



BioWare and Tor Books Expand the Dragon Age Universe with the New Prequel Novel **Dragon Age: The Calling**

EDMONTON, Alberta & NEW YORK, Sep 15, 2009 (BUSINESS WIRE) -- Leading video game developer BioWare(TM), a division of Electronic Arts Inc. (NASDAQ:ERTS) and Tor Books, the largest publisher of science fiction in the world, today announced the publication of **Dragon Age(TM): The Calling**, a new novel set in the world of **Dragon Age(TM): Origins**, BioWare's highly anticipated dark epic video game releasing this November. Veteran video game developer and *Dragon Age: Origins* lead writer, David Gaider, follows up his debut novel, *Dragon Age: The Stolen Throne*, with a thrilling new adventure set in the dark and epic fantasy universe of *Dragon Age: Origins*. **Dragon Age: The Calling** is scheduled to release on October 13, 2009, for \$14.99.

In *Dragon Age: The Stolen Throne*, Maric set out on a mission of vengeance against the faithless lords who were responsible for his mother's death. Now, having reclaimed the throne, King Maric finally allows the legendary Grey Wardens to return to Ferelden after two hundred years of exile. When they come, however, they bring dire news: one of their own has escaped into the Deep Roads and aligned himself with their ancient enemy, the monstrous darkspawn. The Grey Wardens need Maric's help to find him. He reluctantly agrees to lead them into the passages he traveled through years before, chasing after a deadly secret that will threaten to destroy not only the Grey Wardens, but also the Kingdom above.

The team at BioWare has created a fantasy world on a scale unprecedented in the world of games -- filled with compelling characters, gripping storylines, and hidden terrors. **Dragon Age: The Calling** is a rich, sweeping epic that will captivate avid fantasy readers and gamers just weeks before the launch of one of the most highly-anticipated fantasy RPGs ever.

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 and November 6, 2009 in Europe 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>.

About Tor Books

Tor Books, an imprint of Tom Doherty Associates, LLC, is a New York-based publisher of hardcover and softcover books, founded in 1980 and committed (although not limited) to SF and fantasy literature. Between an extensive hardcover and trade-softcover line, an Orb backlist program, and a stronghold in mass-market paperback, Tor annually publishes what is arguably the largest and most diverse line of science fiction and fantasy ever produced by a single English-language publisher. Books from Tor have won every major award in the SF and fantasy fields, and for the last twenty-one years in a row the company has been named Best Publisher in the *Locus* Poll, the largest consumer poll in SF.

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