



Call of Duty: Black Ops 4 Multiplayer Beta Now Live on PlayStation®4

August 3, 2018

First of Two Beta Weekends Underway on PS4®; Second Beta Weekend Commences August 10 to 13 on PS4, Xbox One and PC

All Beta Participants Receive In-Game Calling Card, and Those Who Reach Max Rank Receive Permanent Unlock Token to Use in Multiplayer at Launch

Additional Blackout Beta Launches in September Where Fans Can First Experience Black Ops 4's All-New Battle Royale Mode

SANTA MONICA, Calif.--(BUSINESS WIRE)--Aug. 3, 2018-- Beginning today, the highly-anticipated **Call of Duty®: Black Ops 4** Private Multiplayer Beta is live around the world, available first on the PlayStation 4. Players who pre-ordered the game at participating retailers can jump into the first weekend of multiplayer testing, now through 10:00 am Pacific time, Monday, August 6. Private Multiplayer Beta participants will experience a sampling of the **Call of Duty: Black Ops 4** multiplayer mode, which features gritty, grounded combat, along with new levels of customization and tactical gameplay, and a variety of new weaponry, maps and modes for the ultimate *Black Ops* multiplayer experience. The Private Multiplayer Beta is an important stress test of game systems at scale and serves as a critical development function offering real-time analytics and feedback prior to the final game release worldwide on October 12.

"We built **Black Ops 4** for the community, which is why getting the game early into players' hands through the Beta is so important to us, especially as we hit the home stretch and polish the game for launch," said Dan Bunting, Co-Studio Head, Treyarch. "The team at the studio is dedicated to delivering the deepest and most rewarding multiplayer we've ever made, and we want community feedback to make the game's launch the best it can be – we can't wait for fans to jump in and let us know what they think."

The Multiplayer Beta schedule is split into two weekends as follows:

- Multiplayer Beta Weekend 1:
 - Friday, August 3 at 10 am PT - Monday, August 6 at 10 am PT (PlayStation 4 only)
- Multiplayer Beta Weekend 2:
 - Friday, August 10 at 10 am PT - Monday, August 13 at 10 am PT (PlayStation 4, Xbox One, PC)
 - Saturday, August 11, 10 am PT – Monday, August 13 at 10 am PT (PC Only Open Beta)

The **Call of Duty®: Black Ops 4** Private Multiplayer Beta* features six maps, several game modes including the all-new *Control* mode, and the opportunity to play as ten different Specialists. The Beta content represents just a portion of the multiplayer content that will be available at launch October 12th. In **Black Ops 4**, Specialists each have their own unique weapons, equipment and playstyles. Players can be powerful alone, or devastating as a team working together. The Beta also features the return of the iconic Pick 10 system, along with a series of innovations in weapon handling, combat flow and health regeneration. Players will have the opportunity to strategize with their team through tactical teamplay while discovering unique and powerful ways to combine Specialist skills and dominate their opponents.

If PlayStation 4 players are unable to join the first **Call of Duty: Black Ops 4** Private Multiplayer weekend they will have another opportunity to join the Private Multiplayer Beta during its second weekend of testing, as it opens to players that have pre-ordered the game at participating retailers of either PlayStation 4 or Xbox One. The second Private Multiplayer Beta weekend begins on Friday, August 10 at 10 am PT, and runs through Monday, August 13 at 10 am PT. Additionally, PC players will have their own PC Open Beta** which will take place from 10 am PT Saturday, August 11 until 10 am PT Monday, August 13. Players will need a Blizzard Battle.net® account to access it, and those who pre-purchase the game through Battle.net will get a full extra day – beginning at 10 am Pacific time on Friday, August 10 – to play with their friends and fellow community members.

Players who partake in the **Call of Duty: Black Ops 4** Private Multiplayer Beta will receive in-game rewards that will activate at the time of launch. All players will be gifted a unique, one-of-a-kind commemorative calling card to display in-game. Additionally, players who achieve total max rank during the Beta will be awarded one permanent unlock token that will unlock any item from the Create-A-Class menu at launch.

Treyarch will be actively [gathering community feedback](#) throughout both **Call of Duty: Black Ops 4** Private Multiplayer Beta weekends. The data gathered will be used to fine-tune gameplay balance, stress-test servers and optimize the online experience ahead of the game's launch this October. Private Multiplayer Beta participants will have the opportunity to share their feedback and join in an active dialogue with the development team across a variety of outlets, including player surveys and online forums, with frequent Beta update posts planned from Treyarch.

The **Black Ops** series has become the most played in *Call of Duty®* history as well as a cultural phenomenon around the globe. **Call of Duty: Black Ops 4** is the deepest, most engaging *Black Ops* game ever that offers more ways to have fun with friends. It features a gritty, grounded, all-out combat experience that raises the bar for *Multiplayer* mode with greater tactical gameplay and player choice; the biggest *Zombies* offering ever with three full experiences at launch; and *Blackout*, where the *Black Ops* universe comes to life in a massive battle royale experience featuring iconic characters and locations from all four *Black Ops* games in a one-of-a-kind offering that is uniquely *Black Ops*. A separate *Blackout* Beta is planned in September, with dates to be announced soon.

Call of Duty: Black Ops 4 is published by Activision and developed by Treyarch with additional development support from Raven Software and PC development with Beenox. The title is scheduled for release on PlayStation 4, Xbox One and PC on October 12th. **Black Ops 4** for the PC delivers a fully-optimized experience, which for the first time in *Call of Duty's* history will be available exclusively on Battle.net, Blizzard Entertainment's online gaming service. For more information and the latest intel check out: www.callofduty.com, www.youtube.com/callofduty and follow [@CallofDuty](https://twitter.com/CallofDuty) and

[@Treyarch](#) on Twitter, [Instagram](#) and [Facebook](#). *Call of Duty: Black Ops 4* is scheduled for release on PlayStation®4 system, Xbox One, and PC. The game is rated M for Mature (Blood and Gore, Drug Reference, Intense Violence, Strong Language).

About Treyarch

Treyarch is an award-winning video game studio, driven by the desire to create epic gameplay experiences that are enjoyed by as many video game fans as possible. It is an approach that has helped to make the studio behind the *Call of Duty®: Black Ops* series of games, an industry-leading developer. *Call of Duty: Black Ops* set an entertainment launch opening record upon its release in 2010 and continues to be one of the best-selling games of all time, according to NPD and GfK Chart-Track; *Call of Duty®: Black Ops II* set world-wide launch day records; and the studio's most recent *Call of Duty®: Black Ops III* held the biggest entertainment opening weekend of 2015, and was the #1 console game globally for the calendar year. Additionally, Treyarch is the birthplace of Call of Duty's Zombies. Treyarch is wholly owned by Activision.

About Activision

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*MP Beta starts August 3, 2018 on PS4 system; other platforms to follow. Private Beta pre-order offer does not apply to PC platform version. Actual platform availability and launch date(s) of MP and Blackout Beta subject to change. See www.callofduty.com/beta for more details. Minimum Beta duration is 3 days. Limited time only, while beta codes last, at participating retailers. Internet connection required.

**MP Beta starts August 11, 2018 on PC. Early Access starts August 10, 2018. Actual platform availability and launch date(s) of MP and Blackout Beta subject to change. See www.callofduty.com/beta for more details. Limited time only, while beta codes last, at participating retailers. Internet connection required.

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Source: Activision Publishing, Inc.

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