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## BioWare Opens Up the Galactic Starfighter Digital Expansion for *Star Wars*™: The Old Republic™ to All Players Starting Today

*Now You Can Customize and Pilot Your Own Starfighter in Space PvP Combat in the *Star Wars*™ Universe - For Free*

AUSTIN, Texas--(BUSINESS WIRE)-- Today, BioWare™ a division of Electronic Arts Inc. (NASDAQ: EA), and LucasArts announced the new Free-to-Play *Star Wars: The Old Republic Digital Expansion, Galactic Starfighter*, is now available to all gamers. Early access was previously granted to Subscribers and Preferred Status Players, but now everyone can jump right into the intense 12v12 Player-vs-Player (PvP) dogfighting combat. With no character level requirement, new players can jump into Galactic Starfighter and into battle quickly. Personalize your Starfighter to suit your play-style with a variety of unique customization options and join others in intense *Star Wars* space battles.

To celebrate the official launch of the new Digital Expansion, all players will be able to access Galactic Starfighter along with new gameplay being added today, including:

- **New Gameplay Mode: Team Deathmatch** - The goal is to destroy the most enemy players and acquire power-up items to turn the tide of battle.
- **New Starfighter Role: The Bomber** - Decimate enemies playing as the Bomber, featuring the strongest hull of any Starfighter, and launch proximity mines and automated drones to defend your team.
- **New Tactical Flashpoint: Kuat Drive Yards** - Join your friends to fight through a highly contested orbital shipyard with one of the most prolific warship manufacturing facilities in the galaxy. Available to players Level 15+, this new 'Tactical Flashpoint' is balanced for any type of group, comprised of any combination of the four class roles, ensuring you can get into the action quickly. Combat scenarios can change with each play-through and players can earn valuable rewards like the "KDY Orbital Lifter" mount, unique Starfighter Paint Jobs and more!

Plus, players who join *Star Wars: The Old Republic* will receive two Pilot Suits to customize their character further.

"Space combat is an iconic *Star Wars* experience that adds another level of excitement and immersion within The Old Republic universe," said Jeff Hickman, Vice President, General Manager of BioWare Austin. "Galactic Starfighter shows that BioWare is committed to giving fans, new and old, the high quality Free-to-Play *Star Wars* experience."

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

### 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 [here](http://www.ea.com/news).

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