



The Epic Season of Downloadable Content for Call of Duty: Ghosts Comes to a Rousing Culmination with Nemesis

Ghosts' Fourth DLC Pack Delivers the Last Four New Multiplayer Maps Plus the Epic Conclusion to the Game's Extinction Saga, Where Mankind Makes Its Final Stand Against the Cryptid Invasion

Nemesis - the Final DLC Pack for Call of Duty: Ghosts - Arrives First, Exclusively to Xbox August 5th

SANTA MONICA, Calif.--(BUSINESS WIRE)-- **Call of Duty®: Ghosts** caps off an extraordinary season of content with the release of the fourth and final DLC pack, **Call of Duty®: Ghosts Nemesis**, coming first, exclusively to Xbox platforms on August 5. Throughout this year's DLC season, **Call of Duty: Ghosts** has introduced several franchise firsts, including new killstreaks featuring the galaxy's ultimate hunter, the deadly Predator, and one of cinema's most iconic horror characters, Michael Myers, new weapons like the dual purpose "Maverick" Assault Rifle/Sniper Rifle and the tactical 2-in-1 Ripper SMG/Assault Rifle, as well as an all new episodic saga for Extinction.

"First off I want to thank every one of our fans. The dedication of our players is overwhelming. The whole team at Infinity Ward is really excited about the release of the **Nemesis** and we think it's a great way to close out what's been a really fun DLC season," said Mark Rubin, Executive Producer at Infinity Ward. "DLC is a great way to unleash creative new content that is often the direct result of community feedback and interaction. So thank you again to the millions of people who play **Call of Duty: Ghosts** every day and keep the feedback coming!"

The DLC season closes out strongly with **Call of Duty®: Ghosts Nemesis**, which introduces four new multiplayer maps from the most varied locales, each with unique Field Orders specific to the map, and includes the exhilarating conclusion of Extinction's four-part narrative with "Episode 4: Exodus," where players fight for mankind's survival as the Cryptid invasion reaches its deadly climax.

The four new small-to-medium multiplayer maps in **Nemesis** are designed specifically for **Call of Duty's** distinctive fast-paced, gun-on-gun gameplay.

- "Goldrush" is set in an abandoned gold mine in the Southwest United States, where an intricate network of cavernous tunnels and perilous shafts create the ideal setting for medium to long range combat; while two mine carts race along the abandoned tracks offering players a fast way to traverse the map. Players who complete the unique field order on Goldrush will unleash a howling pack of wolves that will descend upon their enemies.
- "Subzero" drops players into a frigid Canadian submarine base that has been hastily evacuated, with control room, submarine pen and research facilities all left eerily empty. Built around the traditional three-lane design, this medium-sized map harbors a mysterious terror that will decimate your enemies upon completion of the map's unique field order.
- In "Dynasty," players are transported to a lakeside Chinese village surrounded by picturesque mountains, vivid gardens, and spectacular architecture - a serene environment that is anything but Zen-like. Multiple pathways crisscross the village in this medium map with a variety of elevation and numerous back alleys that create flanking routes. The unique field order on "Dynasty" allows players to call in an air strike of vertical takeoff fighter jets, while one lingers behind to give you unmatched air superiority.
- **Nemesis** cranks the frenetic multiplayer action to unprecedented levels with the fourth multiplayer map, "Showtime," a sadistic reimagining of the smallest map in **Call of Duty®** history, the fan favorite map from **Call of Duty® 4: Modern Warfare®** "Shipment." In the futuristic arena of "Showtime," blind corners and narrow pathways provide momentary reprieve from the outright mayhem within the central square comprised of several shipping containers. Tight confines call for shotguns and SMGs. Survive long enough to be rewarded with one of three killstreaks: lethal automated gun turrets at key locations on the map, an air drop with multiple care packages or a deadly gas attack that forces the action back into the center of the arena.

Closing out the final DLC Pack for **Call of Duty: Ghosts** is the dramatic conclusion in the Extinction narrative, "Episode 4: Exodus." Following the CIF Unit's harrowing escape from the alien underworld and the successful recovery of Dr. Cross and the cortex, the team has flown in to fight off the Cryptid army's siege of the last bastion of human resistance. Your mission is to get key personnel to safety by restoring power to the shuttle and launching the shuttle to a low earth orbit space station.

"Episode 4: Exodus" gives players unprecedented control of their escape route - choose your path, gather new intel, craft new

weapons - and introduces the deadliest of enemies with a range of lethal powers, including mind control and psionic attacks - the Ancestors. As the battle for our survival draws to a close, the fate of mankind is in your hands.

Call of Duty: Ghosts Nemesis will be available beginning August 5th first, exclusively on Xbox Live for Xbox One, the all-in-one games and entertainment system from Microsoft, and the Xbox 360 games and entertainment system from Microsoft, with other platforms to follow.

Nemesis is available a la carte for a suggested retail price of \$14.99, or as part of the **Call of Duty: Ghosts** DLC Season Pass, which gives fans access to all four epic **Call of Duty: Ghosts** DLC Packs** planned for release in 2014 - **Onslaught**, **Devastation**, **Invasion** and **Nemesis** - at the discounted* suggested retail price of \$49.99.

Call of Duty: Ghosts is rated "M" (Mature - Blood, Drug Reference, Intense Violence, Strong Language - content suitable for persons ages 17 and older) by the ESRB. **Call of Duty: Ghosts Nemesis** is published by Activision Publishing, Inc., a wholly owned subsidiary of Activision Blizzard, Inc. (Nasdaq: [ATVI](#)), and developed by Infinity Ward.

For the latest information, be sure to visit the game's official Web site at www.callofduty.com/ghosts, and follow us on Facebook at www.facebook.com/CODGhosts and on Twitter at [@InfinityWard](https://twitter.com/InfinityWard).

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*Based on DLC Season Pass suggested retail price of \$49.99, and four DLC Packs at a suggested retail price of \$14.99 each.

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

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