

Call of Duty®: Ghosts Fact Sheet

The franchise that has defined a generation of gaming is set to raise the bar once again when the all-new ***Call of Duty®: Ghosts*** hits store shelves worldwide on November 5th on the Xbox 360® games and entertainment system from Microsoft, PlayStation®3 computer entertainment system, PC and Wii U™. ***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. Developed by Infinity Ward, the studio that created the original ***Call of Duty®*** and the critically-acclaimed ***Call of Duty®: Modern Warfare®*** series, and published by Activision Publishing, Inc., ***Call of Duty: Ghosts*** is rated “M” for Mature (Blood, Drug Reference, Intense Violence, Strong Language) by the ESRB.

SINGLE PLAYER CAMPAIGN

Call of Duty: Ghosts delivers an all-new world, setting and cast of characters, all powered by a new, next-generation engine. For the first time, gamers play as the underdog, fighting as part of a single squad against an enemy that has superior numbers and firepower.

The single player experience opens with an unthinkable mass event. Weapons with immense force are released, destroying most of America and reshaping the world as we know it. As your home lies in ruins and everything around you is destroyed, you and your brother come across the remnants of a group shrouded in mystery, known only as the Ghosts. Together you must not only defend what’s left, but also take the fight to the enemy before they complete the destruction and end our way of life.

Co-written by Stephen Gaghan, the Academy Award® winning writer of *Traffic* and the writer and director of *Syriana*, ***Call of Duty: Ghosts*** is a stunning leap forward for the blockbuster franchise, and the next generation of gaming.

MULTIPLAYER

Call of Duty: Ghosts delivers an unparalleled online experience, empowering fans to customize their soldiers and squads for the first time, bringing more realistic and immersive level environments than ever before, all combined with a new ***Call of Duty® App***, enabling fans to stay connected to the game wherever they go. Delivering over 20,000 possible character combinations, game-changing dynamic map events, new tactical player movements; over 30 new weapons, including a new Marksman Rifle weapon class; over 20 new Killstreaks; 14 maps out of the box; seven new multiplayer modes, a new Squads mode for up to six-player cooperative play, deep Clan integration and a second screen experience through the all-new ***Call of Duty App***, ***Call of Duty: Ghosts*** is the complete online experience on both next gen and current gen alike.

ALL-NEW CREATE-A-SOLDIER & PERK SYSTEM: The Create-A-Class & Perk System has been a staple to ***Call of Duty*** players since the original ***Modern Warfare®***, and ***Call of Duty: Ghosts*** introduces the most flexible and comprehensive Create-A-Class and Perk System in ***Call of Duty*** history.

In ***Call of Duty: Ghosts***, you don’t just create-a-class, you create a soldier. ***Ghosts’*** all-new Create-A-Soldier system, in which players can customize their various weapon loadouts, plus the physical appearance of their soldier, delivers over 20,000 possible combinations, including heads, body types, equipment, gender, and more. So customization means more than just the look of your soldier, it also means giving you greater control in customizing your loadout. In ***Ghosts***, you’re allocated a budget for

your primary weapon, secondary weapon, your lethal & tactical equipment, and your Perks. All attachments and Killstreaks are free for you to choose.

As you gain XP, you earn tokens to spend on weapons, attachments and equipment to create the load-outs you want, when you want, and how you want.

The new Perks system has more Perks than ever before. Every Perk has a set point value from one to five with a total cap of eight points. Use your budget to choose any of your Perks. Players are empowered more than ever before, for example, choose four Perks each valued at two points apiece, or even eight Perks, each valued at one unit. Players can even choose to go without their secondary weapon and equipment altogether to open up to 11 Perks.

Perks have been divided into the following types:

- **Speed** – Examples include **Sleight of Hand** and **Agility** allowing players to quickly move through the environment.
- **Handling** – Improve the player's weapon handling abilities with perks such as **On The Go** (reload while sprinting) and **Strong Arm** (throw equipment further and decrease grenade cook time).
- **Stealth** – Perks such as **Takedown** (kill enemies without revealing their death location) and **Off the Grid** allow players to move through the environment undetected.
- **Awareness** – Improve a player's situational awareness and ability to detect enemy equipment.
- **Resistance** – Enhance a player's ability to withstand damage and regenerate health faster.
- **Equipment** – Perks that allow players to hold extra equipment, attachments and ammunition.
- **Elite** – A new type of player perk that includes **Ping** (a sonar ping that's activated upon killing an enemy, revealing nearby hostiles) and **Deadeye** (consecutive kills increase the chance to deal more bullet damage).

STRIKE PACKAGES: *Call of Duty: Ghosts* sees the return of Strike Packages – Assault, Support and Specialist.

Assault Strike Package – Strike package based on consecutive enemy kills that resets upon death. New streak rewards include:

- **Sat Com** – Utilize satellite communications to relay enemy movements. Drop multiple Sat Coms on the map for enhanced reads on enemy locations.
- **Guard Dog** – Man's best friend is watching your back. Your Combat dog will warn you when there are nearby enemies and take out ones that got the jump on you.
- **Maniac** – Call in advanced juggernaut armor via Care Package; one catch, this knife expert forgoes guns in favor of a high-speed melee attack.

Support Strike Package – Strike package that does not reset on player's death. New streak rewards include:

- **Night Owl** – An advanced companion drone that detects enemies based on proximity and protects you from explosives.
- **MAAWS** – Lase targets to guide missiles from the free-fire shoulder mounted rocket launcher.
- **Helo Scout** – Provide sniper support for your team aboard a controllable helicopter.

Specialist Strike Package – Consecutive kills earn players additional Perks.

WEAPONS, ATTACHMENTS AND EQUIPMENT: *Call of Duty: Ghosts* features over 30 new weapons across Assault Rifles, SMGs, LMGs, Shotguns, Sniper Rifles, Launchers and the new Marksman Rifles class.

Marksman Rifles are more versatile than classic Sniper Rifles, with greater stopping power than Assault Rifles. Marksman Rifles are great for protecting an objective point from range, while still having the power to deal with mid-range combat at ease.

Examples of the new weapons and equipment include:

- **Assault Rifle** – Honey Badger, SC-2010
- **SMGs** – Vector CRB
- **Marksman Rifle** – IA-2 (built in sniper scope with dual render site)
- **Equipment** – Thermobaric Grenade, Canister Bomb, 9-Bang

GAME MODES – *Call of Duty: Ghosts* brings back a number of fan-favorite modes, while introducing seven new game types, including:

- **Search and Rescue** – A take on Search & Destroy, but rather than having a single life per round, in Search & Rescue your team can revive you. It combines that teamwork and communication from Kill Confirmed with the objective-based cooperation of Search & Destroy.
- **Cranked** – A new level of TDM. When you get a kill, you gain new abilities, but you also start a countdown clock. Rack up the next kill before the timer hits zero, or you'll explode. In this mode, players not only end up competing against the competition, but also against the clock.
- **Blitz** – An objective based mode where the goal is to breach the other team's goal line while defending your own – a high-octane take on Capture the Flag.

CREATE-A-SOLDIER & PRESTIGING – *Ghosts'* customization continues as players can not only Create-A-Soldier, but also create an entire squad of up to 10 unique soldiers which can be customized down to their appearance, Perks, loadouts, and style of play. In addition, each custom squad member earns XP toward Prestige and can be modified to specialize in various combat classes and across multiple game modes, allowing more flexibility and depth for gamers than ever before.

Players can take each of their 10 soldiers to prestige level, retaining all of their in-game progress and unlocks along the way.

- 10 soldiers.
- 1 level of Prestige per soldier.
- Equals 10 levels of Prestige.

DYNAMIC MAP EVENTS – *Call of Duty: Ghosts* introduces dynamic map events to the franchise. Map events vary from level to level, from player triggered traps to map-changing events that allow gamers to strategically redirect the action and transform the map to deliver new levels of strategy and gameplay.

FIELD ORDERS – Randomized challenge drops on the battlefield that awards players with a Care Package when completed, and refills your ammo & equipment. First blood will always drop the first Field Order briefcase; this could be anything from getting a headshot to using your Lethal.

ANIMATION SYSTEM – *Call of Duty: Ghosts* has increased mobility through the world by adding fluid, lifelike tactical player movements that enhance character abilities adding to the gameplay.

- **Contextual Lean System** – Whether you're on the attack, or stuck in a firefight looking for cover, players can naturally lean around obstacles without having to worry about learning new button combinations.
- **Mantling** – Move fluidly over objects, while not losing momentum. Low-mantle, while firing your weapon. Jump mantle from roof-top to roof-top.
- **Knee Slide** – A natural transition from sprinting to crouch or prone. Continue to maintain momentum as you move through the world with the ability to shoot while sliding.

SQUADS

Call of Duty: Ghosts features an all-new third mode of play, Squads, which allows players of all skill levels to take their squad of soldiers created in multiplayer and enlist to play solo, cooperatively with up to six players, or competitively. Squads features a variety of play-types, allowing fans to swap-out their custom soldiers at any time with a friend for quick-action co-op. The competition can be fierce, as squad soldiers display life-like, skilled tactics and behaviors like side-strafting, corner-camping, jump-shooting and more. Players and their squads will earn XP, and if you're offline, be prepared, as your squad may be challenged for play on their own.

- **Squad vs. Squad** – Two-player competitive, pitting you & your squad vs. your opponent & their squad.
- **Squad Assault** – Play against another player's squad – even when they're offline in up to six-player co-op. Match-make against squads made from around the world, or select one of your friend's squads to assault. Offline players get in on the action, as they apply strategy too as they can determine the loadouts of their squad, as well as the map and mode that their squad will defend.
- **Wargame** – You & your handpicked squad of five soldiers vs. another squad, swap out your custom soldiers at any time with a friend for quick co-op play.
- **Safeguard** – Survive wave after wave of enemies in up to four-player co-op.

All progress in Squads counts towards multiplayer XP, so players can rank-up their characters and unlock weapons, equipment and more.

YOUR CALL OF DUTY PROFILE

Players can now take *Call of Duty: Ghosts* anywhere, utilizing their *Call of Duty* account, either already secured through *Call of Duty Elite* or by signing-up for a new account for free via in-game or online, to carry their profile wherever they go, from console to console, current gen to next gen, second screen and more. So when players are ready to move to next gen systems Xbox One or PlayStation 4, all their *Call of Duty: Ghosts* stats, in-game achievements, unlocks, and more will seamlessly go with them and be ready and waiting.

THE CALL OF DUTY APP, CLANS and CLAN WARS

The all-new *Call of Duty App* gives players a second screen experience designed to work hand-in-hand with *Call of Duty: Ghosts*. Created by Beachhead Studio, the app offers some of the best and most popular features from *Call of Duty Elite*, along with a host of new features, and adds a new dimension to *Ghosts* by allowing fans to stay connected to the console experience wherever they go. From the app, players will have the power to edit their squad pre-match, have one-touch access to change loadouts before your next spawn while in match, as well as view and share after-action results with friends on Facebook and Twitter, and more. The new *Call of Duty App* is deeply integrated with *Call of Duty: Ghosts* and will launch

alongside it this November on tablet and mobile devices, and all app features will be available on current and next generation consoles.

Call of Duty: Ghosts also features a deep level of Clan support. With their *Call of Duty* account, players can join, create, and manage a Clan all from in-game or from the *Call of Duty App*. From the game, players can enjoy in-game Clan rewards, as well as Clan vs. Clan playlists, which are all available on both current and next gen. Additional Clan features inside the app include Clan Chat, Rally-Up, and a Clan Emblem Editor.

Furthering the Clans experience, the *Call of Duty App* also introduces *Clan Wars*, a Clan-based game mode in the app that ties directly to ***Call of Duty: Ghosts*** multiplayer. It offers a deeper Clans experience and rewards players with cool items, both in ***Call of Duty: Ghosts*** multiplayer and in the app. This new experience enlists players into a larger conflict, where any Clan member, no matter what skill level, can contribute to the Clan Wars mission and compete against other Clans for XP bonuses and exclusive in-game content.