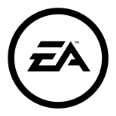
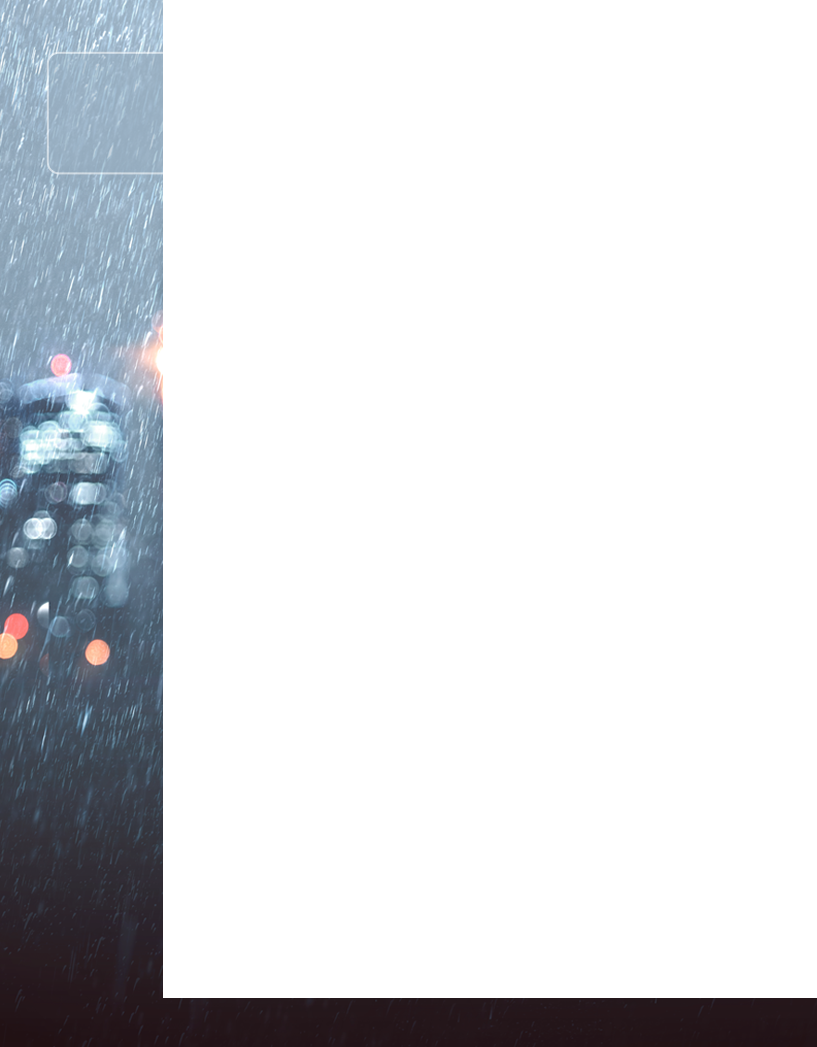
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| Product Description Fueled by the next-generation power and fidelity of DICE’s Frostbite™ 3 engine, *Battlefield 4™* provides a visceral, dramatic experience unlike any other shooter.  Only in *Battlefield* *4* can players demolish the walls of a building that once shielded the enemy, leaving them vulnerable to open fire. Only in *Battlefield* *4* can fans lead an assault from the back of a gun boat or in the air piloting a jet. *Battlefield* *4* grants gamers the freedom to do more and be more while playing to their strengths and carving their own path to victory on massive, multiplayer maps.  In *Battlefield 4*, more of these hallmark multiplayer features are woven into the single player campaign. The action is fluid, giving the players the perception that they are playing a movie – going from big to small action scenes, indoor to outdoor locations, and moving in and out of vehicles from land to sea to air. This is a playground where players decide how to lead their squad to victory. Key Features **Next Gen –** On the Xbox One gamers will experience massive, 64-player multiplayer battles running at a smooth 60 frames per second, both firsts on console. Using Kinect, players can peek and lean behind cover and use voice commands.  **All-Out War –** Fans will immerse themselves in the glorious chaos of all-out war. New maps, more vehicles, weapons and destruction allow them to play to their strengths. Absolutely nothing compares to the sheer scale and scope of *Battlefield 4*.  **Frostbite 3 –** The awe-inspiring power of DICE’s Frostbite 3 engine delivers the highest standard of immersion in entertainment. An unmatched level of visual and audio fidelity, superior character animations, and dynamic environments. Featuring Michael K. Williams (The Wire, Boardwalk Empire) as “Irish”, *Battlefield 4* employs unprecedented facial-rendering, to deliver dramatic and believable performances previously unseen in gaming.  **Levolution –** Experience a dynamic battlefield where no two games will ever be the same. Player’s actions physically change the battlefield in real-time, providing interactive game environments that react to their every move. Cut the power to a building to shroud the enemy in darkness or reduce an entire skyscraper to rubble to alter the landscape – the power is in the player’s hands! | **Commander Mode –** Commander Mode places two opposing players at the heart of the situation room with a birds-eye view of the battlefield. Take command by delivering critical intelligence, managing support activities and deploying powerful war assets during true squad-based team play. For the first time, commanders can also take control from their iPad or Android tablet.  **Amphibious Assault –** Get a first taste of water-based combat in *Battlefield 4* as powerful winds and rolling waves make water-based combat a thrilling ride and a rewarding challenge for players of all ranks.  **From China to Russia - Maps & Modes –** Battle it out on 10 maps playable across all seven game modes including the classic Conquest and Rush, in addition to two new modes called Obliteration and Defuse. The maps vary from the open Chinese metropolis in Siege of Shanghai and the violent seas of Paracel Storm to the flooded inner city streets of Flood Zone and the cold Soviet tank factory of Zavod 311.  **Single Player Story –** The world is on the brink of chaos, China is the tinderbox and the player is the inadvertent spark that could ignite a global conflict. As Sergeant Daniel Recker, fans will play as a member of an elite group of unlikely heroes known as Tombstone squad, navigating the turmoil around them as they fight to save the final hope for peace.  **Premium –** *Battlefield 4 Premium* provides a wealth of new content to keep the action going all year long. Premium members will have access touniquely themed digital expansions packs and early access to five of the biggest and boldest game experiences to date for only $50. This includes *Battlefield 4 Second Assault*, which is available first on Xbox One. Each expansion will feature four new maps plus additional content and new updates every week to keep things fresh. Product Specifications  |  |  | | --- | --- | | **Xbox360 Release** | October 29, 2013 | | **Xbox One Release** | November 19, 2013 | | **Publisher** | Electronic Arts | | **Developer** | DICE | | **Category** | First Person Action | | **Rating** | M for Mature |   [www.battlefield.com](http://www.battlefield.com)  [www.facebook.com/battlefield](http://www.facebook.com/battlefield)  [www.twitter.com/battlefield](http://www.twitter.com/battlefield) |



**Xbox One**

**Xbox 360**