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Titanfall 2 is Now Available Worldwide

Respawn Entertainment Delivers Critically Acclaimed Action-Packed Single Player, Backed by Fast, Fluid Multiplayer in an Experience that is Unmatched

LOS ANGELES--(BUSINESS WIRE)-- Respawn Entertainment and [Electronic Arts Inc.](#) (NASDAQ:EA) today announced that the highly anticipated *Titanfall*® 2 is now available in stores worldwide on Xbox One, the all-in-one games and entertainment system from Microsoft, [Origin™ for PC](#), and for the first time in the franchise, the PlayStation®4 computer entertainment system. Winner of the Official Game Critics' Award for Best Online Multiplayer at the Electronic Entertainment Expo (E3) in June, *Titanfall 2* builds on the signature Pilot and Titan combat the series is known for and provides a deeper, more robust experience that once again delivers innovative, unique, and exciting gameplay. *Titanfall 2* is receiving universal praise from critics around the world, with *Giant Bomb* giving it a perfect 5 out of 5, calling it "fantastic", while *Game Informer* stated *Titanfall 2* is a "must play", on their way to scoring it a 9.5 out of 10.

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"With *Titanfall 2*, we built on the dynamic Pilot and Titan gameplay established with the first *Titanfall* to deliver an experience that is deeper, more refined, yet still as fun as ever," said Vince Zampella, CEO of Respawn Entertainment. "In single player, we've crafted something that is unlike any other campaign out there, and in multiplayer, we once again deliver gameplay that feels, plays, and looks great."

Featuring the first single player campaign in the series' history, *Titanfall 2* delivers a carefully crafted action-adventure experience that provides a vibrant mix of exciting, innovative gameplay that brings fresh ideas and mechanics to the shooter genre. Following a failed Militia assault on

Titanfall 2 is Now Available Worldwide (Graphic: Business Wire)

the IMC planet of Typhon, Militia rifleman Jack Cooper must team up with BT-7274, a Vanguard-class Titan, to uphold a mission they were never meant to carry out. Over the course of the campaign, Jack and BT-7274 must work together to overcome insurmountable odds, and along the way realize that they are unstoppable together.

In multiplayer, Respawn builds on the dynamic Pilot and Titan gameplay to once again deliver an experience that is fast, fluid, and fun. Whether it's fighting as a Pilot - the agile, mobile, and incredibly deadly apex-predators of the Frontier - or one of six all-new Titans - 20-foot-tall war machines wrapped in armor - *Titanfall 2* delivers a deep, robust experience that is unmatched. *Titanfall 2* also introduces Networks, an in-game social hub that serves as player's home base during multiplayer. Making it fast and easy to play with friends both old and new, Networks range from casual to competitive. Each Network will also be able to take advantage of a daily Happy Hour, where each player within that Network gets bonus Merits they can use to unlock in-game items quicker.

Following the release of *Titanfall 2*, all post-launch maps, modes, and weapons will be available for free to all *Titanfall 2* players. This all starts on December 2*, when Respawn releases Angel City - the remastered fan favorite map from the original *Titanfall*.

For more information on *Titanfall 2*, join the conversation on [Facebook](#), [YouTube](#), [Twitter](#) and [Instagram](#). Press assets are

available at <http://info.ea.com>.

* *Players that pre-ordered any edition of Titanfall 2 will get access to Angel City starting on November 28th*

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.

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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.

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Electronic Arts Inc.
Jino Talens, 650-628-9111
PR Manager
jtalens@ea.com
or
Nicole Fodran, 650-628-5953
Publicist
nfodran@ea.com

Source: Electronic Arts Inc.

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