



June 28, 2016

Call of Duty: Black Ops III DLC Pack, Descent Comes to PlayStation 4 on July 12

The Third Action-Packed Call of Duty: Black Ops III DLC Offering Includes Four Diverse Multiplayer Maps and the Next Chilling Installment in Treyarch's Zombies Saga

SANTA MONICA, Calif.--(BUSINESS WIRE)-- Look out below *Call of Duty*® fans! **Descent**, the third DLC pack for the best-selling console video game on next generation platforms*, **Call of Duty®: Black Ops III**, arrives first on PlayStation 4 on July 12, with other next-gen platforms to follow**. **Call of Duty®: Black Ops III Descent**, from Activision Publishing, Inc., a wholly owned subsidiary of Activision Blizzard, Inc. (Nasdaq: [ATVI](#)), drops players into four new unique, multiplayer maps and an all-new Zombies experience that continues the fan-favorite *Origins* storyline in an alternate-U.S.S.R. universe.

"One of things I love most about Treyarch is that team just keeps going for it," said Mark Lamia, Studio Head, Treyarch. "*Descent* doesn't take its foot off the gas, serving up a flat-out scorching Zombies experience, as well as multiplayer map designs and gameplay opportunities that we think our fans are going to love."

Call of Duty: Black Ops III Descent features four new multiplayer maps that takes the momentum-based, chained movement system across the globe to unique settings that include a cryogenic prison, a Viking village frozen in time, a giant robot combat arena and a modern day reconstruction of an ancient Roman villa:

- † **Empire:** Treyarch adapts its Black Ops III movement system to the *Call of Duty®: Black Ops II* fan favorite map *Raid*. The re-imagining of this classic, medium-sized map features an authentic Roman villa that has been "recreated by a modern-day eccentric billionaire," where a classic map structure mixes with the new gameplay mechanics of Black Ops III.
- † **Cryogen:** Located far off the coast in the Dead Sea, an isolated compound holds some of the world's most dangerous criminals in frozen isolation. Sentry towers keep watch over the small map's circular design as frenetic combat is funneled around the prison's cryogenic tubes, where opportunities for wall running attacks abound.
- † **Berserk:** Ancient sentinels from a lost civilization guard the entrance to *Berserk*, a Viking village frozen in time. Players will fight through blizzards, and control the center bridge as they navigate this medium-sized map's wooden buildings, deadly rocky outcroppings, and tight chokepoints.
- † **Rumble:** Gamers battle amongst larger-than-life mechanized warriors in *Rumble*, a stadium where giant robots battle to the roar of the crowd. This medium-sized map funnels high-speed combat to the central arena, where players battle their way through fallen mechs and pyrotechnics.

Descent also thrusts players to an alternate universe of Nikolai's motherland, the 1940s Soviet Union, in the next highly-anticipated chapter of the *Origins* Zombies saga, *Gorod Krovi*. Players face-off against a swarm of mechanized zombie infantry and dodge hell-fire from aerial dragon assaults, all in the middle of a raging battle within the remnants of Stalingrad. *Gorod Krovi* delivers the most exciting Zombies experience yet, filled with horrifying new enemies, exciting new gameplay mechanics and an epic set of Zombie annihilating weapons.

Descent is now available for pre-order on PlayStation 4 at a discounted rate via the **Call of Duty: Black Ops III** DLC Season Pass***, which features four DLC Map Packs planned for the year, as part of the discounted bundle offered at a suggested retail price of \$49.99. Individual pre-purchase of the DLC Map Packs, including **Descent**, is at a suggested retail price of \$15. Starting today, pre-order **Call of Duty: Black Ops III Descent** for PlayStation 4 to receive an exclusive *Gorod Krovi* dynamic theme. **Call of Duty: Black Ops III** is rated M for Mature with Blood and Gore, Drug Reference, Intense Violence and Strong Language.

Call of Duty: Black Ops III Descent launches on July 12 for PlayStation 4 games and entertainment system from Sony, with other next-gen platform availability to follow**.

*Based on North American physical game sales as of April 1, 2016.

**Descent DLC content not available on PS3 or Xbox 360.

***Season Pass content not available on PS3 or Xbox 360. Downloadable content in the Season Pass may be sold separately. If you purchase the DLC Season Pass offering, do not also purchase these standalone DLC Map Packs, as you will be charged for them. DLC Season Pass and DLC Map Packs may not be available on all platforms or in all territories. Pricing and release dates may vary by platform. Call of Duty: Black Ops III game required; sold separately.

About Treyarch

Treyarch is an award-winning 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 behind the Call of Duty®: Black Ops series of games, an industry-leading developer. *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; *Call of Duty: Black Ops II* set world-wide launch day records; and the studio's most recent *Call of Duty: Black Ops III* had the biggest entertainment opening weekend of 2015, and was the #1 console game globally for the calendar year. Additionally, Treyarch is the birthplace of Call of Duty's Zombies. Treyarch is wholly owned by Activision Publishing, Inc.

About Activision Publishing, Inc.

Headquartered in Santa Monica, California, Activision Publishing, Inc. 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](https://twitter.com/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 expected *Call of Duty: Black Ops III Descent* release on July 12, 2016, 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.

ACTIVISION, CALL OF DUTY, CALL OF DUTY BLACK OPS, and stylized roman numeral III are trademarks of Activision Publishing, Inc. All other trademarks and trade names are the properties of their respective owners.

View source version on [businesswire.com](http://www.businesswire.com/news/home/20160628005335/en/): <http://www.businesswire.com/news/home/20160628005335/en/>

Activision Publishing, Inc.
Alan Johnson
Public Relations Manager
310.255.2757
Alan.Johnson@activision.com

Source: Activision Publishing, Inc.

News Provided by Acquire Media