

Call of Duty Set to Take Black Ops Fans to Nuk3town

Re-Imagination of the Most Popular Multiplayer Map in Black Ops Series History is Transformed Once Again for Call of Duty:

Black Ops III

Pre-Order and Get Nuk3town Map Day One on PlayStation 4, Xbox One and PC

SANTA MONICA, Calif.--(BUSINESS WIRE)-- A re-imagined version of the fan-favorite multiplayer map Nuketown, is coming to *Call of Duty®: Black Ops III*. Set in the year 2065 and refreshed for a new generation of gameplay, *Nuk3town* integrates *Black Ops III*'s new momentum-based chained-movement system, taking players into intense close-quarters action that they've come to expect. Fans that pre-order the game will receive the *Nuk3town* downloadable bonus map as an in-box download code, available with launch units of *Call of Duty: Black Ops III* for PlayStation®4 computer entertainment system, Xbox One, the all-in-one games and entertainment system from Microsoft and PC. Published by <u>Activision Publishing, Inc.</u>, a wholly owned subsidiary of Activision Blizzard (Nasdaq: <u>ATVI</u>), and developed by award-winning developer Treyarch, *Call of Duty: Black Ops III* will arrive in stores Friday, November 6.

"The Nuketown maps have a special place in *Call of Duty* multiplayer history and we can't wait to build upon that heritage in *Black Ops III*," said Mark Lamia, Studio Head of Treyarch. "We carefully adapted the design of the map to make sure that it fit with our new movement system, but to also make sure that we retained the spirit and the fun that made fans fall in love with it in the first place."

The popular map debuted in the original *Call of Duty®: Black Ops*, and returned in *Call of Duty®: Black Ops II* as Nuketown 2025, with an updated look and feel representing the home of the future. As *Nuk3town* in *Call of Duty: Black Ops III*, this classic, downloadable bonus map once again delivers quick-hitting action that's suitable for all game types, but now reimagined for a new generation of play styles to best fit the new movement system.

Black Ops III multiplayer offers the most engaging and rewarding multiplayer offering to date in the series, where players move fluidly through custom-built environments with finesse, all while maintaining complete control over their weapon at all times. Treyarch also introduces its new Specialist system, which lets players choose and rank-up 9 elite Black Ops soldiers, each with their own look, personality, voice and battle-hardened weapons and abilities, fundamentally changing the way players engage in combat. Multiplayer is rounded out with an all-new weapon customization system that give players more powerful tools than ever to build and personalize that perfect weapon.

For campaign players, *Call of Duty: Black Ops III* deploys players into a future world, where bio-technology coupled with cybernetic enhancements has given rise to a new breed of Black Ops soldier. Through Direct Neural Interface (DNI) technology, players are now connected to the intelligence grid and their fellow operatives during battle. In a world more divided than ever, this elite squad consists of men and women who have enhanced their combat capabilities to fight faster, stronger, and smarter.

No Black Ops title would be complete without its signature Zombies, rounding out the offering. *Call of Duty: Black Ops III* delivers "Shadows of Evil," a 1940's film-noir-inspired adventure that is a completely unique, immersive and ambitious Zombies experience to date, complete with a new XP progression for players, adding unprecedented levels of depth and re-playability.

Nuk3town for Call of Duty: Black Ops III will be available only for PS4, Xbox One and PC.

For the latest intel, check out: www.callofduty.com, www.callofduty, @CallofDuty on Twitter and Instagram, and Facebook, or Treyarch at www.treyarch.com, www.youtube.com/treyarch, @Treyarch on Twitter, Instagram, Facebook, as well as @Treyarch on Periscope. Call of Duty: Black Ops III is rated M for Mature with Blood and Gore, Drug Reference, Intense Violence and Strong Language.

About Treyarch

Treyarch is a 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 an industry-leading game developer, whose *Call of Duty: Black Ops II* set world-wide launch day records, and whose previous game *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. Treyarch is wholly owned by Activision Publishing, Inc.

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