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This website has information about the Battlefield 3 Game Files. It's made by a fan for fans. Battlefield 3 Game Files offers the latest data on all of your favorite Battlefield games including Battlefield 3, Battlefield Bad Company 2, and more. With tonnes of assets included with every release, you will never have to worry about missing out on any crucial content again. Share this site with your friends and other Battlefield fans to show your support! ARTICLE END

On 22 January 2013, Rock Paper Shotgun's John Walker posted an article titled "The Battlefield 3 Used Game Dilemma". The article brought to light the problem of publishers and developers restricting access to used games and the impact it could have on the industry. This is an excerpt from the article: This sparked a debate in which the Battlefield 3 community participated, providing their opinions about this matter. Some community members agreed with Walker's opinion, while others did not. Battlefield 3 Project Manager Thomas Andersson then decided that they should get directly involved in this discussion. On 24 January 2013, DICE LA announced the addition of the DICE Commanders program. The goal of this program is to bring the community closer to current and upcoming content in Battlefield 3. This is an excerpt from the official blog post: The first implementation of this program is a special command console that will be introduced with "Aftermath". It also comes with 3 unique dog tags that are unlocked through completing various objectives. These dog tags will then be visible in-game to other players. This is an excerpt from the official blog post: On 31 January 2013, DICE LA announced that they would host their first live stream event on Battlefield 3's official Twitch account. They announced that this stream would be held on 1 February 2013. This is an excerpt from the official blog post: The live streaming began on 1 February 2013. The program was coordinated by EA Employee MrLzGamer. This is an excerpt from the official blog post: On 6 February 2013, DICE LA officially launched the Multiplayer Beta Weekend Event on Battlefield 3. This marked the first time that Battlefield players could get into the game during a Beta period of any multiplayer game to test out new content before its release. The week-long event saw 7 new maps added to the game for all players to use while they were testing it out, including Wake Island, Golmud Railway, Caspian Border and Operation Firestorm. This is an excerpt from the official blog post: On 8 February 2013, DICE LA released their new trailer called "A War Unseen". The trailer showed off some of the new features added including the title screen, new soldier features (with tattoos), and overview of Battlefield 3's multiplayer gameplay. This is an excerpt from the official blog post: On 15 February 2013, EA revealed that five of the seven maps included in Battlefield 3's Multiplayer Beta Weekend Event would be made available for download during a later date. EA stated that they would be releasing these maps on "a more permanent basis".

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