



## A Future Worth Fighting for: Blizzard Entertainment's Overwatch® 2 Reaches Twenty-Five Million Players in First Ten Days

October 14, 2022

*The sequel to the team-based shooter sets a new Overwatch record, with peak daily players almost triple that of the original game through its first ten days*

IRVINE, Calif.--(BUSINESS WIRE)--Oct. 14, 2022-- *Overwatch 2*, Blizzard Entertainment's cross-platform and free-to-play team-based action game, has seen over twenty-five million heroes join the fight in the first ten days since its launch on Windows® PC via [Battle.net](#)®, Xbox Series X|S, Xbox One, PlayStation®5, PlayStation®4, and Nintendo Switch™ consoles. The game has proven to be a global phenomenon, already achieving a daily player base spread near-even across EMEA, Asia, and the Americas that's nearly triple the previous daily player peak from the original *Overwatch*.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20221014005474/en/>



Overwatch 2 Logo (Graphic: Business Wire)

"The launch of *Overwatch 2* has been such an important moment for Blizzard. We're thrilled to bring new players from around the world into *Overwatch*'s vibrant universe while welcoming back the existing Blizzard

community," said Mike Ybarra, president of Blizzard Entertainment. "This is only the beginning—there are so many possibilities to explore in the world of *Overwatch*, and we cannot wait for players to experience everything the team is building for the live game."

The newest Support hero to join the roster, **Kiriko**, has been a popular pick in matches so far, with players having successfully charged and unleashed her Kitsune Rush ultimate ability over two million times in the first week alone. Also new to *Overwatch 2* is cross-platform progression, a new five-versus-five multiplayer format, six new maps, the new Push game mode, a new ping system, a redesigned competitive mode, updated appearances for every hero, numerous hero ability kit reworks, updated graphics and audio engines, and much more.

The launch is just the first step in the future of *Overwatch*. *Overwatch 2* will receive regular seasonal updates, often including new heroes, maps, game modes, and cosmetics—read about it all a [PlayOverwatch.com](#). Planned to begin rolling out next year, release plans will be announced at a later date for the game's much-anticipated **PvE mode**.

### A Thank You to Players

As a thank you to players for their enduring support, any player who logs in from October 25 through to the end of Season One will receive an all-new Cursed Captain Reaper Legendary skin and a Health Pack Weapon Charm! Additionally, players can expect to earn double match XP on the following weekends:

- Starting October 21 at 11:00 a.m. PT, ending October 24 at 11:00 a.m. PT
- Starting October 28 at 11:00 a.m. PT, ending October 31 at 11:00 a.m. PT
- Starting November 24 at 11:00 a.m. PT, ending November 28 at 11:00 a.m. PT

### About *Overwatch 2*

An optimistic vision of near-future Earth, *Overwatch 2* is about a world worth fighting for, where super soldiers, scientists, cyborgs, and omnis clash for control of real-world-inspired locations from around the globe. Featuring 35 unique heroes—each armed with potent abilities and weaponry—battling across a variety of lively maps and locales, where players must work together and adapt to a variety of unique situations.

*Overwatch 2* features a new in-game shop, a free Battle Pass for all players, and a purchasable Premium Battle Pass for each season. Both the free and paid Battle Pass tracks for Season One feature cyber punk-themed items such as skins, weapon charms, victory poses, highlight intros, sprays, player icons, and voice lines. The Season One Premium Battle Pass also includes a Mythic skin for Genji—a customizable new skin tier for *Overwatch 2*.

### Media Assets:

- *Overwatch 2* Logo: <https://blizzard.gamespress.com/Overwatch-2#?tab=logos-3>
- Screenshots: <https://blizzard.gamespress.com/Overwatch-2-Launch>

### About Blizzard Entertainment, Inc.

Best known for blockbuster hits including *World of Warcraft*, *Hearthstone*®, *Overwatch*®, the *Warcraft*®, *StarCraft*®, and *Diablo*® franchises, and the multifranchise *Heroes of the Storm*®, Blizzard Entertainment, Inc. ([www.blizzard.com](http://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-three #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 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 on 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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