



August 16, 2016

Titanfall 2 Open Multiplayer Technical Test Dates Announced

Play Multiple Maps and Modes Across Two Weekends - August 19-21 and August 26-28

Tune into the Titanfall 2 Factions Livestream Today to See the Debut of Titanfall 2 Multiplayer Gameplay

COLOGNE, Germany--(BUSINESS WIRE)-- Today, Respawn Entertainment and [Electronic Arts Inc.](#) (NASDAQ:EA) announced that the *Titanfall*® 2 Open Multiplayer Technical Test will be available across two weekends in August for the PlayStation®4 computer entertainment system and Xbox One, the all-in-one games and entertainment system from Microsoft. Fans will be able to get their hands on the fast, fluid, Pilot and Titan gameplay that is at the core of the *Titanfall* experience while helping the team at Respawn test the *Titanfall 2* servers and backend systems prior to the games release on October 28th worldwide.

This Smart News Release features multimedia. View the full release here:
<http://www.businesswire.com/news/home/20160816005483/en/>



To embed the brand new *Titanfall 2* Open Multiplayer Technical Test trailer please use this link:

```
< iframe width="560" height="315" src="
https://www.youtube.com/watch?v=eZ6G3Zv4u3Q
" frameborder="0" allowfullscreen >
< /iframe >
```

It all starts the weekend of Friday, August 19th, where fans will be able to play two exciting new *Titanfall 2* multiplayer modes across two maps:

MODES

| **Bounty Hunt (5v5):** A brand new mode that pits Pilots and their teammates against an opposing team as well as the Remnant

TF2 Open Multiplayer Tech Test Dates Announced (Graphic: Business Wire)

Fleet. Earn bonuses by killing grunts and enemies, but make sure and deposit all your points at the bank between waves without getting killed.

- | **Pilots vs. Pilots (8v8):** Players can be the best Pilot on the Frontier and put their combat and mobility skills to the ultimate test in this classic 8 vs 8 Pilots only mode.

MAPS

- | **Boomtown:** A secret underground IMC facility where the latest in R&D is put to the test. In this facility Pilots can use the many peaked roofs to use as cover against combatants below. With tight lanes through the middle, Titans can also be easily ambushed.
- | **Homestead:** The IMC have claimed Imminent Domain on a small commune's plot of land. With a series of raised, rocky plateaus and a river running down the middle, Pilots are mostly safe from Titans among the rocks and trees but they also can duck into the caves and building when needed. However, the Titans control the large rolling fields.

During the second weekend of the *Titanfall 2* open multiplayer technical test, all the content from the previous weekend will

still be available, plus a brand new mode and map for players to enjoy:

MODE

- | **Amped Hardpoint (6v6)**: A new twist on Hardpoint Domination from the original game; now defending a Hardpoint will let you amp it, giving your team double score. Team work is the key to securing victory.

MAP

- | **Forward Base Kodai**: Militia forces have taken over an IMC substation and set up a forward operating base. Pilots can find safety from Titans in the hallways and chambers of the main building, while Titans can walk over the roof to get a better view of the action.

During the open multiplayer technical test, fans will have access to two all-new Titans: Ion and Scorch, as well as a range of Pilot tactical abilities including Grapple, Holo Point, and Pulse Blade. Fans will also have access to a variety of weapons including a deadly horizontal spread shotgun known as the Masttiff and the Alternator, a dual-barrel SMG.

In addition, players are encouraged to try out Networks, a brand new feature in *Titanfall 2* that makes finding and playing with friends fast and easy. To learn more about the *Titanfall 2* Open Multiplayer Technical Test, head over to www.titanfall.com for all the details.

To see the first live multiplayer gameplay from *Titanfall 2* be sure to tune into the *Titanfall 2* Factions livestream starting at 8pm CET/11am PT on August 16 at <https://www.twitch.tv/titanfall>. The *Titanfall 2* Factions livestream will see some of the biggest names in the *Titanfall* community facing off for bragging rights on the Frontier.

Titanfall 2 is crafted by one of the co-creators of *Call of Duty* and other key designers behind the *Call of Duty* franchise, and is set to build on the foundation Respawn established with the first *Titanfall* - fast, fluid, fun gameplay between Pilots and Titans. *Titanfall 2* will also mark the debut of a crafted single player 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.

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. 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 day-one access to exclusive Warpaints and Nose Arts, two camouflages, and more.**

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

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 studios debut title, *Titanfall*. More information about the company is available at www.respawn.com.

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