



BioWare Announces New Release Date for Dragon Age: Origins PC

New Release Date Set for Last Half of 2009

EDMONTON, Alberta, Feb 03, 2009 (BUSINESS WIRE) -- Leading video game developer BioWare(TM), a division of Electronic Arts Inc. (NASDAQ:ERTS), today announced that the release of *Dragon Age(TM): Origins* on PC has been rescheduled to the last half of 2009 from the previously announced early 2009 release date, coinciding with the release of the console versions of *Dragon Age: Origins*.

"*Dragon Age: Origins* is shaping up to be quite amazing in its level of quality and polish," said Dr. Ray Muzyka, General Manager and CEO, BioWare and General Manager and Vice President, EA. "I'm really proud of our team, who are working very hard to make *Dragon Age: Origins* the biggest and most exciting BioWare game yet, and we will work to ensure it not only meets, but exceeds the expectations of our loyal audience of fans."

Dragon Age: Origins is the spiritual successor to BioWare's critically acclaimed *Baldur's Gate(TM)*, featuring deep character customization and roleplaying, morally challenging decisions, tactical party-based combat, and a wealth of gritty, mature sub-plots that together make it one of the most highly-anticipated PC and console releases of 2009.

For more information about *Dragon Age: Origins*, the latest updates, or to join BioWare's *Dragon Age* community, visit www.dragonage.com.

About BioWare

BioWare develops computer, console, handheld and online video games focused on rich stories and memorable characters. Since 1995, BioWare has created some of the world's best-selling titles including the award-winning *Baldur's Gate(TM)* and *Neverwinter Nights(TM)* series, and *Star Wars(R): Knights of the Old Republic(TM)*. Original BioWare-created IPs include *Jade Empire(TM)* and the 2007 Game of the Year, *Mass Effect*. With studios in Edmonton, Canada, and Austin, Texas, BioWare is hard at work on the epic fantasy RPG, *Dragon Age(TM): Origins* and *Sonic Chronicles: The Dark Brotherhood* for the Nintendo DS(TM), as well as several unannounced projects including a massively multiplayer online game. In 2008, BioWare was acquired by the world's leading electronic entertainment publisher, Electronic Arts. For more information on BioWare, visit www.bioware.com.

About Electronic Arts

Electronic Arts Inc. (EA), headquartered in Redwood City, California, is the world's leading interactive entertainment software company. Founded in 1982, the Company develops, publishes, and distributes interactive software worldwide for video game systems, personal computers, cellular handsets and the Internet. Electronic Arts markets its products under four brand names: EA(TM), EA SPORTS(TM), EA SPORTS Freestyle(TM) and POGO(TM). In fiscal 2008, EA posted GAAP net revenue of \$3.67 billion and had 27 titles that sold more than one million copies. 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>.

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