

Subject: Star Wars Galaxies Restoration Launches 1.0 Update



Press Release

*- Please respect embargo of Wednesday September 14th, 830am Eastern Time -
- Trailer will be released at this time, thank you -*



Restoration Launches 1.0 Update

September 14, 2022 – Following an early access period beginning on May 28 2021, Restoration excitedly announces its entrance into 1.0 status on September 17th. Publish 1.0 introduces the galaxy to Mustafar with more than 30 new quest lines and experiences, awakens the force with our secret and individualized Jedi unlock

system, creates community with [server-wide progression](#), and adds *hundreds* of balances, bug fixes, and quality of life upgrades.

With over **24,000 registered accounts** eagerly awaiting launch, the team looks forward to seeing Star Wars fans from every corner of the world experience Galaxies once again.

Our 1.0 trailer can be found [here](#).

Looking Forward to Future Content

With a strong foundation in place and the team doubling again in size, the Restoration team are pleased to announce their in-depth [Project Roadmap](#) is on track for what fans can expect in 2022 and beyond.

Publish 1.0 welcomes the adventure planet Mustafar and Restoration's secretive Jedi unlock system. Also included are massive quality of life improvements, player pushed server content progression, and bug fixes to bring Star Wars Galaxies into 2022. Through analysis of economic data, the team will make changes to stabilize the game economy, building upon the scalable infrastructure that keeps the Restoration community active, safe, and fun.

Publish 1.1 aims to energize and foster the community that develops following the introduction of Jedi and Mustafar with repeatable mini-events, profession improvements, new player experiences, and new playable species.

Publish 2.0 will revamp PvP and Galactic Civil War systems, along with enhancements of community driven mechanics like bounty hunting and guilds.

Publish 2.1 will enhance elements of the Galactic Civil War, upgrade player cities with additional options and improvements, and lets citizens leverage a regional government system. This will allow select players to take control of an entire planet's operations, assuming control over different in-game systems.

Publish 3.0 will add both custom content and the finishing touches to the project.

Restoration Key Features

- **Explore a sprawling sandbox world** – From the sprawling cities of Corellia, Naboo, and Tatooine to the treacherous terrain of Endor, Dathomir, and Kashyyyk – immerse yourself in a complex and unique Star Wars Universe like never before.
- **Tell your unique story** – Pick and choose from 32 different skill trees; social, crafting, science, combat – to create a character unique to you. Found player cities, decorate housing, sell wares or services, host galactic dinner parties – the choice is yours.
- **A player driven economy** – Certain rewards and mechanics have been removed, worked into the player crafting tree, or made cosmetic only—to ensure players are the driving force in the market.
- **Fight in space** – Jump to Lightspeed is fully implemented, and players can experience group squadron action in PvE or PvP combat.
- **Unique force system** – The journey to becoming a Jedi in the era of the Galactic Empire poses unique challenges as a thriving Force Sensitive community to take in a youngling for training is nonexistent. Consequently, the process of becoming a Jedi is a demanding, stimulating, and individualized experience for every inhabitant of the Star Wars Galaxy. Discovery of The Force will require exploration throughout the ground and space on group and solo adventures. Everything encountered along the way, from artifacts and horticulture to creatures and conclaves, will play a role in your saga.
- **Developed in tandem with the community** – The Restoration team listens to player feedback through its unique [PlayerVoice](#) and [Senate](#) system, and has exciting new content planned to keep every player entertained for years to come.

- **Community server-wide progression** - Individual actions will add up, with players being able to unlock different parts of the game by meeting global prerequisites, giving a group sense of purpose to end game content.

About The Restoration Team

Our team of volunteers are all Star Wars fans who enjoyed Star Wars Galaxies. They have the abundant knowledge and passion to present a version of what could have been—if development on the original game had not ceased in 2011. Building off its prior iterations in Restoration I & II, Restoration is the culmination of past efforts and represents our final vision of a fun and rewarding Star Wars MMORPG that we all deserve.

We welcome any questions or comments, please direct them to the team at talonkarrde@swgr.org



For more information, please follow the links below. And may the force be with you.

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