



## Destiny 2 Expansion II: Warmind Brings New Gear, Endgame Content, and Activities to Players

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*Bungie Partners with Vicarious Visions to Develop New Expansion for Destiny 2, Ushering in Season Three with Updates for all Destiny 2 Players*

*Experience a New Chapter in the World of Destiny 2 with the Untold Story of Ana Bray*

SANTA MONICA, Calif.--(BUSINESS WIRE)--May 8, 2018-- Bungie, Vicarious Visions and Activision, a wholly owned subsidiary of Activision Blizzard, Inc. (NASDAQ: ATVI), announced today that **Destiny 2 Expansion II: Warmind** is now available for download on PlayStation®4, the Xbox One family of devices including Xbox One X, and PC. The PC version of the expansion is available exclusively on [Battle.net](#)®, Blizzard Entertainment's acclaimed online-gaming platform. *Destiny 2 Expansion II: Warmind* marks the second official expansion to the award-winning *Destiny 2*, and sequel to the critically acclaimed *Destiny* videogame. *Warmind* includes new gear, deeper endgame content, activities, an all-new story, and features an epic new boss battle that challenges players in new ways. In *Warmind*, players will meet Ana Bray, a hero voiced by prominent actress Jamie Chung.

The expansion continues to build on the *Destiny 2* universe for the dedicated and returning fans who want to enjoy a fresh chapter in a story campaign. Players venture into a polar ice cap on Mars to explore epic adventures and activities. For players seeking an extremely challenging experience, *Warmind* includes an all-new endgame activity called Escalation Protocol. In this mode, players fight through increasingly difficult waves of Hive combatants. Included in the expansion and going live on Friday, May 11<sup>th</sup> is a new Raid Lair, a *Destiny* fan-favorite endgame activity, called "Spire of Stars," that offers new areas to explore, a brand-new boss to conquer, and unique rewards to acquire.

Additionally, with the launch of *Warmind*, Season 3 gameplay updates begin for all players of *Destiny 2*; these include powerful upgrades to Exotic weapons, the introduction of Ranked Crucible play, new Crucible maps, Private Matches, additional Vault Space, and much more.

"We are excited about the future of the *Destiny* franchise. Together, as partners with Bungie, we have taken various steps to create a dialogue between those who make the game, and those who play," said Byron Beede, executive vice president and general manager for *Destiny* at Activision. He added, "*Warmind* represents another step toward bringing the *Destiny 2* hobby back to our dedicated players."

"Since the launch of *Destiny*, we have played alongside and seen our amazingly passionate fans help evolve our universe. With *Warmind*, we want to show we are actively listening to the global community and that we are also committed to respecting players' time in game. We know many of our fans have expressed a need for deeper endgame activities in *Destiny 2*, with more meaningful rewards, and we are excited to continue to improve that experience for them with this release," said Sam Jones, project lead at Bungie.

"Vicarious Visions is proud to be a part of this franchise as fans, and now as developers," said Jennifer Oneal, studio head for Vicarious Visions. She added, "We've learned a lot from Bungie while working together and we hope the players see the care and craft we've given *Warmind*."

At launch, PlayStation® gamers will get access to an additional timed exclusive\* Strike called *The Insight Terminus* that will include an earnable timed exclusive\* Armor set for each class until at least Fall 2018.

Players can purchase **Destiny 2 Expansion II: Warmind** individually (\$19.99), or as part of the **Destiny 2 Expansion Pass**(\$34.99), which includes both Expansion I and Expansion II, on PlayStation®4 system, Xbox One and PC, exclusively on [Battle.net](#)®. *Destiny 2* game is required to play, and is sold separately.

For more game information, visit [www.DestinyTheGame.com](#) and follow the official *Destiny* social channels on Facebook and [@DestinyTheGame](#) on Instagram and Twitter. The community can interact directly with the developers at [www.Bungie.net](#), Facebook, [@Bungie](#) on Twitter, Instagram and [www.Twitch.tv/Bungie](#) on Twitch.

### About Bungie

Bungie is an independent, employee-owned game development studio dedicated to creating hopeful worlds that inspire passionate player communities. For more than two-and-a-half decades that purpose has led to the creation of some of the industry's most celebrated gaming franchises, including *Marathon*, *Myth*, *Halo*, and *Destiny*. Today, Bungie is focused on creating new experiences and adventures for the *Destiny 2* community to share.

### About Activision

Headquartered in Santa Monica, Calif., Activision is a leading global producer and publisher of interactive entertainment. Activision maintains operations throughout the world and is a division of Activision Blizzard (NASDAQ: ATVI), an S&P 500 company. More information about Activision and its products can be found on the company's website, [www.activision.com](#) or by following [@Activision](#).

Cautionary Note Regarding Forward-looking Statements: Information in this press release that involves Activision Publishing's expectations, plans, intentions or strategies regarding the future, including statements about the expected release dates and features of Spire of Stars and The Insight Terminus for *Destiny 2 Expansion II: Warmind*, are forward-looking statements that are not facts and involve a number of risks and uncertainties. Factors that could cause Activision Publishing's actual future results to differ materially from those expressed in the forward-looking statements set forth in this release include unanticipated product delays and other factors identified in the risk factors sections of Activision Blizzard's most recent annual report on Form 10-K and any subsequent quarterly reports on Form 10-Q. The forward-looking statements in this release are based upon information available to Activision Publishing and Activision Blizzard as of the date of this release, and neither Activision Publishing nor Activision Blizzard assumes any obligation to update any such forward-looking statements. Forward-looking statements believed to be true when made may ultimately prove to be incorrect. These statements are not guarantees of the future performance of Activision Publishing or Activision Blizzard and are subject to risks, uncertainties and other factors, some of which are beyond its control and may cause actual results to differ materially from current expectations.

\*Timed exclusive content until at least Fall 2018

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