



BioWare Reunites with Legendary Composer Jack Wall for Mass Effect 2 Original Score

Renowned Composer Provides Original Music for 2010's First Mega-Blockbuster

EDMONTON, Alberta, Jan 11, 2010 (BUSINESS WIRE) -- BioWare(TM), a division of Electronic Arts Inc. (NASDAQ:ERTS), announced today that accomplished composer, Jack Wall, will compose the original score for *Mass Effect(TM) 2*, the epic second act in the award-winning action-RPG trilogy. Featuring nearly three hours of extraordinary orchestral arrangements, the score explodes with a symphony of sounds that spur the game's intense action and dramatic storytelling. Wall scored the award-winning soundtracks for the original *Mass Effect*.

"We are thrilled to again be collaborating with Jack Wall, this time on *Mass Effect 2*," said Dr. Ray Muzyka, co-founder, BioWare and Group General Manager of the RPG/MMO Group of EA. "Jack did an outstanding job with the original game and has a firm grasp for our vision of the trilogy. His score for *Mass Effect 2* perfectly blends classic sci-fi inspired sounds with unique arrangements to achieve an emotionally charged complement to the dramatic, action-packed gameplay."

"Working on the *Mass Effect* franchise has challenged me to create music beyond what I've written before," said composer Jack Wall. "With *Mass Effect 2*, the story is even more engrossing and affecting, so it was important for me, along with my team of composers Sam Hulick, David Kates, Jimmy Hinson, and music implementation by Brian DiDomenico, to develop a score that complemented the scope and intensity of the gameplay while captivating the players and drawing them deeper into the story."

The *Mass Effect* trilogy is an epic science fiction adventure set in a vast universe filled with dangerous alien life and mysterious, uncharted planets. In *Mass Effect 2*, players will once again step into the role of the heroic Commander Shepard, commanding their crew of some of the most dangerous operatives from across the galaxy on a mission so challenging that it's potentially suicidal. Featuring intense shooter action, a rich futuristic storyline, space exploration and emotionally engaging character interaction, the game delivers an unparalleled cinematic experience.

The *Mass Effect 2* soundtrack will be available for purchase from digital retailers on January 19, 2010.

Mass Effect 2 is scheduled for release on the Xbox 360(R) videogame and entertainment system and PC on January 26, 2010 in North America and January 29, 2010 in Europe and has been rated 'M' for Mature by the ESRB and '18+' by PEGI (please visit www.esrb.org and www.pegi.eu for more information on ratings). Follow us on Twitter at <http://twitter.com/masseffect2>. For more information on *Mass Effect 2*, go to <http://masseffect.bioware.com/>.

About BioWare

BioWare develops high quality console, PC and online role-playing games, focused on rich stories, unforgettable characters and vast worlds to discover. Since 1995, BioWare has created some of the world's most critically acclaimed titles, including *Baldur's Gate(TM)*, *Neverwinter Nights(TM)*, *Star Wars(R): Knights of the Old Republic(TM)*, *Jade Empire(TM)* and *Mass Effect(TM)*. BioWare operates in Edmonton (Alberta, Canada), Montreal (Quebec) and Austin (Texas). BioWare's announced projects include the dark heroic fantasy game *Dragon Age: Origins*, as well as *Mass Effect 2(TM)*, the epic sequel to *Mass Effect*, and the story-driven massively multiplayer online game, *Star Wars(R): The Old Republic(TM)*. In 2008, BioWare was acquired by Electronic Arts, a leading global interactive entertainment publisher. For more information on BioWare, visit www.bioware.com; to join the millions of fans already registered on our community, go to social.bioware.com.

About Electronic Arts

Electronic Arts Inc. (EA), headquartered 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(TM), EA SPORTS(TM), EA Mobile(TM) and POGO(TM). 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

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SOURCE: Electronic Arts Inc.

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