



## EA Unveils Special Editions of *Star Wars: The Old Republic* — Available for Pre-Order Starting Today

*Early Game Access and Exclusive In-Game Content Announced for Highly Anticipated MMO with all Pre-Orders Beginning Today*

*Star Wars: The Old Republic Beta Test Weekends to Start this September*

AUSTIN, Texas--(BUSINESS WIRE)-- The start of your personal *Star Wars*<sup>™</sup> saga grows nearer. BioWare, a division of Electronic Arts (NASDAQ: ERTS) today revealed three editions of *Star Wars: The Old Republic*<sup>™</sup>, each custom-designed to delight RPG and *Star Wars* fans worldwide. The *Star Wars: The Old Republic Collector's Edition*, *Digital Deluxe Edition* and *Standard Edition* are available for pre-order today at participating retailers\*, with digital versions available exclusively at Origin<sup>™</sup> (<http://preorder.origin.com>). Upon pre-order, players will be granted a redemption code that will unlock early game access\*\* as well as an in-game color stone to change your weapon effect. Pre-order quantities are limited and Early Game Access will only be available to those who pre-order the game and redeem their code before the game's official release.

*Star Wars: The Old Republic* has been honored with over 95 industry awards and accolades from game critics worldwide and continues to be one of the most anticipated launches of 2011. The game innovates and advances the MMO genre by emphasizing story as a key pillar of the experience — a proven strength of BioWare and Lucasfilm. As anticipation grows, BioWare also proudly announced today that *Star Wars: The Old Republic* will open "Beta Test Weekends" starting this September. These weekend play sessions will be open to selected players worldwide and create an opportunity for fans to get a sneak peek of the epic stories, worlds, quests, battles and characters in the game. Please visit [www.StarWarsTheOldRepublic.com](http://www.StarWarsTheOldRepublic.com) to register for game testing and to stay tuned throughout the summer for more details as they become available.

"We are targeting *Star Wars: The Old Republic* to be one of the biggest launches of holiday 2011," said Dr. Ray Muzyka, Group General Manager and Co-Founder, BioWare and Senior Vice President, Electronic Arts. "Our teams at BioWare and EA, along with our partners at LucasArts, are laser-focused on creating a high quality game, but just as importantly, they are resolute in delivering a high quality service. We are taking all of the necessary steps to make sure *The Old Republic* has a thriving community built on a stable online foundation from day one, including limiting supply at launch to ensure that players easily transition into the servers. So whether you're waiting to join the Empire or the Republic, pre-order now to ensure you can enter the galaxy at launch!"

The three editions of *Star Wars: The Old Republic* are:

- ***Star Wars: The Old Republic Collector's Edition*** — The *Collector's Edition* includes a host of virtual in-game and physical items for the ultimate *Star Wars* fan. Physical items include a Darth Malgus Statue from Gentle Giant, the journal of Jedi Master Gnost Dural from Chronicle Books, The Music of *The Old Republic* soundtrack, a security key and a map of the in-game *Star Wars* galaxy. Virtual items include a Flare Gun, Training Droid, personal HoloDancer, HoloCam, the STAP vehicle and access to the Collector's Store, an in-game store with new in-game items exclusively for owners of the *Collector's Edition*. The *Collector's Edition* will also include 30 days of game time and has an MSRP of \$149.99 (USD) at participating retailers.
- ***Star Wars: The Old Republic Digital Deluxe Edition*** — The *Digital Deluxe Edition* has an MSRP of \$79.99 (USD) and includes 30 days of game time and five virtual items, including the Flare Gun, Training Droid, personal HoloDancer, HoloCam and the STAP vehicle.
- ***Star Wars: The Old Republic Standard Edition*** — The base edition of the game is available at retailers and online for an MSRP of \$59.99 (USD) and includes 30 days of game time.

*Star Wars: The Old Republic* has been lauded for breaking new ground in the genre by building on traditional MMO gameplay pillars of combat, exploration and character progression, and adding a fourth dimension to the experience — story. *The Old Republic* is set thousands of years before the rise of Darth Vader, when the galaxy is in the midst of a cold war. Players will be asked to join forces with either the Galactic Republic or Sith Empire and choose one of eight iconic *Star Wars* characters: Jedi Knight, Jedi Consular, Smuggler, Trooper, Bounty Hunter, Imperial Agent, Sith Inquisitor and Sith Warrior. Every player's story will unfold based on meaningful choices made throughout the game, enabling them to become the hero of their own personal

*Star Wars* saga. Along their journey players will encounter companion characters with which players can build or break meaningful relationships as they join in your journeys and fight at your side. Throughout their adventures, players will be immersed in a vibrant galaxy of planets, engage in heroic battles and experience visceral *Star Wars* combat.

For more information on *Star Wars: The Old Republic*, pre-order details and special editions, please visit [www.StarWarsTheOldRepublic.com/pre-order](http://www.StarWarsTheOldRepublic.com/pre-order), follow the game on Twitter at <http://twitter.com/swtor> or "Like" *Star Wars: The Old Republic* on Facebook at <http://facebook.com/starwarstheoldrepublic>.

\* *Conditions and restrictions apply. See [www.StarWarsTheOldRepublic.com/preorder](http://www.StarWarsTheOldRepublic.com/preorder) for details.*

\*\**Codes are redeemable at [www.StarWarsTheOldRepublic.com/preorder](http://www.StarWarsTheOldRepublic.com/preorder). Pre-order quantities are limited and will be processed in the order they are received.*

### **About Lucasfilm Ltd.**

Lucasfilm Ltd. is one of the world's leading film and entertainment companies. Founded by George Lucas in 1971, it is a privately held, fully-integrated entertainment company. In addition to its motion-picture and television production operations, the company's global activities include Industrial Light & Magic and Skywalker Sound, serving the digital needs of the entertainment industry for visual-effects and audio post-production; LucasArts, a leading developer and publisher of interactive entertainment software worldwide; Lucas Licensing, which manages the global merchandising activities for Lucasfilm's entertainment properties; Lucasfilm Animation, which is currently producing content for film and television, including *Star Wars: The Clone Wars*, a CG-animated half-hour television series; and Lucas Online creates Internet-based content for Lucasfilm's entertainment properties and businesses. Additionally, Lucasfilm Singapore produces digital animated content for film and television, as well as visual effects for feature films and multi-platform games. Lucasfilm's motion-picture productions include three of the 20 biggest box-office hits of all time and have received 19 Oscars and more than 60 Academy Award nominations. Lucasfilm's television projects have won 12 Emmy Awards. Lucasfilm Ltd. is headquartered in San Francisco, Calif. LucasArts, a Lucasfilm Ltd. company, is a leading developer and publisher of interactive entertainment software worldwide for video game console systems, computers and the Internet. Based in San Francisco, Calif., as well as on the Internet at [www.lucasarts.com](http://www.lucasarts.com), LucasArts was created in 1982 by George Lucas to provide an interactive element to his vision of a state-of-the-art, multifaceted entertainment company.

### **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™*, *Neverwinter Nights™*, *Star Wars®: Knights of the Old Republic™*, *Jade Empire™*, *Mass Effect™* and *Dragon Age™*. BioWare operates in Edmonton (Alberta, Canada), Montreal (Quebec), Austin (Texas), Fairfax (Virginia) and Galway (Ireland). Currently announced projects at BioWare include the ongoing downloadable content for *Dragon Age II*, *Mass Effect 3* and *Star Wars®: The Old Republic™*. In 2008, BioWare was acquired by Electronic Arts, a leading global interactive entertainment publisher.

For more information on BioWare, visit [www.bioware.com](http://www.bioware.com) or follow us on Twitter at [www.twitter.com/biofeed](http://www.twitter.com/biofeed). To join the millions of fans already registered on our community, go to <http://social.bioware.com>.

### **About Electronic Arts**

Electronic Arts (NASDAQ:ERTS) is a global leader in digital interactive entertainment. The Company's game franchises are offered as both packaged goods products and online services delivered through Internet-connected consoles, personal computers, mobile phones and tablets. EA has more than 100 million registered players and operates in 75 countries.

In fiscal 2011, EA posted GAAP net revenue of \$3.6 billion. Headquartered in Redwood City, California, EA is recognized for critically acclaimed, high-quality blockbuster franchises such as *The Sims™*, *Madden NFL*, *FIFA Soccer*, *Need for Speed™*, *Battlefield*, and *Mass Effect™*. More information about EA is available at <http://info.ea.com>.

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