



ADDING MULTIMEDIA Ready, Set, Go -- Skylanders® SuperChargers Delivers Racing and Online Multiplayer

Skylanders Charges into Gamescom with Exciting Announcements and Franchise Firsts

COLOGNE, Germany--(BUSINESS WIRE)-- Activision Publishing, Inc., a wholly owned subsidiary of Activision Blizzard, Inc. (NASDAQ: [ATVI](#)), continues to blaze the toys-to-life trail with *Skylanders* franchise firsts, racing and online multiplayer gameplay on console in *Skylanders® SuperChargers*, developed by Vicarious Visions. Whether fans prefer co-operative play in Adventure Mode or competitive multiplayer with up to four players in Racing Mode, *Skylanders SuperChargers'* online gaming is fueled with adrenaline-pumping action right out of the box.

This Smart News Release features multimedia. View the full release here:

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Skylanders' all-new Racing Mode, playable in Land, Sea and Sky environments, features supercharged racing combat, layering in even more depth and excitement to the game's online multiplayer component. The high-octane mode is further amplified with all-new time trials, which include three-lap races that take friendly competition up a notch as players battle for the best time score on the leaderboard. All *Skylanders SuperChargers* Starter Packs will come loaded with six dynamic race tracks - two each for Land, Sea and Sky. With hidden routes, power-ups, and diverse locations, Racing Mode offers completely new ways to enjoy the game. Whether played in offline split-screen or online multiplayer, gamers can choose the best route to finish a race, trying to avoid attacks along the way as they navigate through dynamic environments. Voice-chat is available with friends for an added layer of excitement.

Skylanders SuperChargers delivers more ways to play than ever before:

- Single-player Adventure Mode
- Online and local co-operative Adventure Mode
- Local 2-player head-to-head racing in split screen
- Online competitive racing with up to 4 players

"Skylanders fans told us they wanted to go head-to-head in online multiplayer with their friends and family, and we delivered. *Skylanders SuperChargers* enables gamers to race against friends all over the world and brings an exciting new expansion to the *Skylanders* gameplay experience," said John Coyne, senior vice president of consumer marketing, Activision Publishing, Inc. "We continue to be firmly committed to driving *Skylanders'* spirit for providing originality, innovation, creativity and fun with each game."

Skylanders SuperChargers continues to rev its engine with the addition of *Skylanders SuperChargers* Racing Action Packs at launch and beyond. These optional expansion packs, one each for Land, Sea and Sky, unlock even more thrilling racing content for Portal Masters. Each pack comes loaded with three special toys, including a SuperCharger, its signature vehicle and a villain trophy. The villain trophy unlocks two new tracks and new modes, including SuperVillain Cup, Boss Pursuit and Mirror Cup. There are 12 boss villains across all three packs, with four in each pack, which players can defeat and play as. Fans can then store these boss villains on their villain trophy toy to play at a friend's house.

Fans can augment their SuperCharger experience with a complementary, dedicated racing combat game -- *Skylanders SuperChargers Racing* -- for the Wii™ system and Nintendo 3DS™ handheld system. All-new tracks, augmented with power-ups, boosts, hazards and more, offer up to 50 different and exciting gameplay experiences. On Nintendo 3DS, gamers can go head-to-head with competitive multiplayer via local play or online with up to four players. Iconic Nintendo character Bowser™ and his Sky vehicle, Clown Cruiser are available in the *Skylanders SuperChargers Racing* Starter Packs for Wii and Nintendo 3DS and can also be played on the Wii U™ system. The Supercharged character not only works in *Skylanders SuperChargers Racing*, but also as amiibo in compatible Nintendo games, so players can store their saved data in both modes with a simple twist of the figure's base.

About Skylanders SuperChargers

Skylanders SuperChargers expands upon the franchise's signature gameplay to introduce a brand-new play pattern to fans,

vehicles-to-life. For the first time ever, kids can explore and navigate the mountainous terrains, deep sea environments and big blue skies of Skylands like never before by going behind the wheel of powerful, tricked-out land, sea and sky vehicles - bringing them from physical world into the digital world in a high octane action-adventure videogame. The game offers a diverse and dynamic story-driven gameplay experience, filled with vehicle-based and on-foot adventures featuring combat, puzzles, mini games, activities and platforming -- all set within a variety of new compelling environments. **Skylanders SuperChargers** has 20 land, sea and sky vehicles that are fun to play in the game and in the real world. There is also a new class of heroes -- 20 SuperCharger toys that feature all-new powerful attacks and moves, upgrades and personalities. The game supports all 300+ Skylander toys from previous games.

Skylanders SuperChargers will be available on September 25 in Europe and September 20 in North America on the Xbox One, Xbox 360, PlayStation® 4 system, PlayStation® 3 system and Nintendo's Wii U™ system. Additionally, the complete **Skylanders SuperChargers** experience will be available on iPad®¹. **Skylanders SuperChargers Racing** will be available on September 25 in Europe and September 20 in North America for Wii™ and Nintendo 3DS.

About the Skylanders® Franchise

The award-winning, \$3 billion Skylanders franchise has sold through more than 250 million action figures² since pioneering the toys-to-life category in 2011 with the debut of *Skylanders® Spyro's Adventure*. The game originated a play pattern that seamlessly bridged physical and virtual worlds across multiple platforms. In 2012, *Skylanders® Giants* further evolved the genre and added *LightCore®* characters to the collection of interaction figures. *Skylanders® SWAP Force™*, which launched in 2013, introduced an all new play pattern - swapability. In 2014, *Skylanders® Trap Team* reversed the magic of bringing toys to life by allowing players to pull characters out of the digital world into the physical world and became the number 1 kids' console game globally².

About Activision Publishing

Headquartered in Santa Monica, California, Activision Publishing, Inc. is a leading global producer and publisher of interactive entertainment. Activision maintains operations throughout the world. More information about Activision and its products can be found on the company's website, www.activision.com or by following @Activision.

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¹ Available on select tablet devices

² Based on revenue from January - June, 2015, according to the NPD Group, GfK Chart-track, and Activision Blizzard internal estimates, including toys and accessories.

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