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Call of Duty: Infinite Warfare Multiplayer Beta Begins Today, First on PlayStation®4

The First Beta Weekend Available Exclusively on PS4™ Starts Today Through Monday, Oct. 17, With a Second Weekend Kicking Off Oct. 21 Through Oct. 24 on PS4 and Xbox One

SANTA MONICA, Calif.--(BUSINESS WIRE)-- The start of the highly anticipated **Call of Duty®: Infinite Warfare** multiplayer beta kicks off today on PlayStation®4 computer entertainment system. Gamers who pre-ordered the game on PS4™ system will obtain a beta access code for instant access to the **Call of Duty: Infinite Warfare** multiplayer beta. They will experience Infinite Warfare multiplayer firsthand, including all-new maps, the all-new Combat Rigs system, new weaponry, unique progression systems, mission teams, select multiplayer modes and more, starting now through 10:00 a.m. PT, Monday, Oct. 17.

"*Infinite Warfare* multiplayer is about customizing the experience to fit different play styles, and that begins with Rigs," said Dave Stohl, Studio Head of Infinity Ward. "In the Beta, players will get their hands on our new Rigs, abilities, equipment, and of course our new craftable, prototype weapons. With new maps and modes, there's a ton of cool new stuff here, and we're excited to share a slice of multiplayer with the community. The data we'll receive over these next two weekends will be helpful as we get ready to share the full multiplayer experience next month at release."

The **Call of Duty: Infinite Warfare** beta represents a sample of the full multiplayer mode, giving fans access to a slew of its new features and returning features. Beta participants can get hands-on with one of the biggest additions to **Infinite Warfare's** multiplayer offering - Combat Rigs. Built around six distinct play styles, these new combat systems, or suits, offer a whole new level of customization for the player. Choosing your Rig provides a layer of strategy for fans as they personalize their loadout with selectable abilities, called Payloads or Traits, before heading into battle. Three of the game's six different Combat Rigs will be available when the Beta kicks off.

The Infinite Warfare Beta features three diverse maps designed to accommodate a variety of engagements, all built to immerse players into fast, fun, and frenetic gameplay that players have come to expect from *Call of Duty*. The Beta will feature several game modes, including fan favorites like Team Deathmatch, Domination, Kill Confirmed and a brand new game mode called Defender. Players will also be introduced to Mission Teams. By joining different teams and ranking up, players can earn unique rewards from that team, including calling cards, camos, emblems, weapons and more.

Players will battle online with a wide array of new weaponry and equipment, have access to new scorestreaks, lethals, tacticals and customization options that let them tailor their multiplayer experience to suit their play style. Additional multiplayer content, features, maps and game modes will launch with the final game on Nov. 4.

The second weekend of the **Call of Duty: Infinite Warfare** multiplayer beta will open up to fans who have pre-ordered the game on either PlayStation®4 system or Xbox One, and will take place from 10:00 a.m. PT, Friday, October 21, through 10:00 a.m. PT, Monday, October 24. Fans can get more information on the **Call of Duty: Infinite Warfare** multiplayer beta at <https://www.callofduty.com/infinitemwarfare/beta>.

Published by [Activision Publishing, Inc.](#), a wholly owned subsidiary of Activision Blizzard (Nasdaq: [ATVI](#)), and developed by Infinity Ward, **Call of Duty: Infinite Warfare** delivers something for every *Call of Duty*® fan with three unique modes: a single player, story campaign that puts storytelling front and center in a rich, immersive narrative that leads players through an epic journey with unforgettable characters and rich emotional arcs; a deep and rewarding multiplayer mode that brings innovative gameplay that challenges players to achieve their goals in creative ways based on their specific play style; and an all-new cooperative zombies mode with *Zombies in Spaceland* that takes players on a wild ride into the 1980s.

November 4th marks the launch of **Call of Duty: Infinite Warfare**, releasing worldwide on the PlayStation®4 system, Xbox One and PC. *Call of Duty: Infinite Warfare* is rated M for Mature (Blood and Gore, Drug Reference, Intense Violence, Strong Language, Suggestive Themes). The Digital Deluxe and Legacy Editions of *Call of Duty: Infinite Warfare* also include *Call of Duty: Modern Warfare Remastered*®. The title is rated M for Mature (Blood, Intense Violence, Strong Language). Check local retailers for availability of all *Call of Duty: Infinite Warfare* Editions.

*At launch, *Call of Duty: Modern Warfare Remastered* will contain only 10 MP maps from the original *Call of Duty: Modern Warfare* game. All 16 original MP maps will be made available by 12/31/2016. *Modern Warfare Remastered* is a full game

download. Internet connection required. For disc-based Legacy editions of Infinite Warfare on PS4 and Xbox One, Infinite Warfare game disc must be inserted to play Modern Warfare Remastered. Internet connection required. For more information, please visit www.callofduty.com/MWR_FAQ.

For the latest intel on **Infinite Warfare**, check out: www.callofduty.com, www.youtube.com/callofduty or follow [@InfinityWard](https://twitter.com/InfinityWard) and [@CallofDuty](https://twitter.com/CallofDuty) on Twitter and [Instagram](https://www.instagram.com/callofduty) and [Facebook](https://www.facebook.com/callofduty). **Call of Duty: Infinite Warfare** is rated M for Mature (Blood and Gore, Drug Reference, Intense Violence, Strong Language, Suggestive Themes) by the ESRB.

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