



## Call of Duty®: Vanguard Available Now Worldwide

November 5, 2021

*Call of Duty Enlists Players to Rise on Every Front for All-New World War II Experience;*

*New Warzone Pacific Map Launches December 2<sup>nd</sup> Kicking-Off Incredible Season of Content*

SANTA MONICA, Calif.--(BUSINESS WIRE)--Nov. 5, 2021-- Starting today the highly-anticipated **Call of Duty: Vanguard** is available worldwide. **Vanguard** delivers an unparalleled depth of *Call of Duty*® content across a gripping single-player story, 20 multiplayer maps on day one, an all-new Zombies experience that further explores existing story canon. **Vanguard** also features the deepest integration yet with *Warzone*™, which will launch the new *Warzone Pacific*, including the new map “Caldera” on December 2<sup>nd</sup>.

“**Vanguard** launch is just the beginning. This new release will deliver unprecedented breadth and depth of amazing content experiences for Call of Duty players,” said Johanna Faries, General Manager, *Call of Duty*, Activision. “Together with next month’s release of the all-new *Warzone Pacific* map, Call of Duty is set to create the most integrated and deepest live ops calendar we’ve ever had. Today is an exciting next chapter for our ever-evolving franchise.”

In **Vanguard**, players will experience the origins of Special Forces fighting across four major theaters of World War II like never seen before.

With development led by Sledgehammer Games, **Vanguard** enlists players in an engaging blockbuster campaign as ordinary soldiers from diverse backgrounds who rise on all fronts to do the extraordinary and turn the tides of war. Multiplayer features 20 maps, 12 Operators and over three dozen Weapons in the revamped Gunsmith all starting day one. **Vanguard** multiplayer delivers new ways to play with the Combat Pacing system and the fast and frenetic multi-arena survival Champion Hill mode. **Vanguard** also brings a franchise-first Zombies crossover developed by Treyarch, expanding upon the Dark Aether storyline that players were introduced to in *Call of Duty®: Black Ops Cold War*.

Season One will bring a brand-new map, Caldera, to the free-to-play **Call of Duty: Warzone**, along with a massive amount of new gameplay experiences—for free. Operator, Weapon, and Battle Pass progression will also be synchronized across *Vanguard*, *Black Ops Cold War* and *Modern Warfare®* when Season One begins on December 2.

Releasing alongside **Vanguard**, the **RICOCHET Anti-Cheat**™ initiative is a multifaceted approach to combat cheating, featuring new server-side tools that monitor analytics to identify cheating, enhanced investigation processes to stamp out cheaters, updates to strengthen account security, and more. **RICOCHET Anti-Cheats** back-end anti-cheat security features will also come later this year with the launch of *Call of Duty: Warzone Pacific* map on PC.

**Vanguard** features unified progression and supports cross-play across next-generation and current-generation systems. Players can look forward to a new level of social features bringing friends to play together with clan features and more. **Vanguard’s** deep integration with *Warzone* includes the largest amount of new release content ever coming to *Warzone*, including a new map, operators, weapons, and planes as well as shared progression, and exclusive access to the *Warzone Pacific* beginning December 2<sup>nd</sup> for **Vanguard** owners.

**Vanguard** is available worldwide starting today on PlayStation®5, PlayStation®4, Xbox® Series X/S, Xbox One®, and PC in a fully optimized experience for [Battle.net](#), Blizzard Entertainment’s online gaming service.

**Call of Duty: Vanguard** is published by Activision, a wholly-owned subsidiary of Activision Blizzard (NASDAQ: ATVI). Development is led by Sledgehammer Games, with Treyarch leading development for Zombies. *Call of Duty: Warzone* development is led by Raven Software. Additional development across **Vanguard** and *Warzone* comes from Beenox, Demonware, High Moon Studios, Activision Shanghai Studio, and Toys for Bob. For more information, the latest intel and complete blog coverage check out [www.callofduty.com/](#) and [www.youtube.com/callofduty](#) and follow @SHGames, @RavenSoftware, @Treyarch and @CallofDuty on [Twitter](#), [Instagram](#), and [Facebook](#).

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