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NEWS RELEASE

contact MEDIA RELATIONS DEPARTMENT

For immediate release
Contact: David Swofford or Teresa Potts
Origin Media Relations

Privateer 2: The Darkening Debuts at E3

Los Angeles, Calif., May 16, 1996—ORIGIN Systems® takes the *Privateer*® gaming experience to a new frontier with its first European interactive movie. *Privateer 2: The Darkening*™ creates a new dimension in the *Privateer* universe by offering SVGA graphics and sophisticated game play including several hours of live action video. *The Darkening* is expected to ship in October on PCCD-ROM.

Privateer 2: The Darkening adopts and enhances the superlative gameplay of the original *Privateer*, ORIGIN's award-winning space exploration/action game which shipped in 1993. Choose for yourself whether you're in the mood to trade goods, be a scout, bounty hunter, escort, courier or reconnaissance agent. Up to 18 different ships and a wide variety of technology upgrades let you decide which ship can carry the advantages and weapons you'll need in your new career. Hire wingmen and cargo ships to help you blaze a trail across the galaxy as you take on hundreds of missions. As in all ORIGIN Interactive Movies™ you take control of the lead character, in this case Lev Arris (Clive Owen), and guide him through a multitude of adventures and missions. It's ORIGIN's most action-packed interactive movie to date!

Privateer 2: The Darkening features a top-of-the-line cast starring noted European actors John Hurt, David Warner, Jurgen Prochnow and Clive Owen, as well as American actor Christopher Walken. Filming for *The Darkening* took place over a six-week period last summer at the famed Pinewood Studios outside of London.

The Storyline

Lev Arris awakens from cryogenic storage, a coldsleep that might have lasted for as long as ten years. He was allegedly suffering from a disease for which (10 years ago) there was no cure. His pod has been pulled from the wreckage of a star-freighter called *Canera*, which was mysteriously attacked by ships of an unknown origin. He has lost his memory and is now faced with rediscovering his identity by interacting with dangerously devious and sinister characters, some of whom are out to kill him. Arris must endure a roller-coaster journey of bribery, corruption, deception and violence. However, the decisions you make will decide his plight.

ORIGIN Systems develops and publishes state-of-the-art entertainment software. To date, the company has released more than 50 titles, including the award-winning *Ultima*®, *Wing Commander*® and *Crusader* series of games. ORIGIN is based in Austin, Texas, and is a wholly owned subsidiary of Electronic Arts (NASDAQ: ERTS).

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TRIPS WORTH TAKING

'PRIVATEER 2:THE DARKENING' HEADS FOR NOVEMBER RELEASE

Electronic Arts® and Origin Systems® Inc. - an Electronic Arts company - are pleased to announce the imminent release of '*Privateer 2:The Darkening*' - a state-of-the-art space combat game for the PC CD-Rom.

Privateer 2:The Darkening is set in a futuristic universe comprising eight planets. The player takes control of the main character, Lev Arris (played by Clive Owen) who awakens from cryogenic storage - a coldsleep that might have lasted for as long as ten years. He was allegedly suffering from a disease for which (ten years ago) there was no cure. His pod has been pulled from the wreckage of a star-freighter called 'Canera' which was mysteriously attacked by ships of an unknown origin. He has lost his memory and is now faced with rediscovering his identity by interacting with dangerously devious and sinister characters, some of whom are out to kill him. Lev Arris must endure a roller-coaster journey of bribery, corruption, deception and violence. However, the decisions he makes will decide his plight.

Privateer 2 offers three main areas of gameplay; space combat, trading, and interaction through full motion video. The gameplay features some of the most sophisticated technology ever seen in a game of this genre. The player is able to explore 8 uniquely styled planets from a selection of 18 and there are over 20 space stations all set in a fully working universe. Further exceptional features include full commodity trading allowing the player to exploit natural and man made disasters occurring throughout the three solar systems. The player can buy, equip and fly any of the 18 player ships from a reservoir of 40 additional ships. There is a multitude of unique missions from which to choose and it is possible to have no less than 100 ships engage in a single battle.

There are three hours of non-linear interactive film footage sewn into *Privateer 2:The Darkening*, which was filmed in May of last year during a 6 week shoot at the world famous Pinewood Studios in Buckinghamshire, with a further 8 months of post production work. Directed by Steve Hilliker of London based Nelson Films, this state of the art project stars Clive Owen (Close My Eyes, The Turnaround, Chancer), Jurgen Procknow (The Keep, Das Boot, Judge Dred) and Christopher Walken (The Deerhunter, Pulp Fiction, The Dogs of War). The internationally acclaimed cast also includes John Hurt, Amanda Pays, Brian Blessed, David Warner, David McCallum and Mathilda May. The development team chose to use TGV (an inhouse cutting edge compression programme), which maintains a high quality of picture for the fmv sequences whilst allowing complete freedom of camera movement for the feature film footage. This is also complemented with 16 bit stereo sound.

M/f

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Privateer 2 has been fully optimised and is probably the most pentium optimised game to be released to date. Gamers can expect to see multiple realistic light sources thrown from suns, explosions, and missiles etc. Real physics have been used to create realistic collisions, interactive music, real-time lens flare with eclipsing, revolutionary AI and mission systems allowing a complete model universe to operate around the player as he or she progresses throughout the main game plot and subplots. ***Privateer 2*** also supports Thrustmaster joysticks.

There are 60 radically different locations for the gameplayer to explore. An enormous amount of time and energy has been expended to ensure that these locations are as authentic as possible including 145,000 hours of rendering and scenes which contain some 8 million faces rendered in 24 bit.

Privateer 2:The Darkening will be released for PC CD-ROM by Origin Systems Inc. and will be distributed by Electronic Arts in November 1996. Price tba.

Privateer 2:The Darkening is being developed by Origin Systems who develop and publish state-of-the-art entertainment software. To-date, the company has released more than 45 titles, including the Ultima™ and Commander series of games. ORIGIN is based in Austin, Texas, and is a wholly owned subsidiary of Electronic Arts (NASDAQ:ERTS).

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Electronic Arts, headquartered in San Mateo, California, is a leading interactive entertainment software company. Founded in 1982, EA posted revenues over \$530 million for fiscal 1996. The company develops, publishes and distributes software worldwide for personal computers and advanced entertainment systems such as the PlayStation™ and Sega Saturn™. Electronic Arts markets its products worldwide under five brand names: Electronic Arts, EA SPORTS, Origin Systems Inc., Bullfrog Productions Ltd. and Jane's® Combat Simulations. EA has subsidiaries in Australia, Canada, France, Germany, Japan, Singapore, South Africa, Spain, Sweden, the United Kingdom, Austin, Texas, and Seattle, Washington. More information about EA's products and full text of press releases can be found on the Internet at <http://www.ea.com>



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November 1, 1995
For immediate release

PINEWOOD STUDIOS PLAYS HOST TO *THE DARKENING*™

An ORIGIN Interactive Movie™

Electronic Arts and ORIGIN Systems Inc., an Electronic Arts company, continue to pioneer the innovative new medium of CD-ROM based interactive entertainment, with the production of Europe's first interactive movie title, *The Darkening*. Production crews finished taping *The Darkening* in July at the world famous Pinewood Studios, Buckinghamshire, England. The game is scheduled for release in 1996.

Electronic Arts has been driving the evolution of new entertainment forms growing out of the convergence of media such as film, cable television, computers, and digital audio technology. ORIGIN Systems revolutionized the entertainment software industry with the first interactive movie, *Wing Commander® III: Heart Of The Tiger™*, released last Christmas and starring Mark Hamill (*Star Wars*), Malcolm McDowell (*A Clockwork Orange*), and John Rhys-Davies (*Raiders Of The Lost Ark*).

In preparing for the convergence of film and computer technologies several years ago, Electronic Arts Productions Inc., the US production arm of Electronic Arts, broke new ground by signing an agreement with the US based American Federation of Television and Radio Artists (AFTRA)—the first ever agreement of its kind and a precedent for future talent negotiations around the world.

In May of this year, Electronic Arts Limited, the UK production arm of Electronic Arts, signed an agreement with the British Actors' Equity Association, the union of professional performers in the United Kingdom. Equity, headquartered in London, represents actors, singers, voice-over performers, stunt performers and others who work in motion pictures, television, and radio productions.

Directed by Steve Hilliker of London based Nelson Films, this state of the art project will star Clive Owen (*Close My Eyes*, *Chancer*), Jurgen Prochnow (*The Keep*, *Das Boot*, *Body Of Evidence*) and Christopher Walken (*The Deerhunter*, *Pulp Fiction*, *The Dogs Of War*). The internationally acclaimed cast also includes John Hurt, Amanda Pays, Brian Blessed, David Warner, David McCallum and Mathilda May.

The Darkening is an interactive science-fiction adventure and is set in a futuristic universe comprising eight planets. The main character, Lev Arris (played by Clive Owen) awakens from cryogenic storage, a coldsleep that might have lasted for as long as ten years. He was allegedly suffering from a disease for which (ten years ago) there was no cure. His pod has been pulled from the wreckage of a star-freighter called "Canera" that was mysteriously attacked by ships of an unknown origin. He has lost his memory and is now faced with rediscovering his identity by interacting with dangerously devious and sinister characters, some of whom are out to kill him. Lev Arris must endure a roller-coaster journey of bribery, corruption, deception and violence. However, the decisions

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he makes will decide his plight.

The player takes control of the main character, Lev Arris, and may interact with a choice of 50 actors while having the freedom to move anywhere within the game. *The Darkening* was filmed on Digital Beta and 16mm film and is planned for release on PCCD in the spring of 1996.

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