



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 11th 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](#).

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*Timed exclusive content until at least Fall 2018

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