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Four Heroes Are Better Than One! BioWare Brings Cooperative Multiplayer to Dragon Age: Inquisition

Four Player Co-op Questing Allows Dragon Age Fans to Play Together for the First Time

BioWare™, a division of Electronic Arts Inc. (NASDAQ:EA), today announced the cooperative dungeon crawling multiplayer mode in ***Dragon Age™: Inquisition***. Created alongside the massive single player campaign, this marks the first time gamers can play with their friends in the *Dragon Age* franchise. The multiplayer mode in *Dragon Age: Inquisition* will feature action-packed four player cooperative quests separate from the single player open world story.

"For *Dragon Age: Inquisition*, a special team of veteran developers from the *Dragon Age* and *Mass Effect* franchises created fun, fast-paced multiplayer gameplay that requires strategic teamwork on top of *Inquisition's* party-based combat and extensive loot and crafting system," said Aaryn Flynn, General Manager, BioWare. "It was early in the game's development that we realized how much fun fans of our series were having, with so many players teaming up in *Mass Effect 3's* multiplayer mode. We can't wait to give *Dragon Age* fans an even bigger and deeper experience."

In *Dragon Age: Inquisition's* multiplayer mode, four players will team up across a range of multiplayer quests and objectives, exploring intricate dungeons and vanquishing all who oppose them. While dungeon-crawling, players will collect loot, salvage items, craft new weapons and armor, and unlock new characters. At launch, players will be able to unlock up to twelve characters across the three *Inquisition* classes of Warrior, Rogue and Mage, each playing a different and strategic role in multiplayer combat. Multiplayer in *Dragon Age: Inquisition* is a standalone experience from the open world story players will embark in the main game, and will not have an impact on single player progression or story.

Fans of *Dragon Age: Inquisition* have the chance to experience multiplayer August 29 - September 1 at [PAX Prime](#) in Seattle, Washington. Hands-on will be available in the Microsoft Booth located at the North Hall, 4th Floor, Booths 412, 422, 432.

Players can pre-order* *Dragon Age: Inquisition* to get special bonus content. Visit the [Dragon Age](#) website for more information on editions, including the Deluxe Edition available for pre-order and the upcoming Inquisitor's Edition.

Become a fan of [Dragon Age: Inquisition on Facebook](#) and follow us on Twitter® via <http://www.twitter.com/dragonage>.

Dragon Age: Inquisition is in development at BioWare in Edmonton and will be available on November 18, 2014 for the PlayStation®4 computer entertainment system, PlayStation®3 computer entertainment system, Xbox One, the all-in-one games and entertainment system from Microsoft, Xbox 360® videogame and entertainment system from Microsoft and PC via Origin™. The game has not yet been rated by the ESRB or PEGI; visit www.esrb.org and www.pegi.info for more information.

* Conditions and restrictions apply. See <https://www.origin.com/store/buy/dragon-age-inquisition/pc-download/base-game/digital-deluxe-edition> for details.

About Electronic Arts

Electronic Arts (NASDAQ:EA) is a global leader in digital interactive entertainment. The Company delivers games, content and online services for Internet-connected consoles, personal computers, mobile phones and tablets. EA has more than 300 million registered players around the world.

In fiscal year 2014, EA posted GAAP net revenue of \$3.6 billion. Headquartered in Redwood City, California, EA is recognized for a portfolio of critically acclaimed, high-quality blockbuster brands such as The Sims™, Madden NFL, EA SPORTS™ FIFA, Battlefield™, Dragon Age™ and Plants vs. Zombies™. More information about EA is available at www.ea.com/news.

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Electronic Arts Inc.

Melissa Ojeda, 650-628-7870

PR Manager

mojeda@ea.com

Duke Indrasigamany, 604-456-3150

Sr. Communications Manager

dindrasigamany@ea.com

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