



Call of Duty: Modern Warfare Introduces the Ultimate Multiplayer Playground

August 1, 2019

Global Livestream to Unveil Highly Anticipated Online Multiplayer Experience – Tune-in at 10AM PT for Live Gameplay at [Twitch.tv/callofduty](https://www.twitch.tv/callofduty)

Modern Warfare Open Beta Coming in September with Crossplay Testing, Fans can Pre-order Now and Get Early Access

SANTA MONICA, Calif.--(BUSINESS WIRE)--Aug. 1, 2019-- Today, Activision and Infinity Ward revealed the all-new *Call of Duty®: Modern Warfare®* multiplayer universe to all gamers with a thrilling multiplayer premiere trailer. Scheduled for worldwide release on October 25, *Call of Duty: Modern Warfare* will bring first-person action fans, *Call of Duty* fans, and gamers from all walks of life together in the ultimate multiplayer playground. First details of *Modern Warfare* multiplayer will be unveiled by some of the world's most prolific streamers in an exclusive global livestream today, where viewers will get their first look at the new online multiplayer, and will also have the opportunity to join the fun and get their own hands-on experience next month when the *Modern Warfare* Beta goes live for everyone.

Awarded “*Best Online Multiplayer*” by Game Critics Best of E3 2019, *Modern Warfare* multiplayer delivers a thrilling and game-changing online experience with best-in-class down the barrel gameplay, along with an all-new level of strategic and tactical play. Players can jump into new play spaces that redefine *Call of Duty* multiplayer, from quick-action, close-quarters 2 vs. 2 experiences in Gunfight, traditional 6 vs. 6 multiplayer gameplay, modes that support 10 vs. 10 and 20 vs. 20 firefights, along with high-player count maps and combat, such as the all-new Ground War, an epic large-scale mode supporting more than 100 players. And, that's just the beginning for *Modern Warfare* fans.

With a complete weapon overhaul and the most choices in *Call of Duty* history, players will be able to outfit their multiplayer operators for every combat encounter, with unprecedented customization and modifiability in the new Gunsmith system. *Modern Warfare* features cutting-edge visuals, authentic sound design, with realistic recoil and weapon ballistics throughout the game. In addition, gameplay mechanics, including bullet penetration, gun mounting, door breaching and night vision multiplayer gameplay maps featuring night vision goggles (NVGs), allow for an amazing tactical experience.

“Our goal with *Modern Warfare* is to bring all gamers together from day one to play together,” said Patrick Kelly, Creative Director and co-Studio Head, Infinity Ward. “We’re doing away with the season pass; we’re delivering a mix of free maps, a ton of content following launch, and we’re developing the game for crossplay. We’re live-testing now, and fans will get to try for themselves next month in the Beta. This is a new day for *Call of Duty* multiplayer, and today is just the start -- we have many more exciting reveals coming for fans that we can’t wait to share.”

In addition to unveiling the game’s multiplayer, Infinity Ward also announced the *Modern Warfare* open beta, featuring crossplay testing on weekend 2, where fans will be able to get their hands-on ahead of the game’s launch on October 25. Fans can pre-order now and get early access to the *Modern Warfare* Beta.

- PlayStation 4 Exclusive Beta
 - September 12 - 13 (Early Access, PlayStation 4)
 - September 14 – 16 (Open Beta, PlayStation 4)
- Beta featuring crossplay testing
 - September 19 – 20 (Early Access, PC and Xbox One; Open Beta, PlayStation 4)
 - September 21 – 23 (Open Beta, PlayStation 4, PC, Xbox One)

“Our studio goal for *Modern Warfare* was to create a completely new experience, and the most varied, customizable and realistic-feeling *Call of Duty* multiplayer,” said Geoff Smith, Multiplayer Gameplay Director, Infinity Ward. “Our design goal is for gamers to have fun by playing again and again with their friends, where the action will feel fresh, but also familiar for all players every time they jump in.”

The Call of Duty Endowment is announcing a new fundraising campaign to aid their goal in placing 100,000 veterans into high quality careers by 2024. Fans who donate to the Call of Duty Endowment [here](#) will receive a *Call of Duty: Modern Warfare* inspired calling card at the launch of *Call of Duty: Modern Warfare*. Donations can also be made directly to the Call of Duty Endowment via <https://www.callofdutyendowment.org/help> and fans can also purchase Call of Duty Endowment clothing amazon.com/callofdutyendowment. All proceeds go to the Endowment.

Call of Duty: Modern Warfare features a new engine delivering an immersive and photo-realistic experience across the entire game. The new technology utilizes the latest advancements in visual engineering, including a physically-based material system allowing for state-of-the-art photogrammetry, a new hybrid tile-based streaming system, new PBR decal rendering system, world volumetric lighting, 4K HDR, DirectX Raytracing (PC) and more, as well as a new GPU geometry pipeline. Spectral rendering delivers thermal heat radiation and infrared identification for both thermal and night-vision in-game imaging. The technical investment made provides a cutting-edge animation system and blend shape system, while the new suite of audio tools allows for full Dolby ATMOS support, on supported platforms, along with the latest in audio simulation effects.

Call of Duty: Modern Warfare is scheduled for release globally October 25th on PlayStation 4, Xbox One, and PC. The title features a fully-optimized PC version, developed in partnership with Beenox, which will be available exclusively on Battle.net®, Blizzard Entertainment’s online gaming platform. *Call of Duty: Modern Warfare* is published by Activision, a wholly-owned subsidiary of Activision Blizzard (NASDAQ: ATVI) with development led by award-winning developer, Infinity Ward, and additional development support from Beenox, High-Moon Studios and Raven Software.

About the Call of Duty Endowment

The Call of Duty Endowment is a non-profit organization co-founded by Bobby Kotick, CEO of Activision Blizzard. The Endowment seeks to help veterans find high-quality careers by supporting groups that prepare them for the job market and by raising awareness of the value vets bring to the workplace. For more information about the Call of Duty Endowment, please visit www.callofdutyendowment.org.

About Activision

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