



Call of Duty®: Ghosts Ups the Ante with All-New Downloadable Bonus Map Available with Pre-Order

Activision Shares New Multiplayer Information on Next Generation of Call of Duty®

Dynamic Map "Free Fall" Delivers New Multiplayer Experience As Players Encounter Constantly Changing Environment

SANTA MONICA, Calif.--(BUSINESS WIRE)-- The franchise that has defined a generation of gaming, and the one set to raise the bar yet again this November 5th, is delivering a compelling, all-new pre-order incentive for **Call of Duty: Ghosts** highly anticipated multiplayer mode. Fans around the world that pre-order the game at participating retailers will receive the *Free Fall* downloadable bonus map that features the new dynamic map event mechanic, included with their copy of the game at launch. *Free Fall* ushers in the first details on how players will encounter the changing environments in the leading multiplayer experience on consoles.

As an example of just one of **Call of Duty: Ghosts'** new dynamic map events, *Free Fall* drops players into a shattered skyscraper on the brink of collapse. Sideways staircases climb into the night sky, elevator shafts run along the ground, and what were once windows now form a terrifying glass floor, hundreds of feet above the city streets. *Free Fall's* close-quarters combat and frenetic action are then thrown into overdrive as the ruined skyscraper continues to fall throughout the match. With every drop, the accompanying shockwaves cause further destruction, disrupting sightlines and constantly evolving paths and chokepoints as the map changes in real-time.

"Dynamic map events change the way players approach the game, and *Free Fall* does a great job illustrating this new mechanic," said Mark Rubin, executive producer at Infinity Ward. "As the match progresses, the geometry of the world continues to change and players need to adjust on the fly or else. It's a really fun new feature that adds layers of strategy and constantly evolving gameplay options for players. And this is just one of the many new approaches we're putting into **Ghosts'** multiplayer across the board. There's so much more that we look forward to sharing in the weeks to come."

Call of Duty: Ghosts, published by Activision Publishing, Inc., a wholly owned subsidiary of Activision Blizzard (Nasdaq: [ATVI](#)), and developed by Infinity Ward, the studio that created the original *Call of Duty* and the seminal *Call of Duty®: Modern Warfare®* series, features an all-new world, story, characters and experiences, all powered by a new, next-gen engine. **Call of Duty: Ghosts** is not only a stunning leap forward for the mega-hit franchise, but also showcases what's possible on next generation consoles.

Call of Duty: Ghosts will release on Xbox 360 video game and entertainment system from Microsoft, PlayStation®3 computer entertainment system and PC on November 5. **Call of Duty: Ghosts** will also release on the Xbox One, the all-in one games and entertainment system from Microsoft, and PlayStation®4 later this year. **Call of Duty: Ghosts** has not yet been rated by the ESRB. For more information, please visit www.callofduty.com/ghosts, www.facebook.com/CODGhosts, or follow on Twitter [@InfinityWard](#).

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Activision Publishing, Inc.

Kyle Walker

Senior Manager

424.744.5677

kyle.walker@activision.com

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