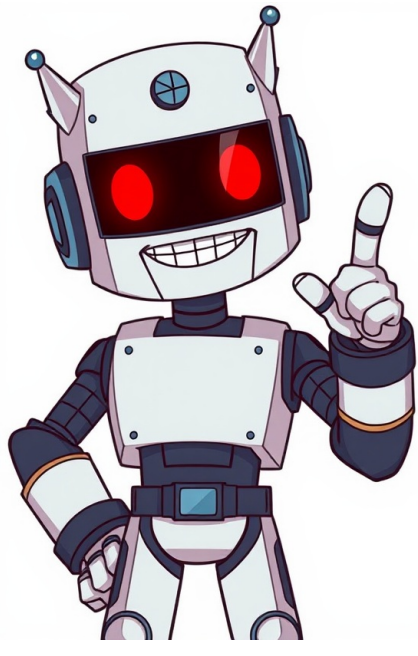


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the original. It was rumored that Destiny 2 would also release on Microsoft Windows,[37] which was confirmed on March 30, 2017,[38] in Activision's earnings report for 2016. Hirsberg said that Destiny's sequel was still "on track for release this fall [2017]". Activision said the sequel would "broaden the franchise's global reach". Hirsberg said that the game would be "a true next-generation experience" and that it would be "a more accessible to someone who just wants to have a great, more casual first-person action experience".[37] Bungie had said that players' characters and progression would carry over into future releases.[39] However, this turned out to only be half true. Characters and progression did carry over into Destiny's expansions, but for the sequel, only players' characters' physical appearance carried over if they had reached level 20 and completed the Black Garden quest in the original. In regards to why progression and items did not carry over, Bungie said: "We believe this is the best path forward. It allows us to introduce the major advancements and improvements that all of us expect from a sequel, ensuring will be the best game we can create, uncumbered by the past." [40] Bungie awarded veteran players in Destiny 2 with in-game emblems that acknowledged their accomplishments in the original Destiny. Players' characters, progression, and items are still accessible in the original Destiny, which will continue to remain online. Destiny 2 pre-tation on May 18 at Jet Center in Hawthorne, California On March 23, 2017, a promotional poster for the sequel was leaked by Lega Network, revealing the game's name as Destiny 2 and a release date of September 8, 2017, with the mention of a public beta for the game. The poster showed that just like the original, Destiny 2 would have PlayStation exclusive content.[41] On March 27, 2017, although not directly responding to the leaked information, Bungie tweeted an image of Destiny 2. The image showed The Last City in smoke and flames with "Destiny" and a large "2" over the Traveler.[42] This was followed up with a teaser trailer narrated by character Cayde-6. The teaser showed the Tower under attack by the Cabal, one of the enemy races from the original game. PlayStation's YouTube channel showed a slightly extended teaser, officially confirming that the game would be released on September 8, 2017, and that it would be a true next-generation experience. The trailer confirmed that Lance Reddick, Nathan Fillion, and Gina Torres would be reprising their roles as the class Vanguard, respectively.[38] Nolan North also confirmed that he would be reprising Ghost, the Guardian's AI companion.[44] Bungie had a live stream of Destiny 2's gameplay on May 18.[45] Other performers reprising their roles included Bill Nighy, Shohreh Aghashlo, Peter Stormare, Lennie James, Claudia Black, and James Remar, alongside new voices Frank Langella, Jo Osmanski, and H. Jon Benjamin. Following Reddick's death in March 2023, his role of Commander Zavala was recast, with Keith David taking over performance as of August 2023.[46] On May 19, 2017, Destiny 2 project lead Mark Neseworthy told IGN that there were no plans for a Nintendo Switch version of the game. Neseworthy went on to say: "I think it's pretty unrealistic given we're an online-only game, right? The Switch, because it's a portable... and I love my Switch, I've got Breath of the Wild here, I've got it with me. It's incredible, I love the console, but in terms of where it's at, I don't want to leave anyone with the possibility of like, 'it's a thing we'll consider, maybe next year.' There's no plans right now for Switch.[47] The Microsoft Windows version of Destiny 2 supports native 4K resolution and uncapped frame rate (fps), full mouse and keyboard support, text chat, adjustable field of view, and 21:9 monitor support, and was exclusive to Blizzard Entertainment's Battle.net service at the time of its launch.[10] Although not native 4K, Destiny 2 does support 4K enhancements for the PlayStation 4 Pro, an updated version of the standard PlayStation 4 that supports 4K rendering. Similarly, the Xbox One had an updated version called the Xbox One X that was released in November 2017 after Destiny 2's launch. Bungie added 4K support for the One X, as well as HDR support for both updated consoles, on December 5, 2017.[48][49] Unlike the Windows version, however, the console versions are locked at 30fps.[50] Destiny 2 also has an improvement with its servers, which are a console and only script and mission logic ran in the data center. [10] Grimoire cards that were found in the original game, which detailed the lore of the Destiny universe and could only be accessed from Bungie's website and the Destiny app, did not return for the sequel. For Destiny 2, Bungie shifted their focus to in-game storytelling, which was something the original was criticized for lacking. To detail the lore of the universe in Destiny 2, there are many artifacts around the maps that can be scanned by Ghost, who will give details and backstory. Exotic gear and some legendary gear also have a lore tab.[10] At the 2017 Electronic Entertainment Expo (E3), a new cinematic trailer was shown, narrated by the main antagonist, Dominus Ghael. It showed that Bungie did focus more on the story for the sequel than the original, as Bungie was "attempting to go in-depth into the universe and the motivations of the characters." [51] E3 2017 also revealed that Destiny 2's release date was moved up to September 6, 2017, and the Windows version was confirmed for an October 24 release.[52] The dates for the beta on the console versions were also confirmed at E3 2017. Early access for pre-order customers began on PS4 on July 18 followed by Xbox One on July 19, non-pre-order customers received access beginning July 21. The console beta concluded on July 25, after a 2-day extension. The beta for the PC began on August 29 and concluded on August 31.[53] In the spring of 2025, following the announcement of a release date for the upcoming Marathon reboot, Bungie asserted that it will continue to support Destiny 2 indefinitely.[54] The original score was composed by Michael Salvatori, Skye Lewin, C. Paul Johnson, Rotem Moav, and Peter Schlosser.[55] Although not credited in the original soundtrack, Michael Sechirst also composed for Destiny 2 and would be a more prominent composer in future DLCs such as Witch Queen and Beyond Light. [56]When creating the music, the composers stated their goal with it was to "capture the somber spirit of a civilization confronting a new, more powerful enemy." [57]The music was composed by Michael Salvatori and Michael Sechirst were laid off amid staff cutbacks across the company.[58] Soon after in January 2024, Skye Lewin left Bungie as well.[59] The news of these layoffs among many other veteran employees were received poorly by the Destiny 2 community with disappointment, expressed on large platforms such as X and Reddit.[60] Destiny 2 was released worldwide for the PlayStation 4 and the Xbox One on September 6, 2017, and the Microsoft Windows version released worldwide on October 24.[52][61][62] There were several editions of the game, including a Collector's Edition, a Limited Edition, a Digital Deluxe Edition, and the standard base game. Like the original, there was an Expansion Pass, which granted access to the first two expansions of Destiny 2.[63] Also like the original Destiny, pre-orders for the game received early access to the game's beta.[38] as well as other in-game pre-order bonuses, such as early access to the exotic weapon "Coldheart". [64] Pre-orders from GameStop received a Cayde-6 collectible figure.[63] Other figures and toys, such as Lord Saladin, were released after Destiny 2's console launch.[65] Per an exclusivity agreement with Sony Interactive Entertainment that began with the original Destiny, the PlayStation 4 version of Destiny 2 featured timed-exclusive content until late 2018: PS4 exclusive content ended with the release of the Shadowkeep expansion in October 2019.[66] The Collector's Edition of Destiny 2 included the base game in a SteelBook case, the Expansion Pass, a themed backpack, a "Frontier Kit", which featured a solar panel USB charger with built-in light, a paracord, and a solar blanket, a 15" laptop/tablet sleeve with protective pocket slip, a Cabal-themed collector's box with various items, and premium digital content. The Limited Edition, distributed exclusively from GameStop, included the same physical and digital items as the Collector's Edition, minus the backpack, "Frontier Kit", and laptop/tablet sleeve. The Digital Deluxe Edition included a digital artbook, a digital soundtrack, and a digital artbook. The game was also available for the PC version. The Windows version of Destiny 2 remained on the Battle.net platform for the next several months.[70] but transitioned to Steam upon release of the Shadowkeep expansion in October 2019. As part of Bungie's plans to expand Destiny 2 to new platforms after their acquisition by Sony, Destiny 2 was added to the Epic Games Store in August 2022.[71] With the release of the Shadowkeep expansion in October 2019, Bungie made several changes to the monetization model of Destiny 2. Bungie's aim was to have the game able to be played by anyone with their friends, regardless of platform, so they implemented cross-saving, allowing players to transfer their characters from one platform to another. Alongside this, they partnered with Google to offer Destiny 2 on Stadia, a new game streaming service.[72] Additionally, alongside the release of Shadowkeep, Bungie made Destiny 2 free to play in its "New Light" version, making the base game, the Leviathan raid, and many of the player-versus-player modes free, including the first two expansions, Curse of Osiris and Warmind. Content like Forsaken and Shadowkeep can be purchased à la carte by the player. Shadowkeep and future expansions are considered standalone experiences, not requiring the player to have bought the other additional content.[73] Further, Destiny 2 introduced a battle pass system lasting for each season, featuring two tiers of rewards, which include weapons, cosmetics, and in-game materials and currency, for playing various activities during that season. One tier is free for all players, while the second tier is only available to players that have purchased the season pass.[74] Both New Light and the Shadowkeep expansion came after Bungie's acquisition of the publishing rights of the Destiny franchise from Activision.[75][76] Bungie announced in June 2020 that moving into the fourth year of content for the game, beginning with the Xbox Series X and the PlayStation 5. [77]The game was also available for the PC version. 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