



BioWare's *Dragon Age: Origins* to Feature the Voices of Fantasy and Sci-Fi Stars Tim Curry and Kate Mulgrew

Award-Winning Celebrities Featured in BioWare's Dark Fantasy Epic

EDMONTON, Alberta, Aug 27, 2009 (BUSINESS WIRE) -- Leading video game developer BioWare(TM), a division of Electronic Arts Inc. (NASDAQ:ERTS), has secured a star-studded voiceover cast for its upcoming blockbuster game, ***Dragon Age(TM): Origins***. Featuring **Tim Curry**, star of *The Rocky Horror Picture Show* and Broadway's *Spamalot*, as well as **Kate Mulgrew**, well-known for her role as Capt. Kathryn Janeway in "Star Trek: Voyager", ***Dragon Age: Origins*** also includes notable cast members **Tim Russ** ("Star Trek: Voyager," "Samantha Who?"), **Claudia Black** ("Stargate SG-1," "*Pitch Black*") and **Steve Valentine** ("Estate of Panic," "Crossing Jordan"). ***Dragon Age: Origins*** marks BioWare's return to fantasy, created from the ground up to take players through a dark epic tale filled with violence, lust, and betrayal.

Tim Curry will play the villainous Arl Rendon Howe. Howe is the calculating villain, cultured and charming, with an insatiable lust for power, who never hesitates to harm anyone who gets in his way. Kate Mulgrew will lend her vocal flair to Flemeth, a powerful witch who maintains her immortality through the darkest of means, and who plays a pivotal role in the player's survival. Both roles provide the actors with the opportunity to bring their considerable talents to bear in their portrayal of these characters.

"*Dragon Age: Origins* has the largest cast of characters of any game BioWare has ever made," said Mark Darrah, Executive Producer, BioWare. "By working with an incredibly talented cast of actors we are able to bring reality and depth to the characters, their back stories, motivations, and dreams that our talented writers have created for them."

In ***Dragon Age: Origins***, players take on the role of a Grey Warden, one of the last of an ancient order of guardians who have served as protectors throughout the centuries. Only they have the power to unite the shattered lands, defeat the Archdemon and drive back the darkspawn that threaten to destroy the world. Players will interact with many interesting characters who may join them in their quest, and they will choose whether these characters become friends, foes, or even a romantic interest. Featuring a deep and compelling story where every choice can have a dramatic impact on the game, ***Dragon Age: Origins*** is scheduled to release on November 3, 2009 in North America, for the PC and Xbox 360(R) videogame and entertainment system and later in November for the PLAYSTATION(R)3 computer entertainment system.

Dragon Age: Origins is rated M by the ESRB. For more information about ***Dragon Age: Origins***, visit www.dragonage.com. Pre-order the game now at www.eastore.ea.com.

About BioWare

BioWare develops computer, console, handheld, mobile 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, Star Wars(R): Knights of the Old Republic(TM) and Sonic(TM) Chronicles: The Dark Brotherhood (for the Nintendo DS(TM)). Original BioWare-created intellectual properties include Jade Empire(TM) and the 2007 Game of the Year, Mass Effect(TM). With studios in Edmonton (Alberta, Canada), Montreal (Quebec), and Austin (Texas), BioWare is hard at work on the epic fantasy roleplaying game, *Dragon Age(TM): Origins*, Mass Effect 2(TM), the epic sequel to Mass Effect, and the story-driven massively multiplayer game, Star Wars(R): The Old Republic(TM), as well as several unannounced projects. 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), in Redwood City, California, is a leading global interactive entertainment software company. Founded in 1982, the Company develops, publishes, and distributes interactive software worldwide for video game systems, personal computers, wireless devices and the Internet. Electronic Arts markets its products under four brand names: EATM, EA SPORTSTM, EA MobileTM and POGOTM. In fiscal 2009, EA posted GAAP net revenue of \$4.2 billion and had 31 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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