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## Call of Duty®: WWII Available Now Worldwide

*Call of Duty® Returns to its Roots and Brings an Epic, World War II Experience to New Generation of Gamers*

*Definitive World War II Game Delivers a Gripping, Personal Story, Boots-on-the-Ground Multiplayer Combat, Terrifying Nazi Zombies Co-Operative Gameplay*

*New Season of Call of Duty World League Gets Underway*

*Annual Race to Prestige Fundraiser Livestream Brings the Squad Back Together to Benefit Call of Duty® Endowment*

SANTA MONICA, Calif.--(BUSINESS WIRE)-- **Call of Duty®: WWII** is available now digitally and at global retailers worldwide. The most anticipated multi-platform game of this holiday according to Nielsen Game Rank™, marks *Call of Duty®*'s return to where the franchise first began, World War II. The new title takes players to the frontlines of the greatest military conflict ever known, through a personal story of heroism and the unbreakable bond of brotherhood, in the fight to save the world from tyranny.

Activision's **Call of Duty: WWII** also delivers a boots-on-the-ground multiplayer experience with new community-engaging features as well as a terrifying cooperative mode, Nazi Zombies.

"**Call of Duty: WWII** is the right game at the right time for our fans. Returning the franchise to its gritty, boots-on-the-ground, military roots was a big opportunity and a big responsibility. We were determined to deliver an unforgettable World War II experience, and I think we have," said Eric Hirshberg, CEO of Activision. "Our teams at Sledgehammer and Raven not only captured the epic scale and authentic atmosphere of the most brutal war ever fought, they also brought a hell of a lot of innovations—from a whole new way to play multiplayer with War Mode, to a new social space with Headquarters, to a jump-out-of-your-chair-scary Nazi Zombies mode. Whether you're a long-time player, or totally new to the franchise, this is the game that will bring all of our fans together."

"**Call of Duty: WWII** has been incredibly personal for us, with members of the Sledgehammer Games team and cast directly connected to World War II veterans. From the start, we committed ourselves to recreating the setting and locations, as well as years of research to make sure we captured the spirit and tone that players will experience," said Glen Schofield, Co-Founder and Studio Head of Sledgehammer Games.

"Being a part of taking *Call of Duty* fans back to World War II has been an unforgettable privilege for all of us," added Michael Condrey, Co-Founder and Studio Head of Sledgehammer Games. "The stories of sacrifice, comradery, and selflessness demonstrated by the men and women of The Greatest Generation inspired each of us to do the very best work of our careers. We kept these humble heroes at the forefront of developing the game and we proudly share it with the *Call of Duty* community in their honor."

**Call of Duty: WWII** is loaded with an incredible amount of content, and delivers a variety of new ways for all players to connect, compete, and engage as a community across the unique modes of play. The **Call of Duty: WWII** story campaign immerses players into an intense journey filled with gripping action and epic battles. Players follow the story of Ronald "Red"

Daniels, a member of the US 1<sup>st</sup> Infantry Division, who joins British forces and the French Resistance, and battle across the beaches of Normandy, to the liberation of Paris and ultimately into Germany.

**Call of Duty®: WWII** multiplayer is a fast-paced, grounded, and action-packed mode set in some of the most iconic locations in World War II's European theater with an arsenal of iconic weapons and equipment to suit different play styles and innovative ways to experience the mode, including:

- 1 **War Mode:** Developed in partnership with Raven Software, allows players to compete against each other as Allies and Axis forces in team-driven, objective missions.
- 1 **Divisions:** Redefines create-a-class system for how players develop their WWII Multiplayer Careers by enlisting in five iconic divisions, including the first to the fight Airborne Division, sharpshooting Mountain Division, the versatile Infantry Division, heavily-equipped Armored Division, and the Expeditionary Division armed with incendiary rounds

and shotguns.

- | **Headquarters:** An evolving, shared social space for players to connect with fans and friends.

Nazi Zombies is an all-new, cooperative zombies mode that thrusts players into a dark and terrifying, new and unique storyline set within a mythical and mystical World War II universe. Players embark on a chilling journey through a snowy Bavarian village in Germany, which holds a twisted secret to an unimaginable and monstrous power.

With the launch of **Call of Duty: WWII**, the Call of Duty World League (CWL) prepares for its biggest season yet with \$4.2 million in total prize money on the line, the largest in Call of Duty esports history. Players can participate online in CWL Ladders at launch via the in-game MLG GameBattles mode on PlayStation 4 and earn CWL Pro Points, which determines seeding for online and offline leagues and events. Teams can also participate in-person at CWL Global Open LAN tournaments beginning with the CWL Dallas Open on December 8-10. Learn more at [callofduty.com/cwl](http://callofduty.com/cwl).

In conjunction with the release of **Call of Duty: WWII**, the Call of Duty™ Endowment is getting the squad back together for the annual Race to Prestige. Kicking-off on Thursday, November 2, at 10:00 am Pacific, personalities iiJERiiCHOii, GoldGloveTV, TmarTn, Hutch, and VernNotice will play and livestream action-packed **Call of Duty: WWII** Multiplayer directly from Sledgehammer Games around the clock through Sunday, November 5. Viewers can tune into the broadcast, streaming live from Sledgehammer Games and featuring special guests and members of the development team, at [twitch.tv/therace](http://twitch.tv/therace).

**Call of Duty: WWII** is rated M for Mature and is now available for PlayStation®4, Xbox One X and, Xbox One. For PC fans, the game is also now available on Steam. **Call of Duty: WWII** comes in the following editions:

- | **Base Edition** and **Digital Base Edition** - Suggested Retail Price, SRP \$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 content is available first on PlayStation®4.

**\*\*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.

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