

For more information, contact:

Adam Kahn

LucasArts

415/746-8011

akahn@lucasarts.com

LucasArts to Unleash the Force on the Wii in Spring 2008

Star Wars™: The Force Unleashed™ *Coming to Nintendo's Platform with Exclusive Duel Mode*

SAN FRANCISCO, Calif. – Sept. 18, 2007 – LucasArts today revealed that *Star Wars™: The Force Unleashed™* will come to the Wii™ home videogame system from Nintendo next spring, offering owners the unique chance to live out their Jedi fantasies by wielding the Wii Remote™ as a lightsaber while using the Nunchuk™ controller to torment foes with their Force™ powers.

The Force Unleashed casts players as Darth Vader's "Secret Apprentice" and promises to unveil new revelations about the *Star Wars* galaxy. The game's expansive story is set during the largely unexplored era between *Star Wars: Episode III Revenge of the Sith* and *Star Wars: Episode IV A New Hope*. In it, players will assist the iconic villain in his quest to rid the universe of Jedi – and face decisions that could change the course of their destiny.

The Wii version, in development by Krome Studios, will also add an exclusive duel mode in which players can compete head-to-head with their friends to determine the ultimate Jedi Master.

"The Wii is a great platform for *The Force Unleashed*, because the console's motion-oriented controllers really bring the game to life," said Jim Ward, President of LucasArts. "We've worked hard to make the Wii version of the game unique in order to truly let you unleash the Force."

More About *Star Wars: The Force Unleashed*

The Force Unleashed is the first next-generation game developed internally at LucasArts, and will be available on the Xbox 360 video game and entertainment system from Microsoft and PLAYSTATION®3 computer entertainment system.

As its name implies, *The Force Unleashed* completely re-imagines the scope and scale of the Force by taking full advantage of newly developed technologies that will be seen and experienced for the first time: Digital Molecular Matter, by Pixelux Entertainment, and *euphoria* by NaturalMotion Ltd.

“The combination of our great story, memorable characters, and the revolutionary new technology that we’re introducing will deliver something *Star Wars* fans have never seen before, in addition to attracting newcomers to gaming, something that is very important to us,” added Ward.

LucasArts and developer Krome Studios are creating an equally enthralling version of *The Force Unleashed* on the Wii, PlayStation®2 computer entertainment system and PSP® (PlayStation®Portable) system, and n-Space, Inc., is developing a version for the Nintendo DS™. All will feature the same storyline, with opportunities to unleash the Force in devastating new ways.

Working with Lucas Licensing, LucasArts is preparing an unprecedented promotional effort around the launch of *Star Wars: The Force Unleashed*, encompassing a full line of toys and game-based action figures from Hasbro, as well as a full publishing program from Dark Horse, Del Rey and Palace Press.

More information about the game can be found at the official website, www.theforceunleashed.com, which will continue to release details throughout the year.

About LucasArts

LucasArts, a Lucasfilm Ltd. company, is a leading developer and publisher of interactive entertainment software worldwide for video game console systems, computers and the Internet. Based in San Francisco, Calif., as well as on the Internet at www.lucasarts.com, LucasArts was created in 1982 by George Lucas to provide an interactive element to his vision of a state-of-the-art, multifaceted entertainment company.

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