



BioWare's Dragon Age: Origins Original Orchestral Soundtrack Composed by Award-Winning Inon Zur

EA's Epic RPG Fantasy Score to Debut at 'A Night in Fantasia' Concert

EDMONTON, Alberta, Sep 24, 2009 (BUSINESS WIRE) -- Leading video game developer BioWare(TM), a division of Electronic Arts Inc. (NASDAQ:ERTS), announced today that award-winning composer Inon Zur has composed the original score for *Dragon Age(TM): Origins*. Zur has been lauded for the emotional musical compositions he crafted for some of the most critically acclaimed video games including *Baldur's Gate II: Throne of Bhaal*, *Crysis*, *Fallout 3* and *Prince of Persia*. The dramatic score for *Dragon Age: Origins* will be performed live at **A Night in Fantasia 2009** on September 26 at the Sydney Entertainment Centre in Australia.

The 'Night in Fantasia 2009' concert will feature the Eminence Symphony Orchestra, a mind-blowing choir, special guest performers and a score of popular tracks from video games including *Dragon Age: Origins*. Vocalist Aubrey Ashburn, singer and co-writer of the *Dragon Age: Origins* Elvish ballad "I Am the One," will be performing selections from the game soundtrack by Inon Zur.

With a powerful original score recorded by the acclaimed Northwest Sinfonia Orchestra, Inon Zur's dramatic soundtrack to *Dragon Age: Origins* is the perfect complement to the game's epic, cinematic qualities, full of soaring melodies and lush, emotional orchestrations. The official soundtrack for *Dragon Age: Origins* will be available to purchase and download online from popular music sites when the game ships on November 3, 2009, while selected tracks from the soundtrack will be included in the *Dragon Age: Origins Collector's Edition*.

The soundtrack is a collaboration between composer Inon Zur, vocalist Aubrey Ashburn and BioWare Audio Director Simon Pressey. The creative team will be presenting their work during a panel at the [Hollywood Music in Media Interactive Conference](#) on November 20-22, 2009, at the Renaissance Hollywood Hotel.

"From the moment you hear the *Dragon Age: Origins* theme to the lilting ballad, I Am The One, at the end of the game, Inon's score is hand in glove with the *Dragon Age: Origins* dark fantasy," said Simon Pressey, Audio Director for *Dragon Age: Origins*. "*The Dragon Age: Origins* score has an originality and passion to it that illuminates the story. I am continuously awestruck with Inon's ability to tap into the essence of a project. How he gets so much feeling into a melody is simply stunning."

In *Dragon Age: Origins*, players take the role of a Grey Warden, one of the last of an ancient order of guardians. Now, as a rising evil threatens to destroy all life, it is up to players to unite the shattered lands and slay the corrupted dragon known as the Archdemon. To restore peace, players must make ruthless decisions and be willing to sacrifice their friends and loved ones for the greater good of mankind.

Dragon Age: Origins will be released on November 3rd in North America and November 6th in Europe on the Xbox 360(R) videogame and entertainment system and PC. The PlayStation(R)3 version will follow later in November. *Dragon Age: Origins* is rated M by the ESRB.

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 Electronic Arts, a leading global interactive entertainment

publisher. 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: EA™, EA SPORTS™, EA Mobile™ and POGO™. 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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