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BioWare Announces First Digital Expansion: Rise of the Hutt Cartel -- is Now Live in Star Wars™: The Old Republic™

Digital Expansion Adds New Story Content and Increases Level Cap to 55 in the Award-Winning MMO from BioWare and LucasArts

AUSTIN, Texas--(BUSINESS WIRE)-- The Hutt Cartel is making a huge play to become the next galactic superpower and only the Republic or the Empire can stop their rise! BioWare™, a studio of Electronic Arts Inc. (NASDAQ: EA), and LucasArts announced today that the first digital expansion for *Star Wars: The Old Republic, Rise of the Hutt Cartel*, is now available for players worldwide. Available for \$19.99 (USD), or at half price for current Subscribers (\$9.99 USD), players can extend their personal *Star Wars™* saga, with exciting new playable missions, new features and a striking new planet, Makeb. Playing through *Rise of the Hutt Cartel* will raise the game's level cap to 55 and allow players to access a host of new, higher-level group content in the recently released Game Update 2.0: *Scum and Villainy*.

"We've worked hard over the last year to ensure we were listening to player feedback and acting on it. This month, we're not only adding hours of new story-driven content and features with *Rise of the Hutt Cartel*, but we are also adding depth and content to the end game with our latest Game Update 2.0: *Scum and Villainy*," said Jeff Hickman, Executive Producer of *Star Wars: The Old Republic*. "All of this new content, combined with a much larger, more active and engaged community since the addition of the Free-to-Play option last year, makes this the best time to join or return to *The Old Republic!*"

In *Rise of the Hutt Cartel*, players will explore a new storyline on the beautiful and exciting new planet of Makeb. Here players will continue their faction storylines as they fight against a nefarious new threat, the Hutt Cartel, attempting a take-over of the planet and all its resources. As players progress through the new levels they will earn new gear and abilities, along with access to new Elder Game content. As part of the experience, players will also be able to acquire new technological gear including Macrobinoculars and Seeker Droids, which take players on galaxy-spanning new missions to unlock valuable rewards.

Star Wars: The Old Republic is set thousands of years before the classic *Star Wars* movies. Players are immersed as they team up with friends online to fight in heroic battles reminiscent of the films, exploring a galaxy of vibrant planets, experiencing visceral *Star Wars* combat, all set to a sweeping musical score. Now, players can experience the complete storylines of the eight iconic *Star Wars* classes, all the way to Level 50 without having to pay a monthly fee. The new Free-to-Play option complements the existing subscription offering, providing greater flexibility in how to experience *Star Wars: The Old Republic*.

Visit www.StarWarsTheOldRepublic.com/RiseoftheHuttCartel to learn more or purchase the Digital Expansion for \$19.99. Be sure to check www.StarWarsTheOldRepublic.com for the latest updates and follow us on Facebook, YouTube, and Twitter.

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 275 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 at <http://ea.com>.

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