

August 25, 2016

Call of Duty: Black Ops III Salvation DLC Season Finale Set to Arrive on PlayStation 4 on September 6

Salvation Delivers the Culmination of the Timeless Treyarch Zombies Experience That's Been Eight Years in the Making, Plus Four Action-Packed Multiplayer Maps

Salvation DLC Map Pack PS4 Pre-Orders Include Exclusive Zombies Dynamic Theme

SANTA MONICA, Calif.--(BUSINESS WIRE)-- **Salvation**, the fourth DLC pack for **Call of Duty®: Black Ops III**, the bestselling console video game on next generation platforms*, will arrive first on PlayStation 4 on September 6, with other nextgen platforms to follow**. Published by Activision Publishing, Inc., a wholly owned subsidiary of Activision Blizzard, Inc. [Nasdaq: <u>ATVI</u>] and developed by Treyarch, **Salvation**, delivers the reality-altering finale of the *Origins* Zombies adventure, and four action-packed multiplayer environments for fans.

"Without a doubt, this is the most epic season of DLC that we've ever created for fans of Multiplayer and Zombies," said Mark Lamia, Studio Head, Treyarch. "At this point it goes without saying, that Zombies has been a true labor of love for the studio, and I'm proud to say that this will be a defining and epic experience for the fans who have joined us over the last 8 years."

Salvation features *Revelations*, the long-awaited final chapter in the *Origins* Zombies saga. In *Revelations*, we meet up with the *Origins* characters after they've taken an epic journey through space and time - all of their struggles lead to this very moment. In this, the final chapter of the Zombies experience, Richtofen, Dempsey, Takeo, and Nikolai finally come face to face with the mysterious Doctor Monty in The House. Confronted by an ancient evil, our heroes must fight the zombie horde once more in the final battle to save their immortal souls.

"With the release of Zombies as an Easter Egg in 2008's *Call of Duty®: World at War*, Treyarch set forth on a journey - or, really a *conversation* - with fans, and *Revelations* is the final punctuation mark," said Jason Blundell, Director of Zombies, Treyarch. "The secrets we laid out years ago will finally make sense - we've been waiting a long time for this."

Call of Duty: Black Ops III Salvation is also loaded with four new action-packed multiplayer maps that jettison players from the ancient walls of a medieval fortress to the deceptively quaint setting of a backyard picnic.

- <u>Citadel</u>: Once home to a powerful medieval army, this ancient castle now sits broken and abandoned. Tight corners force close-quarters engagements, while the moat and drawbridge allows for unique player movement opportunities in this mid-sized map. The last trespassers didn't make it out alive maybe you'll have a better shot.
- Micro: What's better than a BBQ on a hot summer day? A miniaturized war zone that takes place on a well-stocked family picnic table, that's what! Navigate this bite-size battlefield for a larger-than-life experience.
- <u>Outlaw</u>: Gear up for a showdown in *Outlaw*; a western-style re-imagining of the fan favorite map *Standoff* from *Call of Duty®*: *Black Ops II*. This rough-and-tough medium-sized map brings classic engagements, flanking routes and strategic positions for long and medium ranged combat.
- **<u>Rupture</u>**: The *Call of Duty*®: *World at War* classic *Outskirts* is re-imagined as a high-tech facility, designed by a futuristic society desperate to repair the Earth's atmosphere.

Salvation is now available for pre-order on PlayStation 4 at a discounted rate via the **Call of Duty: Black Ops III** DLC Season Pass***, which also features the three DLC Map Packs already released this year, as part of the discounted bundle offered at a suggested retail price of \$49.99. Individual purchase of DLC Map Packs, including **Salvation**, is at a suggested retail price of \$15. Starting today, pre-order **Call of Duty: Black Ops III** Salvation for PlayStation 4 to receive an exclusive *Revelations* dynamic theme. **Call of Duty: Black Ops III** is rated M for Mature with Blood and Gore, Drug Reference, Intense Violence and Strong Language.

Call of Duty: Black Ops III Salvation launches on September 6 for PlayStation 4 games and entertainment system from Sony, with other next-gen platform availability to follow**.

*Based on North American physical game sales as of April 1, 2016.

**Salvation DLC content not available on PS3 or Xbox 360.

***Season Pass content not available on PS3 or Xbox 360. Downloadable content in the Season Pass may be sold separately. If you purchase the DLC Season Pass offering, do not also purchase these standalone DLC Map Packs, as you will be charged for them. DLC Season Pass and DLC Map Packs may not be available on all platforms or in all territories. Pricing and release dates may vary by platform. Call of Duty: Black Ops III game required; sold separately.

About Treyarch

Treyarch is an award-winning video game studio, driven by the desire to create epic gameplay experiences that are enjoyed by as many video game fans as possible. It is an approach that has helped to make the studio behind the Call of Duty®: Black Ops series of games, an industry-leading developer. *Call of Duty: Black Ops* set an entertainment launch opening record upon its release in 2010 and continues to be one of the best-selling games of all time, according to NPD and GfK Chart-Track; *Call of Duty: Black Ops II* set world-wide launch day records; and the studio's most recent *Call of Duty: Black Ops III* had the biggest entertainment opening weekend of 2015, and was the #1 console game globally for the calendar year. Additionally, Treyarch is the birthplace of Call of Duty's Zombies. Treyarch is wholly owned by Activision Publishing, Inc.

About Activision Publishing, Inc.

Headquartered in Santa Monica, California, Activision Publishing, Inc. is a leading global producer and publisher of interactive entertainment. Activision maintains operations throughout the world and is a division of Activision Blizzard (NASDAQ: ATVI), an S&P 500 company. More information about Activision and its products can be found on the company's website, <u>www.activision.com</u> or by following <u>@Activision</u>.

Cautionary Note Regarding Forward-looking Statements: Information in this press release that involves Activision Publishing's expectations, plans, intentions or strategies regarding the future, including statements about the expected *Call of Duty: Black Ops III Salvation* release on September 6, 2016, are forward-looking statements that are not facts and involve a number of risks and uncertainties. Factors that could cause Activision Publishing's actual future results to differ materially from those expressed in the forward-looking statements set forth in this release include unanticipated product delays and other factors identified in the risk factors sections of Activision Blizzard's most recent annual report on Form 10-K and any subsequent quarterly reports on Form 10-Q. The forward-looking statements in this release are based upon information available to Activision Publishing and Activision Blizzard as of the date of this release, and neither Activision Publishing nor Activision Blizzard assumes any obligation to update any such forward-looking statements. Forward-looking statements believed to be true when made may ultimately prove to be incorrect. These statements are not guarantees of the future performance of Activision Publishing or Activision Blizzard and are subject to risks, uncertainties and other factors, some of which are beyond its control and may cause actual results to differ materially from current expectations.

ACTIVISION, CALL OF DUTY, CALL OF DUTY BLACK OPS, and stylized roman numeral II and III are trademarks of Activision Publishing, Inc. All other trademarks and trade names are the properties of their respective owners.

View source version on businesswire.com: http://www.businesswire.com/news/home/20160825005255/en/

Activision Publishing, Inc. Alan Johnson, 310-255-2757 Public Relations Manager Alan.Johnson@activision.com

Source: Activision Publishing, Inc.

News Provided by Acquire Media