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Call of Duty: WWII Delivers Gripping Action on Global Scale

Franchise Returns to its Roots in the Definitive World War II Gaming Experience, Friday, November 3

Multiplayer Features Boots-on-the-Ground Combat with All-New Ways to Play and Engage; Pre-Order Now and Get Access to the Private Multiplayer Beta, First on PlayStation®4

Brand New, Unique Take on Nazi Zombies Cooperative Mode Brings an Original Storyline and Heart-Pounding Experience to Call of Duty

SANTA MONICA, Calif.--(BUSINESS WIRE)-- *Call of Duty®* is making a dramatic return to the greatest military conflict in history and where the franchise first began, World War II. On Friday, November 3, **Call of Duty®: WWII** players will enlist in an unforgettable journey of brotherhood across the European theater in a mission vital to the success of the Allied powers. The all-new *Call of Duty* delivers gritty realism, authenticity and cinematic intensity on an epic scale. In addition to the game's boots-on-the-ground combat, Multiplayer offers a host of new modes, systems and gameplay innovations across iconic map locations; while an all-new Nazi Zombies Cooperative mode unleashes a startling, new storyline and adrenaline filled experience. Published by Activision and developed by Sledgehammer Games, **Call of Duty: WWII** defines the World War II game experience for a new generation of consoles.

"More than two and a-half years ago we made the decision to return this franchise to its roots, and **Call of Duty: WWII** does so in epic fashion," said Eric Hirshberg, Activision CEO. "The team at Sledgehammer Games is delivering an authentic, gritty, cinematic experience that honors both the epic scale, and the human struggle of the greatest war the world has ever known. This game will let longtime fans experience World War II like never before, and will introduce this historic conflict to a whole new generation of gamers in the process."

"**Call of Duty: WWII** has been a journey of inspiration and passion for everyone at Sledgehammer Games. The team is dedicated to delivering on the intense nature of war that focuses on the heroism and sacrifice of soldiers in WWII. Our rich narrative driven, action-packed campaign, and engaging and innovative multiplayer experience immerse players into the boots of a soldier fighting for freedom in a world on the brink of tyranny. And, our co-operative mode delivers a unique storyline that's an all-new take on Nazi Zombies that we think fans are going to love," said Michael Condrey, Studio Head and Co-Founder of Sledgehammer Games.

Added Glen Schofield, Studio Head and Co-Founder of Sledgehammer Games, "The story we're telling is unlike anything that we've tackled before. It's such an amazing journey of common everyday people who became heroes. We want to respect this great generation of soldiers, tell a realistic story set in a true inflection point in human history, and deliver the best experience of our careers."

Call of Duty: WWII takes the franchise back to its roots in a bold cinematic experience that captures the unforgettable heroism of the soldiers who fought together in a war that changed the world forever. Activision's gripping new title is an honest portrayal of World War II from the perspective of the famed 1st Infantry Division, with an ensemble cast of global and diverse characters. Through stunning visuals and intense audio, players storm the beaches of Normandy on D-Day, march across France to liberate Paris and ultimately push forward into Germany in some of the most monumental battles of all-time.

Call of Duty: WWII Multiplayer combat immerses players in grounded, fast-paced action featuring an arsenal of authentic weapons and equipment, set in some of the most iconic locations in World War II's European theater. Multiplayer also delivers a new approach to character and create-a-class through Divisions, War, an all-new narrative multiplayer mode of play, and Headquarters, a first of its kind for the *Call of Duty* social community, designed for players to interact and socialize with friends. The definitive World War II next generation experience also introduces Nazi Zombies, an all-new cooperative mode featuring a unique standalone storyline set during World War II that's full of unexpected, adrenaline-pumping action. Look for more information about Multiplayer at E3 and the Nazi Zombies cooperative experience at a later date.

Call of Duty: WWII pre-orders at participating retailers include access to the Private Beta, available first on PlayStation®4, scheduled for later this year. **Call of Duty: WWII** is available for pre-order in the following editions:

- | **Base Edition** and **Digital Base Edition** - Suggested Retail Price \$59.99.
- | **Digital Deluxe Edition** - Season Pass** and more, SRP \$99.99.
- | **Pro Edition** - Season Pass**, collectible Steelbook™ and more, SRP \$99.99

Check local retailers for availability of all *Call of Duty: WWII* Editions.

****Season Pass purchasers receive 2018 Call of Duty: WWII Season Pass content. Season Pass content is not final, is subject to change, and may not include all downloadable content available for the game.** Season Pass content may not be available in all countries, and pricing and release dates may vary by platform. Season Pass content should be downloaded from the in-game store only; do not purchase separately, or you will be charged again. Season Pass content may be sold separately.

The title is published by [Activision Publishing, Inc.](#), a wholly owned subsidiary of Activision Blizzard (Nasdaq: [ATVI](#)), and developed by Sledgehammer Games. For the latest intel, check out: [www.callofduty.com](#), [www.youtube.com/callofduty](#) or follow [@CallofDuty](#) and [@SHGames](#) on [Twitter](#), [Instagram](#) and [Facebook](#). **Call of Duty: WWII** is scheduled for release on PlayStation®4 system, Xbox One, and PC. The title is not yet rated.

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