



Star Wars™: The Old Republic™ Expands to New Countries in Europe and the Middle East

Award-Winning MMO from BioWare and LucasArts Launches in 38 New Countries Today

AUSTIN, Texas--(BUSINESS WIRE)-- BioWare™, a Label of Electronic Arts (NASDAQ:EA) and LucasArts announced today that *Star Wars™: The Old Republic™* will officially launch in 38 additional countries throughout Europe and the Middle East. Starting today, fans in those regions will be able to purchase the critically-acclaimed massively multiplayer online game and enjoy the story-driven experience that has captivated critics and fans since the game's historic launch in December.

Players will be able to choose from the Standard Edition and the Digital Deluxe Edition of *Star Wars: The Old Republic* at Origin.com* and participating retailers located in Afghanistan, Albania, Algeria, Andorra, Bahrain, Belarus, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Egypt, Estonia, Gibraltar, Iceland, Israel, Kazakhstan, Kuwait, Latvia, Lebanon, Libya, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Morocco, Oman, Qatar, Romania, Saudi Arabia, Serbia, Slovakia, Slovenia, Tunisia, Turkey, Ukraine, United Arab Emirates and Yemen. For a complete list of participating retailers and for pricing by territory, please visit <http://buy.swtor.com>.

The Old Republic is set thousands of years before the classic *Star Wars*™ movies, with the Galactic Republic and Sith Empire locked in the middle of an epic, galactic war. By choosing one of eight iconic *Star Wars* characters, including the Jedi Knight, Jedi Consular, Smuggler, Trooper, Sith Warrior, Sith Inquisitor, Bounty Hunter and Imperial Agent, players become the hero or villain of their own personal *Star Wars* saga. Players team up with friends online, fighting in heroic battles reminiscent of the films, immersing themselves in a galaxy full of vibrant characters and planets, while experiencing visceral *Star Wars* combat.

Included with the purchase of every copy of *Star Wars: The Old Republic* is 30 days of access to the game, after which players can continue to play by subscribing** to the current service, which gives players access to new, ongoing content such as the recently released Game Update 1.2: *Legacy*. For more information on *Star Wars: The Old Republic*, please visit www.StarWarsTheOldRepublic.com, follow the game on Twitter® at <http://twitter.com/swtor> or "Like" *Star Wars: The Old Republic* on Facebook® at <http://facebook.com/starwarstheoldrepublic>. Press assets for *Star Wars: The Old Republic* are available at www.info.ea.com.

* STAR WARS: THE OLD REPUBLIC WILL NOT BE AVAILABLE ON [ORIGIN.COM](http://Origin.com) IN ALGERIA LUXEMBOURG OR TUNISIA.

** FOR SUBSCRIPTION PRICING BY TERRITORY, PLEASE VISIT [THE OLD REPUBLIC FAQ](#).

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 BioWare

The BioWare Label is a division of EA which crafts high quality multiplatform role-playing, MMO, social, play-for-free and strategy games, focused on emotionally engaging, rich stories with unforgettable characters and vast worlds to discover. Since 1995, BioWare has created some of the world's most critically acclaimed titles and franchises, including *Baldur's Gate*™, *Neverwinter Nights*™, *Star Wars™: Knights of the Old Republic*, *Jade Empire*™, *Mass Effect*™ and *Dragon Age*™. BioWare currently operates in eight locations across the world, including Edmonton (Alberta, Canada), Montreal (Quebec, Canada), Austin (Texas), Fairfax (Virginia), San Francisco (California), Los Angeles (California), Sacramento (California) and Galway (Ireland).

In 2008, BioWare was acquired by Electronic Arts, a leading global interactive entertainment publisher. In 2011 EA created the BioWare Label, alongside EA Games, EA SPORTS™ and EA Play. For more information on BioWare, visit www.bioware.com, or

follow us on Twitter at www.twitter.com/bioware. To join the millions of fans already registered with the BioWare community, go to <http://social.bioware.com>.

About Electronic Arts

Electronic Arts (NASDAQ:EA) 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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