

United States Senate

COMMITTEE ON
HOMELAND SECURITY AND GOVERNMENTAL AFFAIRS
WASHINGTON, DC 20510-6250

October 14, 2025

VIA EMAIL

Mr. Andrew Wilson
Chief Executive Officer
Electronic Arts, Inc.
209 Redwood Shores Parkway
Redwood City, CA 94065

Dear Mr. Wilson:

On September 29, 2025, Electronic Arts, Inc. (EA) announced that it had reached an agreement to be acquired by Saudi Arabia's Public Investment Fund (PIF), Silver Lake Group, L.L.C. (Silver Lake), and Jared Kushner's Affinity Partners.¹ We write with profound concern that EA, an important American technology and entertainment company that has produced popular video games, will cease exercising editorial and operational independence under the control of Saudi Arabia's private majority ownership. We request that you provide the Permanent Subcommittee on Investigations and Senate Committee on Banking, Housing, and Urban Affairs information on how EA plans to continue to operate free of influence from an authoritarian government that has a history of using technology to retaliate against critics, engage in covert influence campaigns, and censor free expression. Your response will help Congress carry out its legislative responsibilities, including its consideration of how to address risks to national security.

The \$55 billion acquisition of EA would be the largest leveraged buyout transaction in history, reportedly resulting in the PIF owning a majority stake of EA, with Silver Lake and Affinity Partners holding minority shares.² It would also deliver a windfall to you personally: "life-altering money" above and beyond the \$280 million in compensation provided to you over the course of your 12-year tenure as CEO.³ While the benefits of the acquisition are clear for you, the financial return for the three investors is less certain. The PIF and its partner investors

¹ EA Announces Agreement to be Acquired by PIF, Silver Lake, and Affinity Partners for \$55 Billion (Sept. 29, 2025), <https://news.ea.com/press-releases/press-releases-details/2025/EA-Announces-Agreement-to-be-Acquired-by-PIF-Silver-Lake-and-Affinity-Partners-for-55-Billion/default.aspx>.

² Antoine Gara, James Fontanella-Khan, Oliver Barnes, Arash Massoudi, & Ivan Levingston, *How Jared Kushner brokered the \$55bn takeover of Electronic Arts*, FINANCIAL TIMES (Sept. 29, 2025), <https://www.ft.com/content/61cef75e-ceba-43ee-80e3-040756c6154f>.

³ Mark Di Stefano, *How Andrew Wilson got the inside track of history's largest buyout*, AUSTRALIAN FINANCIAL REVIEW (Oct. 7, 2025), <https://www.afr.com/rear-window/how-andrew-wilson-got-the-inside-track-of-history-s-largest-buyout-20251006-p5n0d2>.

propose to pay more than \$10 billion above EA's trading value for a company whose stock has "stagnated for half a decade"⁴ in an unpredictably volatile industry.⁵

But even if the PIF sees little or no financial return on its investment in EA, it will profit immeasurably in other ways. The PIF's proposed majority ownership of the new EA would advance Saudi Arabia's objective to exert influence over important American cultural institutions. As Saudi Arabia's sovereign wealth fund, the PIF has made dozens of strategic investments in sports (including a bid for the U.S. PGA Tour⁶), video games (including a \$3.3 billion investment in Activision Blizzard⁷), and other cultural institutions⁸ that "are more than just about financial returns; they are about influence."⁹ Leveraging long term shifts in public opinion, through the PIF's investments, "Saudi Arabia is seeking to normalize its global image, expand its cultural reach, and gain leverage in spaces that shape how billions of people connect and interact."¹⁰

The deal's potential to expand and strengthen Saudi foreign influence in the United States is compounded by the national security risks raised by the Saudi government's access to and unchecked influence over the sensitive personal information collected from EA's customers, its development of artificial intelligence (AI) technologies, and the company's product design and direction. Modern video games, like social media platforms, "have the potential to harvest vast amounts of users' personal and behavioral data" through a number of interactive and communications features.¹¹ With a global user base of at least 700 million that spent over 13 billion hours playing its games in 2024 alone, EA has "insight into its consumers, their relationships, and their daily lives. . . . allow[ing] EA to influence its consumer's perceptions and desires."¹² The unrestricted access to EA's customer information by a repressive, authoritarian government poses significant potential risks of surveillance of Americans, covert Saudi propaganda, and selective retaliation and censorship of persons disfavored by the Saudi

⁴ Antoine Gara, et al., *supra* note 2.

⁵ See Dan Gallagher, *Why EA Is Ready to Quit Wall Street's Game*, WALL ST. J. (Sept. 29, 2025), <https://www.wsj.com/business/media/why-ea-is-ready-to-quit-wall-streets-game-2261d5c7>.

⁶ See *The PGA Tour-LIV Deal: Examining the Saudi Arabian Public Investment Fund's Investments in the United States: Hearing Before the S. Permanent Subcomm. on Investigations*, 108th Cong. (Sept. 13, 2023), <https://www.hsgac.senate.gov/subcommittees/investigations/hearings/the-pga-tour-liv-deal-examining-the-saudi-arabian-public-investment-funds-investments-in-the-united-states/>.

⁷ Reuters, *Saudi Arabia's PIF raises stake in U.S. game maker Activision by 13.3 pct-filing*, REUTERS (Aug. 16, 2021), <https://www.reuters.com/world/middle-east/saudi-arabias-pif-raises-stake-us-game-maker-activision-by-133-pct-filing-2021-08-16/>.

⁸ Javier C. Hernandez, *The Met Opera Turns to Saudi Arabia to Help Solve Its Financial Woes*, N.Y. TIMES (Sept. 3, 2025), <https://www.nytimes.com/2025/09/03/arts/music/met-opera-saudi-arabia-finances.html>.

⁹ Mariana Olaizola Rosenblat, *Saudi Arabia and Kushner Join Forces in Historic Buyout of Electronic Arts — Why We Should Worry*, NYU Stern Quick Take (Oct. 3, 2025), <https://bhr.stern.nyu.edu/quick-take/saudi-arabia-and-kushner-join-forces-in-historic-buyout-of-electronic-arts-why-we-should-worry/>; Madison Mills, *How the Electronic Arts takeover plays into Saudi Arabia's bro-vestment strategy*, AXIOS (Sept. 30, 2025), <https://www.axios.com/2025/09/30/ea-games-saudi-arabia-trump>.

¹⁰ Mariana Olaizola Rosenblat, *supra* note 9.

¹¹ *Id.*

¹² Vinita R. Singh, *The CFIUS Review That Will Never Be*, LAWFARE (Oct. 3, 2025), <https://www.lawfaremedia.org/article/the-cfius-review-that-will-never-be>.

government.¹³ EA's development and implementation of AI projects poses additional risk should Saudi Arabia, which has sought to position itself as an AI leader, gain access to EA's research, work product, and user data.¹⁴

Without meaningful mitigation conditions, the PIF's privatization of EA threatens to eliminate transparency into the company's activities. As a private company, EA would no longer be required to regularly report to the Securities and Exchange Commission information about its activities, financial status, and future plans. The PIF's control over EA's operations could extend to influencing or directing the company's design, features, and product decisions to advance the Saudi government's specific and long-term objectives. Indeed, as you recently stated, EA has "created stories that have inspired global communities, and helped shape culture through interactive experiences."¹⁵ The PIF would be well positioned to dictate or veto what stories are told to Americans through the popular medium of video games, controlling narratives about U.S. history and culture.¹⁶ In short, the Saudi government's ability to exert its influence through EA would offer the authoritarian regime an effective tool to project power worldwide.¹⁷

To help Congress understand and evaluate EA's assessment of the proposed transaction, including how it will protect its customers' personal information, the company's AI research, and ensure its ongoing creative integrity and independence, please provide detailed responses to the following questions by November 04, 2025.

1. How will EA ensure that the personal information of American customers of EA will not be misused by the PIF or the government of Saudi Arabia?
2. How will EA's management respond to a demand from the PIF or the Saudi government for customer's personal information?
3. How will EA ensure that the company's AI research and work product will not be exploited to further the objectives of the Saudi government?

¹³ Mariana Olaizola Rosenblat, *supra* note 9 ("Saudi Arabia has a well-documented track record of using digital technology to attack those who criticize its actions. The Saudi government has invested heavily in advanced surveillance technology, prosecuted online dissent, and used spyware against journalists, activists, and even foreign critics.").

¹⁴ Natasha Turak, *Tech Saudi AI firm Humain is pouring billions into data centers. Will it pay off?*, CNBC (Aug. 27, 2025), <https://www.cnbc.com/2025/08/27/saudi-arabia-wants-to-be-worlds-third-largest-ai-provider-humain.html>; Press Release, HRH Crown Prince launches HUMAIN as global AI powerhouse, Public Investment Fund (May 12, 2025), <https://www.pif.gov.sa/en/news-and-insights/press-releases/2025/hrh-crown-prince-launches-humain-as-global-ai-powerhouse/>.

¹⁵ Exciting news about our future, An update from CEO Andrew Wilson, Electronic Arts (Sept. 29, 2025), <https://www.ea.com/news/exciting-news-about-our-future>.

¹⁶ Judd Legum, *Jared Kushner's double life*, POPULAR INFORMATION (Sept. 30, 2025), <https://popular.info/p/jared-kushners-double-life> ("EA could also influence young Americans through in-game content, including representations of women and minorities, political messaging, and cultural values.").

¹⁷ As one analyst observed, "Saudi Arabia clearly recognizes the political and cultural influence of video games, especially among young people." Mariana Olaizola Rosenblat, *supra* note 9.

4. Explain why EA's customers should have confidence that they will not be targets of Saudi covert propaganda or other influence when they interact with EA's video games, and how EA will ensure that the PIF or the government of Saudi Arabia is not able to influence or dictate the content or narratives of EA's games.
5. Explain in detail whether any employee or agent of EA will have to register under the Foreign Agents Registration Act after the acquisition is completed.

Thank you for your attention to this matter.

Sincerely,



Richard Blumenthal
Ranking Member
Permanent Subcommittee on Investigations



Elizabeth Warren
Ranking Member
Committee on Banking, Housing, & Urban
Affairs

cc: The Honorable Ron Johnson
Chairman
Permanent Subcommittee on Investigations

The Honorable Tim Scott
Chairman
Committee on Banking, Housing, & Urban Affairs