Destiny 2 Takes Players to the Lawless Edge of Our Solar System with Next Chapter, Forsaken

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The Hunt Is On with the Critically-Acclaimed Franchise's Latest Offering, Available Worldwide on September 4

All-New Destiny 2 Hybrid Mode, Gambit, to Debut at E3, Forsaken Delivers Ultimate Power Fantasy

SANTA MONICA, Calif.--(BUSINESS WIRE)--Jun. 5, 2018-- Bungie, High Moon Studios and Activision, a wholly owned subsidiary of Activision Blizzard, Inc. (NASDAQ: ATVI), revealed today that ***Destiny 2: Forsaken,*** the first majorexpansion of the award-winning *Destiny 2* video game, will release worldwide on September 4, 2018. *Destiny 2: Forsaken* will be available for download on PlayStation®4, the Xbox One family of devices including Xbox One X, and PC. The PC version of the expansion will be available exclusively on Battle.net®, Blizzard Entertainment's acclaimed online-gaming platform.

With two brand-new destinations to explore, and new weapons, armor and Supers to acquire, *Forsaken* takes players on an epic journey into the wild frontiers of our solar system where the lines between justice and revenge are blurred. *Forsaken* also features an all-new competitive and collaborative endgame activity, called Gambit. A first-of-its kind for *Destiny*, Gambit is a new, hybrid 4v4 mode that merges both PvE and PvP experiences into an epic battle. This entirely new way to play *Destiny 2* offers something for all types of gamers to enjoy, appealing to those who thrive on the competitive challenge of PvP gameplay, while seamlessly blending the collaborative and unpredictable elements of PvE. This new mode will be playable at the 2018 Electronic Entertainment Expo (E3) held from June 12-14 at the Los Angeles Convention Center.

"Since the launch of the *Destiny* franchise, we have always strived to create innovative experiences that will challenge and reward different kinds of players and ensure their beloved pastime is rewarding," said Scott Taylor, Project Lead at Bungie. He added, "We can't wait to share *Forsaken's* new Gambit mode with our fans and offer them a new way to play that can be enjoyed competitively and cooperatively."

"With an absorbing new story, created by High Moon Studios in partnership with Bungie, *Destiny 2: Forsaken* offers core players an epic experience, and offers a compelling entry point for new players," said Byron Beede, Executive Vice President and General Manager for *Destiny* at Activision. "I'm looking forward to watching players get their hands on some of the most requested features requested by the dedicated *Destiny2* community."

Following years of strife, what remains of the Reef has fallen to lawlessness. Players investigate the recent unrest and will explore new regions, awaken new powers, and earn powerful weapons. Building on the most requested desire for a deep and rewarding endgame experience, ***Destiny 2: Forsaken*** features The Dreaming City destination. Full of secrets to discover and bosses to defeat, this destination also houses the brand-new raid and is the first space designed from the ground up to support endgame content. Available to all *Destiny 2* players around *Forsaken*'s launch comes highly anticipated changes and features such as a new weapon slot system, Random Rolls, improvements to the mods system, and numerous other quality-of-life improvements.

Destiny 2: Forsaken will be available at a suggested retail price of $39.99. The product line-up will also feature the *Destiny 2: Forsaken* + Annual Pass Bundle at $69.99 SRP, and the *Destiny 2: Forsaken* - Digital Deluxe Edition featuring premium digital content at $79.99 SRP on PlayStation®4 system, Xbox One and PC, exclusively on Battle.net®. At launch, PlayStation® gamers will get access to the following timed exclusive content*: a strike, one gear set per class, a new ship and an exotic weapon. At *Destiny 2: Forsaken's* launch, the previously released *Destiny 2* launch timed exclusives will be made available for all platforms.

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 and lifelong friendships. 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 developing the next highly-anticipated release in the *Destiny* universe and new worlds to come.

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 2019

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