Destiny 2: Forsaken Launches Worldwide Today

September 4, 2018

Experience the Most Transformative Moment in Destiny History from the Award-Winning Franchise

Popular, New Mode "Gambit," First-of-its-Kind 4v4 Hybrid Activity Included with Forsaken

SANTA MONICA, Calif.--(BUSINESS WIRE)--Sep. 4, 2018-- Bungie, High Moon Studios, and Activision, a wholly owned subsidiary of Activision Blizzard, Inc. (NASDAQ: ATVI), deliver ***Destiny 2: Forsaken***, available now for download on PlayStation®4, the Xbox One family of devices including Xbox One X, and PC. The PC version will be available exclusively on Battle.net®, Blizzard Entertainment's acclaimed online-gaming platform.

The genre-defining *Destiny* franchise has received global acclaim since its release in 2014. The latest offering, *Destiny 2:Forsaken*, brings with it the most transformative moment in *Destiny* history, changing the way players fight, and deepening and broadening character progression by giving the player more freedom of choice. *Forsaken* will reinforce the hobby players have come to celebrate over the years. Players will travel to the lawless edge of the solar system and dive deep into a new frontier filled with enemies, allies, and untold mysteries, to avenge the death of beloved character Cayde-6. Featuring an all-new cooperative and competitive activity called Gambit and an evolving endgame destination called The Dreaming City, *Forsaken* tells a dark and revengeful story in the *Destiny* universe.

Gambit is a first-of-its-kind hybrid game mode, combining the best of PvE and PvP. Two teams of four face off against each other in separate but identical arenas. Teams fight enemy combatants, collect the motes they drop, bank them to send powerful blockers to slow down the opposing team, and then invade the enemy side for intense PvP showdowns where disruption is the goal.

"We've evolved the *Destiny 2* experience to appeal to our incredible community with a deeply personal storyline, loads of content crafted for players who love *Destiny*, and a massive, new destination built to specifically house an endgame experience like never before," said Jonty Barnes, General Manager for Destiny at Bungie. He added, "We have plenty of surprises in store in the weeks and months ahead, and we have been working all year with our community to make sure *Forsaken* will meet their expectations."

"*Destiny* has a remarkably diverse community of players," said Byron Beede, Executive Vice President and General Manager for Destiny at Activision. He added, "*Destiny 2: Forsaken*, offers both veteran and brand-new players a huge variety of gameplay experiences. With the Complete Collection and the Level 30 Character Boost, it's a great time to continue your adventures, bring your friends into the game, or jump into the universe for the very first time."

*Destiny 2: Forsaken** will be available at a suggested retail price of $39.99. The product line-up will feature the *Destiny 2: Forsaken - Digital Deluxe Edition* at $79.99 SRP which includes *Forsaken*, The Forsaken Annual Pass** (bonus seasonal rewards and three premium content releases), plus The Awoken Legend Set. Also available for new players or returning players is the *Destiny 2: Forsaken - Legendary Collection* at $59.99 SRP, and the *Destiny 2: Forsaken - Complete Collection* at $99.99 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. *Destiny 2* launch timed exclusives will be made available for all platforms, at *Destiny 2: Forsaken*'s launch.

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.

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 features, functionality and gameplay of *Destiny 2: Forsaken,* 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.

*Destiny 2 game, Destiny 2 Expansions I & II required, sold separately.
**The Forsaken Annual Pass content and rewards will be delivered between launch of Destiny 2: Forsaken and August 31, 2019. Content in Forsaken Annual Pass may be sold separately.
***Timed exclusive content until at least Fall 2019.

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