



A New Era Dawns for Blizzard Entertainment's Team-Based Shooter With Overwatch® 2

November 1, 2019

Upcoming sequel brings players into the story of Overwatch as the world's heroes stand together against a global Null Sector attack

Level up and customize your heroes with supercharged abilities as you undertake a wide range of cooperative Hero Missions around the world

Team up in a new era of Overwatch's world-class PvP competition with new heroes, maps, and more

IRVINE, Calif.--(BUSINESS WIRE)--Nov. 1, 2019-- More than 50 million players* worldwide have teamed up to capture objectives, push payloads, and fight for the future in *Overwatch*®, Blizzard Entertainment's acclaimed team-based shooter. Today, before a sold-out crowd of BlizzCon 2019 attendees and millions watching online, Blizzard Entertainment revealed **Overwatch 2**, a supercharged sequel that will send players deeper into the world and story of *Overwatch* and build upon the original game's critically acclaimed foundation of world-class PvP competition.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20191101005577/en/>



Overwatch 2 is a supercharged sequel that sends players deeper into the world and story of *Overwatch* and builds upon its foundation of world-class PvP competition. (Graphic: Business Wire)

In *Overwatch 2*, players will take on the roles of the world's heroes in **cooperative missions** that challenge them to team up, power up, and stand together against an overwhelming outbreak of threats around the globe. Players will also battle each

other in the next evolution of competitive *Overwatch* play, which carries forward existing players' accomplishments and loot collections and features the current complete *Overwatch* roster, a new generation of heroes, new internationally recognizable maps that widen the scope of the world, a new Push map type, and more.

"With *Overwatch 2*, we're building the cooperative, narrative-driven game experience that players have been asking for since the original—and that we've wanted to make for a long time," said J. Allen Brack, president of Blizzard Entertainment. "We're looking forward to telling the next chapter of this epic story in-game, and we're excited to give players a whole-new kind of co-op experience built around progressing and customizing their favorite heroes—all while providing even more of everything they love about *Overwatch* today."

In the sequel's action-packed cooperative **Story Missions**, players will experience the advent of a new *Overwatch* as Winston, Tracer, and other members of the original *Overwatch* join forces with a new generation of heroes. Players will take an active role in the *Overwatch* saga as a new global crisis unfolds through a series of intense, high-stakes four-player missions. As the story progresses, players will team up as different sets of heroes and fight to defend the world from the omnic forces of Null Sector, uncover the motives behind the robotic armies' attacks, and come face-to-face with rising new threats around the globe.

The battle continues in **Hero Missions**, where the *Overwatch* team will be called upon to go beyond their limits as they deploy across the planet, defending cities against robot invasions, taking on elite Talon agents, and battling the villainous forces laying siege to the world. In this highly replayable mode, players can **level up their favorite heroes** and earn **powerful customization options** that supercharge their abilities in co-op play—such as altering Reinhardt's Fire Strike to ignite nearby enemies or modifying Tracer's Pulse Bomb to cause a devastating chain reaction—granting the extra edge they need against the overwhelming odds.

To help realize these missions, the sequel also introduces significant engine upgrades that support larger maps for co-op (PvE) play, as well as the wide variety of new enemies and factions that players will encounter on their missions. The game also introduces visual enhancements designed to bring players' favorite heroes—and their new looks for *Overwatch 2*—to life in greater detail.

Overwatch 2 also represents the beginning of a new era for the series' world-renowned competitive 6v6 play. In addition to carrying forward all of the original game's heroes, maps, and modes—as well as existing *Overwatch* players' accomplishments and loot collections—the sequel adds **multiple new playable heroes** to the ever-growing roster; widens the scope of the world with even more **maps and locations**; and adds a new **Push** map type, in which two teams compete to make a robot (that happens to be pretty good at pushing things) push the map's objective to their opponent's side.

Overwatch 2 also renews Blizzard's commitment to continue supporting the existing *Overwatch* community. Current *Overwatch* players will battle side-by-side with *Overwatch 2* players in PvP multiplayer. In addition, current *Overwatch* players will be able to play *Overwatch 2* heroes and maps, ensuring the core PvP experience remains dynamic and vital for today's community in the *Overwatch 2* era. More details on Blizzard's plans, including some of the new heroes joining the fray, will be announced in the future as development continues.

For more information on *Overwatch 2*, visit www.playoverwatch.com. For screenshots and other assets, visit <http://blizzard.gamespress.com>.

About Blizzard Entertainment, Inc.

Best known for blockbuster hits including *World of Warcraft*®, *Hearthstone*®, *Overwatch*®, the *Warcraft*®, *StarCraft*®, and *Diablo*® franchises, and the multi-franchise *Heroes of the Storm*®, Blizzard Entertainment, Inc. (www.blizzard.com), a division of Activision Blizzard (NASDAQ: ATVI), is a premier developer and publisher of entertainment software renowned for creating some of the industry's most critically acclaimed games. Blizzard Entertainment's track record includes twenty-two #1 games* and multiple Game of the Year awards. The company's online gaming service,

Battle.net[®], is one of the largest in the world, with millions of active players.

** Sales and/or downloads, based on internal company records and reports from key distributors.*

Cautionary Note Regarding Forward-looking Statements: Information in this press release that involves Blizzard Entertainment's expectations, plans, intentions or strategies regarding the future, including statements about the features and functionality of *Overwatch* and *Overwatch 2*, are forward-looking statements that are not facts and involve a number of risks and uncertainties. Factors that could cause Blizzard Entertainment'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 Blizzard Entertainment and Activision Blizzard as of the date of this release, and neither Blizzard Entertainment 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 Blizzard Entertainment 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.

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