



## The 2014 Call of Duty Championship, Presented by Xbox Kicks-off Today, with 31 Teams Vying for the "Call of Duty World Champions" Title

*Activision and Xbox Second Annual Tournament Sees 31 of the World's Best Call of Duty Teams Compete Playing Call of Duty: Ghosts on Xbox One for \$1 Million in Prizing*

*The 2014 Call of Duty Championship, presented by Xbox Will be Livestreamed Worldwide on MLG.tv and Call of [Duty.com](#), With the Final Match Available on Xbox Live*

*Tournament's Final Match Livestream Starts Sunday, March 30<sup>th</sup> at 3:00 p.m. (PDT)*

SANTA MONICA, Calif.--(BUSINESS WIRE)-- Activision Publishing, Inc., a wholly owned subsidiary of Activision Blizzard (Nasdaq: [ATVI](#)) and development studio Infinity Ward, in partnership with Xbox, are celebrating the talent, passion, and skill of *Call of Duty*®'s best eSports players with the 2014 **Call of Duty® Championship, presented by Xbox**. Beginning today through Sunday, March 30<sup>th</sup> in Los Angeles, 31 of the most skilled *Call of Duty*®: *Ghosts* multiplayer teams from around the world are competing head-to-head on Xbox One for the honor of being named the "Call of Duty World Champions," and their share of the tournament's \$1 million total prize purse. Fans can tune-in to every thrilling, action-packed moment through livestreamed coverage of the **Call of Duty Championship, presented by Xbox** on [MLG.tv](#) and at [Call of Duty.com](#).

Additionally, the tournament's final match will take place Sunday, March 30<sup>th</sup> with the livestream starting at 3:00 p.m. (PDT) on the Xbox Live Dashboard and on [Xbox.com](#) (in participating regions).

"The global popularity of *Call of Duty* continues. Last year alone fans logged over 5 billion hours playing *Call of Duty*, and now its time to see who's the best of the best," said Eric Hirshberg, CEO of Activision Publishing, Inc. "The **Call of Duty Championship** is a celebration of *Call of Duty*, featuring a tailor made livestream for fans to experience and enjoy all the action in real-time. Last year's finals came down to the final moments of the final match, and we can't wait to see how it all unfolds this year."

These 31 teams from six continents around the world have trained extensively over the past few months, winning their respective fellow regional competitions in qualifying events conducted by the professional competitive gaming organizations of Major League Gaming (MLG), Gfinity, and the Australian Cyber League (ACL). Teams like NSP from South Korea, European Champions TCM Gaming from UK and Brazil 5 Star from Brazil, will compete against such notable teams from North America as Complexity, EnVyUs, and MLG U.S. Champions Strictly Business.

The **Call of Duty Championship, presented by Xbox** begins with round-robin style pool play among eight groups of four teams. The top two teams from each group will advance to a 16-team double elimination bracket, where the team that places first will take home \$400,000 of the tournament's \$1 million dollar total prize pool. The remaining seven teams will each take home prizes ranging from \$200,000 for second place to \$25,000 for eighth place. Further details on the 2014 **Call of Duty Championship, presented by Xbox**, including full rules and regulations, **Call of Duty: Ghosts** maps and modes for the tournament, livestream information, prizing distribution and more are available at <https://callofduty.com/esports>.

**Call of Duty: Ghosts** is available for Xbox One, the all-in-one games and entertainment system from Microsoft, and the Xbox 360 games and entertainment system from Microsoft, and is rated "M" (Mature - Blood, Drug Reference, Intense Violence, and Strong Language - content that may be suitable for persons ages 17 and older) by the ESRB. For more information, please visit [www.callofduty.com/ghosts](http://www.callofduty.com/ghosts), [www.facebook.com/CODGhosts](http://www.facebook.com/CODGhosts), or follow on Twitter [@InfinityWard](#).

### **About Major League Gaming**

[Major League Gaming](#) (MLG) is the global leader in eSports. The company operates MLG.tv, the #1 online broadcast network for professional level competitive gaming; the MLG Pro Circuit, the longest-running eSports league in North America; and [MLG: Play](#), the largest cross platform online gaming tournament system with 9 million registered users across the globe. MLG is one of the fastest growing digital networks worldwide with over 1557% growth in audience over the last four years. Each month, the company reaches millions of highly-engaged fans via web, mobile, connected TVs and gaming consoles making it the definitive property for major advertisers to reach young men (90% male, 50% 16-34 year olds, 76% 21+, and over 40% HHI \$100k+). For more information: [www.mlg.tv](http://www.mlg.tv)

### **About Gfinity**

Formed by gamers with the backing of successful investors, Gfinity was created to help push eSports within the UK to a professional level, to raise awareness and to provide an arena for gamers to showcase their talent. Gfinity was launched as a company in early 2013 and plans were immediately set in motion to deliver events unlike any that had been seen in European eSports before it. For more information on Gfinity, please **visit** <http://www.gfinity.net/>, and follow us on [Twitter](#) for the latest updates.

### **About Australian Cyber League**

The Australian Cyber League (ACL) established Australia's first and only national circuit for gaming. Founded in 2006, ACL operates the most prestigious live gaming events for competitive titles across both console and PC platforms. Known for top quality production, ACL has been pioneering the broadcast practices of eSports in Australia, delivering engaging livestreamed content from events into the homes of gaming fans.

### **About Activision Publishing, Inc.**

Headquartered in Santa Monica, California, Activision Publishing, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products.

Activision maintains operations in the U.S., Canada, Brazil, Mexico, the United Kingdom, France, Germany, Ireland, Italy, Sweden, Spain, Norway, Denmark, the Netherlands, Australia, South Korea, Mainland China and the region of Taiwan. More information about Activision and its products can be found on the company's website, [www.activision.com](http://www.activision.com).

ACTIVISION, CALL OF DUTY, and CALL OF DUTY GHOSTS are trademarks of Activision Publishing, Inc. All other trademarks and trade names are the properties of their respective owners.

**Activision Publishing, Inc.**  
**Joshua Selinger**  
**PR Manager | Call of Duty**  
**310.496.5287**  
[joshua.selinger@activision.com](mailto:joshua.selinger@activision.com)

Source: Activision Publishing, Inc.

News Provided by Acquire Media