



June 12, 2016

## Standby for Titanfall 2 on October 28

*Respawn Continues to Innovate the Shooter Genre by Adding a Captivating Single Player Campaign and Deeper Multiplayer to the Award-Winning Formula of the Original*

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LOS ANGELES--(BUSINESS WIRE)-- Respawn Entertainment and [Electronic Arts Inc.](#) (NASDAQ:EA) today announced that *Titanfall*® 2 will drop worldwide on Friday, October 28, 2016 for Xbox One, [Origin for PC](#), and for the first time ever for the franchise, PlayStation 4. The highly-anticipated first person shooter is set to build on the foundation Respawn established with the first *Titanfall* - fast, fluid, and fun gameplay between Pilots and Titans, to once again innovate and elevate the shooter genre.

This Smart News Release features multimedia. View the full release here:

<http://www.businesswire.com/news/home/20160612005058/en/>



To watch the *Titanfall 2* official announcement trailer, please visit:

<https://www.youtube.com/watch?v=HwbutTQ8Yow>

To watch the *Titanfall 2* multiplayer gameplay trailer, please visit:

<https://www.youtube.com/watch?v=2ISYN1AshZY>

STANDBY FOR TITANFALL 2 ON OCTOBER 28 (Graphic: Business Wire)

"With the original *Titanfall*, we focused on nailing the gameplay and reinventing the way you move and fight in a first person shooter," said Vince Zampella, CEO of Respawn Entertainment and a Co-Creator of the *Call of Duty* franchise. "With *Titanfall 2*, we're building on that foundation by introducing a bespoke single player campaign backed by a deeper multiplayer experience that together will once again push the shooter genre forward."

In single player, *Titanfall 2* will deliver a crafted experience that explores the unique bond between man and machine. Playable offline, the single player campaign in *Titanfall 2* will let fans step out onto The Frontier as a Militia rifleman with aspirations of becoming an elite Pilot. Stranded behind enemy lines and facing overwhelming odds, players must team up with a veteran Titan to uphold a mission they were never meant to carry out. In multiplayer, Respawn is continuing to evolve their best-in-class gameplay to provide a more robust experience that delivers expanded depth and variety that includes six new Titans, deeper Pilot abilities, more customization options, and a robust progression system that is sure to satisfy fans.

Fans wanting to hit The Frontier first on October 28 can pre-order *Titanfall 2* now at [Titanfall.com](#). For those looking to have the ability to customize every Titan day one, the *Titanfall 2* Deluxe Edition offers instant access to exclusive Warpaints and Nose Arts, two camouflages, and more.

Prior to release, *Titanfall 2* will have an open technical test designed to help Respawn ensure a successful launch on October 28. Fans interested in getting technical test news first can sign up [here](#) for Dispatches from The Frontier - the *Titanfall 2* Newsletter that provides news, exclusive offers, and much more.

Join the *Titanfall 2* conversation on [Facebook](#), [YouTube](#), [Twitter](#) and [Instagram](#). Press assets for *Titanfall 2* are available at <http://info.ea.com>.

**About Electronic Arts**

Electronic Arts (NASDAQ: EA) is a global leader in digital interactive entertainment. The Company delivers games, content and online services for Internet-connected consoles, personal computers, mobile phones and tablets. EA has more than 300 million registered players around the world.

In fiscal year 2016, EA posted GAAP net revenue of \$4.4 billion. Headquartered in Redwood City, California, EA is recognized for a portfolio of critically acclaimed, high-quality blockbuster brands such as The Sims™, Madden NFL, EA SPORTS™ FIFA, Battlefield™, Dragon Age™ and Plants vs. Zombies™. More information about EA is available at [www.ea.com/news](http://www.ea.com/news).

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### **About Respawn Entertainment**

Founded in 2010, Respawn Entertainment is an independent videogame development studio based in Van Nuys, California. The studio was formed by Vince Zampella and Jason West, former co-founders of Infinity Ward and two of the co-creators of the multi-billion dollar franchise *Call of Duty*™. *Titanfall 2* is the sequel to the studio's debut title, *Titanfall*. More information about the company is available at [www.respawn.com](http://www.respawn.com).

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