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EA'S *TY THE TASMANIAN TIGER 2* TO BOOMERANG INTO STORES THIS FALL

***Popular Tasmanian Tiger Returns in Action Game Featuring Huge Environments
and Host of New Boomerangs, Vehicles, Mech Units, and More***

REDWOOD CITY, Calif. – April 8, 2004 – Everyone's favorite Tasmanian Tiger returns to take back the Outback this fall in *TY the Tasmanian Tiger*™ 2, Electronic Arts (NASDAQ: ERTS) announced today.

TY the Tasmanian Tiger 2 picks up where the original popular action platform game left off. The cast of characters from down under has grown, and so has the action! The evil Boss Cass is up to his old tricks. After breaking out of Currawong Jail, this feathered villain has re-instated himself as the dictatorial ruler of Cassopolis, a high tech island home to lizards and birds. Now Cass has hatched a plan to take over the world with an army of Uber Reptiles. It's up to our boomerang-wielding hero, TY, and his newly formed team of Burrumudgee Bush Rescue mates to stop Cass!

Set in the Outback of Australia, *TY the Tasmanian Tiger 2* will offer platform gamers a huge open environment to explore by foot and vehicle. This time around TY is equipped with an arsenal of 21 upgradeable boomerangs, including the Lasharang, Kaboomarang, and Megarang. In addition, the game will feature five different "Mech units" to help TY fight large numbers of enemies and complete mini-missions. With these "Mech units" TY will have the ability to swim under lava; shoot lasers, Blastorangs, water or fire; and much more. TY will also be challenged to complete driving and flying missions featuring combat and puzzle solving, with access to helicopters, submarines, and off-road trucks. Unlockable cart racing mini-games will allow gamers to challenge their friends in seven unique cart racing levels.

Under development by Australia-based Krome Studios, the team behind the original *TY the Tasmanian Tiger*, *TY the Tasmanian Tiger 2* is scheduled for release this fall for the PlayStation®2 computer entertainment system, the Xbox® video game system from Microsoft, Nintendo GameCube™, and Game Boy® Advance.

About Electronic Arts

Electronic Arts (EA), headquartered in Redwood City, California, is the world's leading interactive entertainment software company. Founded in 1982, Electronic Arts posted revenues of \$2.5 billion for fiscal 2003. The company develops, publishes and distributes interactive software worldwide for video game systems, personal computers and the Internet. Electronic Arts markets its products under three brand names: EA SPORTS™, EA GAMES™, and EA SPORTS BIG™. EA's homepage and online game site is www.ea.com. More information about EA's products and full text of press releases can be found on the Internet at <http://info.ea.com>.

About Krome Studios

Krome Studios, based in Brisbane, Queensland is Australia's largest games development company. Founded in 1999, Krome has produced a series of best selling titles on all major console platforms. Krome's previous title with EA, *TY the Tasmanian Tiger*, is the biggest selling Australian game of all time. Krome Studios homepage is www.kromestudios.com.

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