



Press Release

DIGITAL BROS SpA: Agreement signed with Electronic Arts, worldwide leader in videogame publishing

Distribution contract for the Italian market.

Expected revenue growth of 25 millions Euro in the current fiscal year July 2003- June 2004.

Digital Bros (Nuovo Mercato: DIB), an Italian digital entertainment group, today has signed a contract for the Italian distribution of some of the products in the current Electronic Arts line-up.

Digital Bros, leader in the videogame distribution in Italy under the brand of Halifax, will distribute part of the actual catalogue of Electronic Arts together with some of the products of its future line-up as in example: "Harry Potter – Quidditch", "Lord of The Rings – Return of the King", "James Bond – Everything or Nothing". In addition of the above Digital Bros will launch some titles as Soul Calibur II (Namco) and Looney Tunes Back in Action (Warner Bros) where Electronic Arts has in place international co-publishing agreements.

As an effect of the contract Digital Bros management estimates the consolidated revenues in the current fiscal year (July 2003- June 2004) will peak at 96 millions Euro with an expected growth of 25 millions Euro.

Raphael Galante, CEO Digital Bros SpA, said:

"The contract signed with Electronic Arts will enable the company to better exploit distribution synergies together with a significant expansion of our sales network that will render our presence on the Italian market even more radicate. We think this effect will benefit either our actual publishers and Electronic Arts".

Jean Claude Ghinozzi, General Manager Electronic Arts Italia, said:

"Electronic Arts, world's leading interactive entertainment software company selected Digital Bros as partner for the Italian market in particular for the know-how of the management which has been present on the Italian market since a decade together with the company capabilities in distribution and logistic".

The Digital Bros Group has been listed on the New Market since October 20, 2000. It is one of the first companies in Europe to offer a complete range of Digital Entertainment produced and distributed on-line (Internet), on-air (Digital Satellite TV) and off-line (sale of video games to retailers).

Electronic Arts (NASDAQ: ERTS), 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 EA.COMSM.



Estimates for the period 2003/2004 will be changed as follows:

Consolidated
Thousands of Euro

	July, 1 st 2003 – June 30, 2004
REVENUES	96.855
EBITDA	10.055
EBIT	7.198
EBT	4.546

Digital Bros. S.p.A.
Thousands of Euro

	July, 1 st 2003 – June 30, 2004
REVENUES	86.355
EBITDA	8.498
EBIT	6.898
EBT	4.274

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