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## Star Wars™: The Old Republic™ Launches Free Play Option Today

*Award-Winning MMO from BioWare and LucasArts also adds New Content*

AUSTIN, Texas--(BUSINESS WIRE)-- BioWare™, a studio of Electronic Arts Inc. (NASDAQ:EA), and LucasArts announced today that the new, Free-to-Play option for the critically-acclaimed, massively multiplayer online game **Star Wars: The Old Republic** is now live. Players can experience the complete storylines of all eight, iconic *Star Wars*™ Masses, all the way to level 50 for free. This new option complements the existing subscription offering, providing players with maximum flexibility in how they choose to experience *Star Wars: The Old Republic*.

"We want to give our players the freedom to enjoy *Star Wars: The Old Republic* when and how they want," said Matthew Bromberg, General Manager of BioWare Austin. "There has never been a better time to start playing with us."

Also today, BioWare released *Game Update 1.5: HK-51 Activated*, which adds new areas to explore, a new Companion character and more, including:

- **Get ready for an action-packed adventure to earn control of one of the galaxy's most deadly Assassins, HK-51.** Submerged beneath the icy surface of Belsavis lies a derelict ship and if you are brave enough to venture through the wreckage, you will embark on a mission that ultimately rewards you with a powerful new, yet familiar, ally: the ruthless Assassin Droid, HK-51.
- **Explore Section X, a previously untouched area of the prison world of Belsavis.** The Dread Masters' servants are searching for a powerful and ancient weapon. Fly to Section X and secure the target of their search to be richly rewarded.
- **Travel to Denova to take on Operation: Explosive Conflict — now with a Nightmare Mode!** Teams who complete in this new mode can earn the final pieces of the Dread Guard gear set and a brand new mount that will be sure to cause tank envy!

*Star Wars: The Old Republic* is a story-driven, massively multiplayer online (MMO) game with a Free-to-Play option from BioWare and LucasArts. Set thousands of years before the classic *Star Wars* movies, players team up with friends online to fight in heroic battles, explore a galaxy of vibrant planets and experience visceral *Star Wars* combat, all set to a sweeping musical score. Players are asked to join forces with either the Galactic Republic or Sith Empire and choose one of eight iconic *Star Wars* characters, including the Jedi Knight, Jedi Consular, Smuggler, Trooper, Sith Warrior, Sith Inquisitor, Bounty Hunter and Imperial Agent.

For more information on the different ways players can now experience *Star Wars: The Old Republic*, including the Free-to-Play option, please visit [www.StarWarsTheOldRepublic.com/FREE](http://www.StarWarsTheOldRepublic.com/FREE) or <http://Origin.com>. As always, be sure to check [StarWarsTheOldRepublic.com](http://www.StarWarsTheOldRepublic.com) for latest updates and follow us on [Twitter®](#), [Facebook®](#), and [YouTube®](#).

ACCEPTANCE OF END USER ACCESS AND LICENSE AGREEMENT ('EUALA'), PERSISTENT INTERNET CONNECTION, AND ACCOUNT REGISTRATION REQUIRED TO PLAY. MUST BE 13+ TO REGISTER. ACCOUNT IS NON-TRANSFERABLE ONCE USED. PAID SUBSCRIPTION, VALID AND ACCEPTED PAYMENT METHOD OR PAID GAME TIME CARD (IF AVAILABLE) REQUIRED TO ACCESS SUBSCRIPTION GAMEPLAY. PAYMENT METHOD AGE RESTRICTIONS MAY APPLY. SWTOR ONLINE SERVICE MAY BE DISCONTINUED. SEE EUALA FOR DETAILS. AGREEMENT TO SHARE ACCOUNT INFORMATION WITH LUCASFILM ENTERTAINMENT COMPANY LTD. ('LUCASFILM') IS REQUIRED TO ACCESS GAMEPLAY. GAME INTENDED FOR PLAY ONLY WITHIN NORTH AMERICA, EUROPE AND CERTAIN OTHER TERRITORIES. USE OF CARTEL COINS SUBJECT TO DIGITAL SERVICES AGREEMENT. PRIVACY POLICY AND TERMS OF SERVICE AVAILABLE AT [WWW.SWTOR.COM](http://WWW.SWTOR.COM). ALL TERMS AND CONDITIONS TO PLAY THE GAME APPLY AT ALL TIMES. THE FIRST 30 DAYS OF SUBSCRIPTION ARE INCLUDED IN THE PURCHASE PRICE OF THE PRODUCT. SUBSCRIPTIONS MAY BE CANCELLED AT ANY TIME. SEE [WWW.SWTOR.COM](http://WWW.SWTOR.COM) FOR DETAILS.

### About LucasArts

Founded in 1982 by filmmaker George Lucas, LucasArts is a leading publisher and developer of interactive entertainment.

With development facilities in San Francisco and Singapore, LucasArts leverages the global skills, technology and resources of the Lucasfilm family of companies -- including visual effects leader Industrial Light & Magic, Lucasfilm Animation and Skywalker Sound -- in addition to strategic partnerships with best-in-class external partners, to further the boundaries of game development. LucasArts is dedicated to delivering deeply immersive, visually spectacular and engaging experiences that inspire and amaze generations.

### **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, tablets and social networks. EA has more than 250 million registered players and operates in 75 countries.

In fiscal 2012, EA posted GAAP net revenue of \$4.1 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, FIFA Soccer, Need for Speed™, Battlefield™ and Mass Effect™. More information about EA is available <http://info.ea.com>.

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