



November 17, 2017

## Become the Hero in Star Wars™ Battlefront™ II, Launching Across the Galaxy Today

*Jump into Epic Multiplayer Battle Fantasies, Pilot a Starfighter in Intense Space Dogfights, and Experience a New, Untold Story in one of the Most Expansive Star Wars Games Yet*

*Star Wars Battlefront II The Last Jedi, the First Free\* Season of Themed Content, Inspired by the Upcoming Film Star Wars™: The Last Jedi™ will Include Finn, Captain Phasma, a New Chapter in Iden Versio's Story in Single Player and More*

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Today, Electronic Arts Inc. (NASDAQ:EA) and Lucasfilm Ltd., released one of the year's most highly-anticipated games, *Star Wars™ Battlefront™ II*. Winner of the Game Critics Award for Best Online Multiplayer at E3 2017, DICE, Motive Studios and Criterion Games joined forces to create one of the most robust *Star Wars™* gaming experiences to date. Fans can immerse themselves in a game that's nearly three times the size of its predecessor with more heroes, locations and vehicles from every cinematic era, deeper customization, progression, and enhanced space battles. [Star Wars Battlefront II](#) allows players to live out their own *Star Wars* fantasies as a trooper on the ground, an ace pilot dogfighting in space, and an epic hero dominating the battlefield. In the all-new single player campaign, players will experience a previously untold *Star Wars* story from the unique perspective of Iden Versio, leader of the Imperial special forces unit, Inferno Squad.

This press release features multimedia. View the full release here:  
<http://www.businesswire.com/news/home/20171117005203/en/>



"With *Star Wars Battlefront II*, we wanted to pay homage to the legacy of the *Star Wars* franchise and recognize how much each era has meant to so many people," said Matt Webster, Executive Producer of *Star Wars Battlefront II*. "We built the game based upon what fans loved about the first game and feedback of what they wanted more of, including adding a single-player story, experiencing the ultimate *Star Wars* battleground across all cinematic eras, and shifting to an event and narrative driven live service that keeps the community together."

*Star Wars Battlefront II* allows fans to play as and against *Star Wars*' most feared villains and cherished [heroes](#) in DICE's rich multiplayer experience, including Darth Maul, Rey, Yoda, and joining this

Star Wars Battlefront II (Graphic: Business Wire)

December, Finn and Captain Phasma. There's something for everyone in [six different multiplayer modes](#): Starfighter Assault, Galactic Assault, Strike, Blast, Heroes vs. Villains, and Arcade. High in variety and breadth, Galactic Assault allows up to 40 players to step into battle as one of four distinct classes with a [massive array of vehicles](#) and customizable weapons in new in-game locations including Yavin 4's jungle canopies, Kamino's cloning facilities, and Kashyyyk's Wookiee filled forests. [Space combat](#) has been designed from the ground up and brought to life by the legendary Criterion Games in Starfighter Assault, featuring distinct handling, weapons, and customization options through Star Cards. Players can immerse themselves in thrilling, multi-stage battles in space and choose from three unique starfighter classes and iconic hero ships including Darth Maul's Scimitar and Poe Dameron's T-70 X-wing. In Arcade, fans can jump into offline single-player or on consoles, split-screen couch co-op, allowing them to take on AI enemies and hone their skills across a variety of scenarios.

New to *Star Wars Battlefront II* is a carefully crafted and authentic *Star Wars* story developed by Motive Studios in partnership with Lucasfilm. The [campaign](#) helps to tell the story of what happened in the empire after the events of *Star Wars: Return of the Jedi* from the perspective of an all new hero, [Iden Versio](#), leader of Inferno Squad. In addition to

exploring iconic locations from the films, players will be introduced to new ones including the coral planet of Pillio and Iden's home planet of Vardos.

"With *Star Wars* Battlefront II, the teams have brought to life a period of *Star Wars* that hasn't previously been explored in the films," said Steve Blank, Creative Executive, Lucasfilm Story Group. "We've worked diligently to craft a compelling story of what it's like to view a familiar conflict from a very different perspective by allowing players to experience the Battle of Endor and destruction of the second Death Star as an Imperial."

Following the launch of the game, all players who own *Star Wars* Battlefront II will be able to experience free themed seasons that can include a mix of new locations, characters, challenges, live events, rewards and more in a world that's constantly growing with the community. The first season, [Star Wars Battlefront II The Last Jedi](#), inspired by the upcoming film, *Star Wars™: The Last Jedi™*, will start on December 5<sup>th</sup> when players can choose to align with the First Order or fight for the resistance. Then on December 13<sup>th</sup>, things will kick into high gear when fans will get access to Finn and Captain Phasma as playable characters, the new planet Crait, a new space location in D'Qar, daily and weekly challenges and rewards. Players can also continue their journey as Iden Versio in *Star Wars* Battlefront II Resurrection, a new chapter in the single-player campaign.

*Star Wars* Battlefront II is now available worldwide on PlayStation®4, Xbox One, and on [Origin for PC](#). To join the *Star Wars* Battlefront II conversation, please visit [www.facebook.com/EAStarWars](http://www.facebook.com/EAStarWars), follow us on Twitter® at [www.twitter.com/EAStarWars](http://www.twitter.com/EAStarWars) or sign up for the official EA *Star Wars* newsletter at <http://starwars.ea.com/newsletter>. Press assets for *Star Wars* Battlefront II are available at <http://pressinfo.ea.com>.

## 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 around the world.

In fiscal year 2017, EA posted GAAP net revenue of \$4.8 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, EA SPORTS™ FIFA, Battlefield™, *Star Wars*™ Battlefront™, Need for Speed™, Dragon Age™ and Plants vs. Zombies™. More information about EA is available at [www.ea.com/news](http://www.ea.com/news).

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\* Requires *Star Wars* Battlefront II on applicable platform (sold separately), all game updates, internet connection, EA account, and, for console players, Xbox Live Gold or PlayStation Plus membership (each sold separately).

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