and engaging in our *Ultimate Team* modes to extend the fun long after the season is over.

We continue to see major growth in player engagement with our live services and digital offerings across all platforms. Our investments in *Battlefield 4* brought greater stability to the experience and allowed us to apply our learning to ensure that *Battlefield Hardline* was stable and scalable at launch and beyond. We now have two *Battlefield* experiences with large highly-engaged audiences, and both will receive new expansion packs in the coming months. Other services are showing strong momentum with players as well: monthly engagement levels on Origin were up significantly over the previous year, and the subscriber base for EA Access continues to grow as we learn more about this innovative new delivery model on console.

For players on smartphones and tablets, we've built a strong foundation of key titles, and now we're adding to it. Players are going deeper into *SimCity BuildIt*, logging more than 2.4 billion game sessions in Q4, and *Madden NFL Mobile* continues to capture more sports gamers with gameplay up 24% over the previous quarter. But perhaps the greatest example of our core strength in mobile – designing experiences that will provide years of entertainment – is *The Simpsons: Tapped Out*. Nearly three years after launch, *The Simpsons: Tapped Out* averaged more than 16 million monthly players throughout FY15. We are building some excellent momentum in our mobile business, and we're excited to launch new *Minions* and *Star Wars* experiences later this year.

In FY15, we captivated hundreds of millions of players with new RPG, sports, shooter, simulation and casual experiences across console, PC and mobile devices. Now, as we look at the opportunities ahead of us in FY16, we are positioned to build relationships with millions more through entirely new experiences as well as new games in our major franchises.

Just three weeks ago, the world got its latest look at *Star Wars Battlefront* from our DICE studio. The reaction has been powerful. Our *Star Wars Battlefront* trailer has been watched more than

29 million times to date across social platforms. Brought to life through an unprecedented partnership with Disney and Lucasfilm, *Star Wars Battlefront* will immerse players into the Star Wars universe like never before. The power of our Frostbite engine technology enables us to deliver intricately detailed visuals and a completely authentic environment for players to live out their Star Wars fantasies. Anticipation is now building for the launch of *Star Wars Battlefront* in November, and we're excited to be a part of one of the biggest global pop culture events of the year with the return of Star Wars. We look forward to showing more of *Star Wars Battlefront* to players at E3 in just a few weeks.

In addition to *Star Wars Battlefront*, we will leverage the breadth of our IP to reach a wider audience of players across multiple genres and platforms in FY16:

- EA SPORTS will excite fans throughout the summer and fall with the latest releases of *Rory McIlroy PGA Tour*, *Madden NFL, FIFA, NHL* and *NBA Live*, including industry-leading gameplay, compelling new features and fresh *Ultimate Team* experiences.
- FY16 will see the return of *Need for Speed* as we introduce a new console experience, as well as a new mobile game.
- Maxis will continue to deliver great new content for *The Sims 4*, including another expansion pack, multiple game packs and additional game updates for the growing *Sims 4* player community.
- After *Plants vs. Zombies Garden Warfare* became a sensation last year with console players young and old, we will be returning to the *Plants vs. Zombies* universe with a bigger and bolder new console experience in FY16 that we'll share more about at E3.
- *Minions Paradise*, our first game with the popular franchise in partnership with Illumination Entertainment, will be one of at least five new EA Mobile titles this year.
- In spring 2016, *Mirror's Edge* is set to revolutionize the action-adventure genre with its stunning first-person gameplay.
- And of course we'll continue to bring new content to our communities in *Battlefield Hardline, Battlefield 4, Dragon Age: Inquisition, Star Wars: The Old Republic*, our EA SPORTS titles and EA Mobile games. Our live services will continue to keep these experiences fresh and fun for players throughout the year.

Across the world today, more people are playing games – and spending more *time* playing games – than ever before. The audience is wider and more diverse than we have ever known.

Games are truly becoming the best form of entertainment, and EA is well-positioned to benefit. Building relationships with new players, and strengthening existing ones through meaningful engagement, is at the core of our objectives as a company. We are continuing to invest in our digital platform, infrastructure, security, live service systems and community engagement teams to scale to the needs of a growing global player base that hold games as a vital and intrinsic part of their lives.

FY15 was a transformative year for EA as we put our players first, delivered amazing, high-quality games and services, and drove greater speed and efficiency into our business.

I'll now turn the call over to Blake for a deeper look at our Q4 financial performance and a view into the year ahead.

BLAKE:

Thanks, Andrew.

As Andrew mentioned, we had another great quarter and a phenomenal 12 months. Before going into the details, I'd like to step back and consider the journey we've been on for the last couple of years.

When we first started talking about improving the performance of Electronic Arts, I suggested it would take three years to double our non-GAAP operating margin from 10 to 20%. We've exceeded that in two years. In fact, at nearly 25%, our fiscal 15 operating margin is over 500 basis points above our guidance at the beginning of the year, and at its highest point in over a decade.

We've dramatically increased our efficiency – non-GAAP operating expenses are down a full ten percentage points, from 56% of net revenue in FY13 to just 46% in FY15. And we've done so without adversely impacting our revenue or the effectiveness of our R&D or marketing – this year, we delivered the best *Dragon Age* of all time, grew our sports franchises, expanded a core franchise with *Battlefield Hardline*, and announced new IP, including *Star Wars Battlefront*. In addition, we've continued to grow our digital live services and leveraged our IP portfolio to establish a strong position on mobile platforms. Our core product catalog and digital live services are helping the company deliver more consistent, repeatable revenue and cash flow each year.

These improvements have more than quadrupled our free cashflow over the same period, from $218 million in FY13, to $972 million in FY15, and driven a three-fold increase in non-GAAP diluted EPS, from $0.84 to $2.51.

But there's plenty of road left to travel on our journey to build both great games and shareholder value. Most significantly, the digital transformation sweeping the whole industry is still in its infancy. This transformation presents opportunity to continue to grow margins by increasing the proportion of full-game downloads, by providing extra content for games and by taking our IP to mobile platforms. Downloads of our games for current generation consoles continue to increase. Meanwhile, our extra content and subscription strategy generated $1.3 billion in net revenue in FY15 and continues to grow strongly. Finally, our mobile business, at $524 million, is now the third-largest in western markets, the eighth-largest worldwide, and we anticipate continued healthy growth going forward.

As well as driving gross margin improvement, we continue to look for opportunities to better leverage our investments. For example, our digital platform strategy will help us better understand and engage with gamers more efficiently, and standardizing on one game engine across studios amortizes core technology development across all our titles and accelerates innovation.

Bottom line, we believe that we can continue to deliver strong non-GAAP EPS growth into the future.

Moving to the fourth quarter results, **EA's non-GAAP net revenue** was $896 million, which was $66 million above our guidance and $18 million below last year.

The quarter's outperformance was driven by sales of Battlefield Hardline and the ongoing strength of our catalog titles. In addition, our mobile business continued to grow, led by *SimCity BuildIt*, *Madden NFL Mobile*, *The Sims FreePlay* and *The Simpsons: Tapped Out*.

One note: Because *FIFA Online 3* was launched in China in April, we didn't recognize any revenue in Q4. We expect to start recognizing revenue for this service in Q1 FY16.

EA's Q4 non-GAAP digital net revenue was $602 million. This resulted in fiscal year digital revenue of more than $2.2 billion, about 52% of total revenue.

Breaking down Q4's digital revenue into its key components highlights the performance of each business:

- First, extra content and PC free-to-play contributed $247 million, up 2% over the prior year.

  The growth of extra content slowed this quarter due to FX headwinds resulting from the fact that most of the *FIFA Ultimate Team* business is in Europe, and from changes we made to reduce illegitimate coin selling in *FIFA Ultimate Team*. Nevertheless, for the year, *FIFA Ultimate Team* expanded over 40% and *Madden NFL Ultimate Team* more than doubled. Overall, *Ultimate Team* grew 53%, on top of the prior year's 62% growth.

  We took steps during the quarter to reduce the trading of illegitimate *FIFA Ultimate Team* coins, which had distorted the economy and made it difficult for many players to build the team they wanted. We've made changes to limit the game exploits and automated processes used to generate these coins, and taken steps to rebalance the game economy. However, some risk remains, and we've factored this into Q1 and full year guidance.

- Second, our mobile business generated $150 million for the quarter, up 22% over prior year. Premium mobile only accounted for $9 million of mobile revenue this quarter. Excluding premium, our ongoing mobile business grew 38% year on year.

- Third, full game downloads added $114 million to the quarter, flat year on year, with strong sales of *Battlefield Hardline*, *Dragon Age: Inquisition*, and *The Sims 4* offsetting the fall off in *Battlefield 4* and *Titanfall* sales. Our Origin service for PC gamers increased its monthly player engagement levels by two-thirds over the previous year, and continues to strongly grow revenue and users.

- And finally, subscriptions, advertising, and other digital revenue totaled $91 million, up $22 million, or 32%, over the same period last year, driven largely by *Battlefield 4 Premium*. EA Access again outperformed, and we expect its contribution to accelerate this year as we start to promote the service with Microsoft and continue to add titles to the EA Access Vault.

Moving on to gross margin: our non-GAAP gross margin for the quarter was 75.4%, 140 basis points above guidance due to the strength of *Battlefield Hardline*. It was down from 77.4% in Q4 fiscal 14, primarily due to the strength of our sports titles.

Operating Expenses for the quarter were $513 million, up $10 million from last year, and $2 million lower than our guidance. The year-on-year increase is primarily due to marketing expenses for *Battlefield Hardline*.

The resulting non-GAAP diluted EPS for the quarter was $0.39 per share, $0.17 above our guidance.

Net cash provided by operating activities for the quarter was $198 million, compared to $281 million in the prior year, primarily due to the timing of titles. Operating cash flow for the full fiscal year hit its highest level in company history at $1.07 billion, a very significant increase over last year's cash flow of $712 million, and above our twice-revised guidance. Fiscal year 15 capital expenditures were $95 million, resulting in free cash flow of $972 million.

Our cash and short-term investments at the end of the quarter were $3.02 billion, or $9.75 per share. Approximately 62% of this was held in the U.S. During the quarter, we repurchased 1.8 million shares of common stock at an average price of $53.44 per share.

We far surpassed our expectations for the full fiscal year. On a non-GAAP basis, we exceeded our original revenue guidance by $219 million, gross margin by 250 basis points, operating cash flow by $267 million and EPS by $0.66. The new EA is delivering more consistent revenue, increasing the proportion of high margin digital revenue and growing operating margins, earnings and cash flow.

This has given the board confidence to authorize a new $1 billion stock repurchase program. This new program has a two year time frame and replaces the remaining $356 million portion of our previous $750 million buyback program. It represents an expected return to shareholders of approximately 50% of forecasted free cash flow.

On to fiscal 2016 guidance.

With regards to the market, we expect the console transition to continue at a rapid pace, and another 22 million units to be sold this calendar year, adding to the 27 million units in place at the end of calendar 2014. This is much faster growth than in previous generations. Illustrating how far the transition has already come, approximately four out of every five copies of *Battlefield Hardline* sold for consoles were for XBox One or PS4.

In addition to the console growth, we expect our mobile franchises to benefit from the continued expansion of iOS and Android. We're anticipating the installed base to grow by over 600 million to nearly 3 billion devices by the end of calendar 2015.

On a constant-currency basis, we expect **non-GAAP revenue** to increase approximately 8 percent to $4.65 billion. The anticipated strength is broad-based, and driven by: the launch of *Star Wars Battlefront*; the continued growth of our core sports titles and associated live services; the expansion of our mobile business; and the addition of new *Need for Speed*, *Mirror's Edge*, *Plants vs. Zombies* titles, and other unannounced games.

We expect foreign exchange rates will have an impact on our forecasted results. At our FY16 guidance exchange rates, we anticipate an FX headwind of approximately $250 million, leading to our expectation for non-GAAP revenue of $4.4 billion. Volatility in exchange rates during the year may cause us to reconsider these assumptions, and we'll update you on a quarterly basis.

Non-GAAP gross margin is expected to rise about 50 basis points, to 71.5%, driven by the increase in digital revenue. This forecast reflects gross margin pressure from product mix, since one of our major launches this year is *Star Wars Battlefront*, a royalty bearing title. As a reminder, the major non-sports titles last year were *Battlefield Hardline*, *Dragon Age: Inquisition* and *The Sims 4*, all of which are wholly-owned IP.

Although the dollar's rise has a negative impact on revenue, it has a positive impact on expenses, since about 46% of our R&D expense is outside the U.S. This natural hedge is worth approximately $100 million in FY16, and offsets the increased investment we're planning for new IP and our digital platform. As a result, we expect non-GAAP operating expense of $1.98 billion, marginally down compared to fiscal 15.

This would deliver an **operating margin** of approximately 26.5% and **non-GAAP EPS** of $2.75, up 10% year on year. This includes an adverse impact of $0.21 from FX, and a benefit of $0.11 due to a change in tax rate. The strong growth of our business outside of the United States is having a long-term benefit to our corporate tax rate such that we now view our long term non-GAAP tax rate to be 22% instead of 25%. Our non-GAAP EPS guidance does not factor in any share repurchases that may take place during the year.

The earnings presentation on our investor website contains more information about our exchange rate assumptions for the year.

On a GAAP basis, guidance is for net revenue of $4.25 billion, gross margin of 69.4% and EPS of $1.90.

Segmenting the sales provides further insight into key drivers of our full year non-GAAP revenue guidance. As a note: all of these revenue numbers assume guidance exchange rates.

- Packaged goods and other revenue is forecasted to be approximately $1.85 billion, down 11%, driven by the continued shift to digital delivery.

- Digital revenue is forecasted to be nearly $2.55 billion, up 14%. Breaking down our digital revenue into its four primary categories we see the contributions from each group:

    - Our mobile business is expected to grow approximately 25% as we broaden our revenue base through the launch of more free-to-download games based on our own IP, such as *Need for Speed*, and licensed IP such as *Star Wars* and *Minions*, while continuing to generate income from existing titles. In addition, the headwind remaining from the winding down of our premium mobile business is now very small.

- Revenue from full game downloads is anticipated to grow in-line with last year's growth.

  Full game downloads on current-generation consoles are now over 20% for a newly-launched game, and we're seeing higher percentages for our catalog titles. As a reminder, we count bundled games as physical sales, regardless of whether it's a disk or a download code in the box with the console. We've seen a dramatic increase in PC downloads since 2010 and we believe the same forces that drove this on the PC are at play on the latest generation of consoles.

- Extra content and free-to-download is expected to grow approximately 10% this year, driven by *FIFA Online 3* and *Ultimate Team*. Our strongest markets for *Ultimate Team* are overseas, so this forecast bakes in a significant FX headwind as well as the changes we've made to improve the *FIFA Ultimate Team* experience.

- Lastly, subscription revenue is expected to decline approximately 15% to 20% this year, driven by a falloff in *Battlefield 4 Premium* revenue, partially offset by growth in EA Access and by *Battlefield Hardline Premium* revenue.

GAAP operating expense for the fiscal year is expected to be around $2.17 billion.

Finally, cash flow will continue to be a key metric for us going forward. In fiscal year 2016, we are forecasting operating cash flows of approximately $1.15 billion, and capital expenses to be approximately $100 million, resulting in free cash flow of $1.05 billion versus $972 million in fiscal 2015.

Focusing on Q1:
Our Q1 is seasonally the quietest of our fiscal year and although we have no major launches this quarter, we do anticipate strong catalog sales, particularly of *FIFA 15* and of *Battlefield Hardline*, which launched at the very end of Q4.

GAAP revenue is expected to be $1.14 billion, as compared to $1.2 billion in the prior year.

GAAP diluted EPS is expected to be $1.14, as compared to $1.04 per share in the prior year.

Non-GAAP revenue for the quarter is expected to be $640 million, a 17% decrease compared to last year's $775 million. The year-ago quarter benefited from more favorable exchange rates, *TitanFall*, the launch of *2014 FIFA World Cup* and *UFC*, and from *Battlefield 4* catalog. The decline is offset by *Battlefield Hardline* catalog but we are not planning any HD launches this quarter. Our revenue phasing for FY16 is different to the prior year, with a much larger proportion in the back half due to our launch schedule. The expected phasing of our revenue is in the earnings presentation posted to our website.

Non-GAAP gross margin is forecasted to be approximately 74.5%.

Non-GAAP operating expenses are expected to be $475 million, $16 million higher compared to last year, driven by the extra week in the quarter offset somewhat by more favorable exchange rates for overseas expenses.

For the quarter, we expect non-GAAP diluted EPS of $0.00 per share, as compared to $0.19 per share last year.

Looking further into the future, we remain focused on driving our business model and improving profitability. We will continue to leverage one of the core strengths of our business: the recurring revenue generated by our annualized titles, live services and ongoing mobile business. While not guaranteed, this revenue is highly dependable and accounts for 60% to 70% of the total.

For the next few years we expect further improvements in gross margins, on the order of 100 basis points a year, through growing our digital business. In addition, we will continue to invest in new and existing IP, and in technology infrastructure to support our growing live services business. In marketing, we will continue to increase personalization and customization and leverage our player network to further improve efficiency and impact. These efforts will help us move operating margins from the mid-20s to the high 20s percent and continue to grow our earnings and cash flow power.

In conclusion: in fiscal 2015 we made considerable progress on our journey. We were able to massively grow earnings and cash generation. And we have built a solid and consistent business with a strong operational foundation that enables us to capitalize on the shift to digital content, the console cycle and the growth of mobile.

Now, I'll turn the call back to Andrew.

ANDREW CLOSING:

Thanks, Blake.

We are entering a new global age for games, with a growing audience that spends more time playing games across more platforms than ever before. New consoles are being adopted faster than the last generation. Mobile continues its global expansion. New delivery and business models are poised to break through on consoles and PC, and there's huge innovation happening in game experiences across every platform.

Players are at the center of this new era, and our focus is on building long-lasting relationships. As humans, we all need entertainment. For our players, we are delivering the *best* form of entertainment. Through amazing new games, dynamic and enduring live services, vibrant communities and meaningful dialogue, we are enabling their passion for inspiration, immersion, competition, social connection and fun. The passion we have for that opportunity – to lead this new age of gaming built around our global audience of players – is what will drive us in FY16 and beyond.

With that, Blake, Peter, Frank and I are here for your questions.

Non-GAAP Financial Measures

To supplement the Company's unaudited condensed consolidated financial statements presented in accordance with GAAP, Electronic Arts uses certain non-GAAP measures of financial performance. The presentation of these non-GAAP financial measures is not intended to be considered in isolation from, as a substitute for, or superior to, the financial information prepared and presented in accordance with GAAP, and may be different from non-GAAP financial measures used by other companies. In addition, these non-GAAP measures have limitations in that they do not reflect all of the amounts associated with the Company's results of operations as determined in accordance with GAAP. The non-GAAP financial measures used by Electronic Arts include: non-GAAP net revenue, non-GAAP gross profit, non-GAAP operating income (loss), non-GAAP net income (loss) and non-GAAP diluted earnings (loss) per share and non-GAAP diluted shares. These non-GAAP financial measures exclude the following items (other than shares from the convertible bond hedge, which are included), as applicable in a given reporting period, from the Company's unaudited condensed consolidated statements of operations:

- Acquisition-related expenses
- Amortization of debt discount

- Change in deferred net revenue (online-enabled games)
- College football settlement expenses
- Income tax adjustments
- Loss on licensed intellectual property commitment
- Restructuring charges
- Shares from the convertible bond hedge
- Stock-based compensation
- Income tax adjustments

Electronic Arts may consider whether other significant non-recurring items that arise in the future should also be excluded in calculating the non-GAAP financial measures it uses.

Electronic Arts believes that these non-GAAP financial measures, when taken together with the corresponding GAAP financial measures, provide meaningful supplemental information regarding the Company's performance by excluding certain items that may not be indicative of the Company's core business, operating results or future outlook. Electronic Arts' management uses, and believes that investors benefit from referring to, these non-GAAP financial measures in assessing the Company's operating results both as a consolidated entity and at the business unit level, as well as when planning, forecasting and analyzing future periods. These non-GAAP financial measures also facilitate comparisons of the Company's performance to prior periods.

In its earnings press release dated May 5, 2015, Electronic Arts has provided a reconciliation of the most comparable GAAP financial measures to the non-GAAP measures.

Forward-Looking Statements

Some statements set forth in this document, including the information relating to EA's fiscal 2016 guidance information and title slate contain forward-looking statements that are subject to change. Statements including words such as "anticipate," "believe," "estimate" or "expect" and statements in the future tense are forward looking statements. These forward-looking statements are preliminary estimates and expectations based on current information and are subject to business and economic risks and uncertainties that could cause actual events or actual future results to differ materially from the expectations set forth in the forward-looking statements.

Some of the factors which could cause the Company's results to differ materially from its expectations include the following: sales of the Company's titles; the Company's ability to manage expenses; the competition in the interactive entertainment industry; the effectiveness of the Company's sales and marketing programs; timely development and release of Electronic Arts' products; the Company's ability to realize the anticipated benefits of acquisitions; the consumer demand for, and the availability of an adequate supply of console hardware units; the Company's ability to predict consumer preferences among competing platforms; the Company's ability to service and support digital product offerings, including managing online security; general economic conditions; and other factors described in the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended December 31, 2014.

These forward-looking statements are current as of May 5, 2015. Electronic Arts assumes no obligation and does not intend to update these forward-looking statements. In addition, the preliminary financial results set forth in this release are estimates based on information currently available to Electronic Arts.

While Electronic Arts believes these estimates are meaningful, they could differ from the actual amounts that Electronic Arts ultimately reports in its Annual Report on Form 10-K for the fiscal year ended March 31, 2015. Electronic Arts assumes no obligation and does not intend to update these estimates prior to filing its Form 10-K for the fiscal year ended March 31, 2015.