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## Early Access to Galactic Starfighter Digital Expansion Available to Star Wars™: The Old Republic™ Subscribers Today

AUSTIN, Texas--(BUSINESS WIRE)-- The journey to become a legendary Starfighter pilot begins now! Today, BioWare™ a division of Electronic Arts Inc. (NASDAQ: EA), and LucasArts granted early access for current subscribers to the new Free-to-Play *Star Wars™: The Old Republic™* Digital Expansion, Galactic Starfighter. The second Digital Expansion introduces 12v intense Player-vs-Player (PvP) free-flight dogfighting and fierce factional battles as the war between the Sith Empire and the Galactic Republic explodes into space. Players will compete and advance to earn experience, in the form of "requisition" to unlock awesome new weapons, powers and abilities to customize their ultimate Starfighter.

"We are so excited for players to experience all the incredible new content in Galactic Starfighter, while still gaining additional XP and credits to give their ground game characters a boost," said Jeff Hickman, Vice President, General Manager of BioWare Austin. "Free-flight space combat is a feature the fans have been asking for, and Galactic Starfighter really delivers on that feeling of heart-pounding fast-paced dogfighting action that you expect in a *Star Wars™* game."

Anyone who becomes a subscriber will be able to jump right into Galactic Starfighter and become part of the factional combat and free flight PvP experience (no minimum character level requirements apply). In addition to gaining early access to Galactic Starfighter, subscribers will receive exclusive rewards, including custom paint jobs, two pilot suits and two titles ("Test Pilot" and "First Galactic Starfighter"). Preferred Status Players\* will be granted access to Galactic Starfighter on January 14, before the Digital Expansion becomes available to the public beginning on February 4.

*Star Wars: The Old Republic* is a Free-to-Play, award-winning MMO set thousands of years before the classic *Star Wars* movies. Players team up with friends online to fight in heroic battles between the Republic and Empire, exploring a galaxy of vibrant planets and experiencing visceral *Star Wars* combat. 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 Free-to-Play option complements the existing subscription offering, providing greater flexibility in how to experience *Star Wars: The Old Republic*.

For more information on the Digital Expansion: *Galactic Starfighter*, please visit [www.StarWarsTheOldRepublic.com/galactic-starfighter](http://www.StarWarsTheOldRepublic.com/galactic-starfighter). Join the conversation by visiting the official [Community Blog](#), [Facebook](#), [Twitter](#), and [YouTube](#) pages. For additional press assets, please visit <http://info.ea.com>.

\* Players gain Preferred Status by purchasing anything from the online store <http://www.swtor.com/buy>. Former Subscribers are automatically Preferred Status players. To qualify, a player must gain Preferred Status between January 14, 2014 and February 3, 2014 (Prior to the official public launch on February 4, 2014). The offer ends February 3, 2014 at 11:59PM PST / February 4, 2014, 7:59AM GMT.

### About LucasArts:

LucasArts, a division of Lucasfilm Entertainment Company Ltd., is a leading publisher and developer of interactive entertainment worldwide. With development facilities in San Francisco and Singapore, LucasArts leverages the global skills, technology and resources of the Lucasfilm family of companies in addition to strategic partnerships with best-in-class external partners, to further the boundaries of interactive entertainment.

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### 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 in over 200 countries.

In fiscal year 2013, EA posted GAAP net revenue of \$3.8 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://www.ea.com/news>.

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Electronic Arts  
Stephanie Driscoll, 650-628-7890  
Publicist  
[sdriscoll@ea.com](mailto:sdriscoll@ea.com)  
Andrew Wong, 650-628-2781  
Director of PR  
[anwong@ea.com](mailto:anwong@ea.com)

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