



Activision and FromSoftware Announce Sekiro: Shadows Die Twice Set to Arrive in Early 2019

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New Game Developed by FromSoftware Introduces Players to a Reimagined and Deadly Sengoku Period In Japan

SANTA MONICA, Calif.--(BUSINESS WIRE)--Jun. 10, 2018-- *Your death won't come easily.* Enter the world of late 1500s Sengoku Japan; a brutal, bloody period of constant life-and-death conflict. As tensions rise, a compelling new story unfolds amongst the chaos. Introducing **Sekiro™: Shadows Die Twice**, a dark and twisted new gameplay experience developed by the renowned team at FromSoftware and published* by Activision, a wholly owned subsidiary of Activision Blizzard, Inc. (NASDAQ: ATVI). **Sekiro: Shadows Die Twice** is scheduled for release globally in early 2019 for the family of Xbox One devices from Microsoft, including the Xbox One X; PlayStation®4, PlayStation®4 Pro; and PC via Steam. Pre-orders are available now at select retailers for the suggested retail price of \$59.99. View the official **Sekiro: Shadows Die Twice** trailer [here](#).

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20180610005049/en/>



Directed by Hidetaka Miyazaki, **Sekiro: Shadows Die Twice** is a third-person, action-adventure game with RPG elements. The single-player game puts players in the protagonist role of a hard-hearted warrior whose mission is to rescue his master, a young lord, and exact revenge on his arch nemesis. As “Sekiro,” or the “one-armed wolf,” players will discover the many ways to strategically approach combat and engage enemies.

“Collaborating with Activision on **Sekiro: Shadows Die Twice** has been a very exciting experience for us,” said Hidetaka Miyazaki, president and game director at FromSoftware. “With **Sekiro: Shadows Die Twice** many FromSoftware team members, including myself, are thrilled to be exploring themes of Sengoku Japan and ninja for the first time. We can’t wait for everyone to discover what’s in store for the game.”

Sekiro™: Shadows Die Twice, launching early 2019 on Xbox One, PlayStation®4 and PC via Steam, is a brand-new, dark and twisted gameplay experience developed by FromSoftware. Fans of FromSoftware will find familiarity in the gritty gameplay found in the game where combat reigns supreme. (Graphic: Business Wire)

Fans of FromSoftware will find familiarity in the gritty gameplay found in **Sekiro: Shadows Die Twice** where combat reigns

supreme. Players will enjoy combining new features, such as vertical traversal, with visceral head-to-head battle to fulfill their destiny in a vast world filled with beautiful vistas, enormous castles, bizarre weaponry, and fearsome enemies.

“From Dark Souls to Bloodborne, FromSoftware has established a level of excellence that stands by itself in our industry, and we are incredibly honored to work with them in bringing **Sekiro: Shadows Die Twice** to fans worldwide,” said Steve Young, Chief Revenue Officer at Activision. “**Sekiro: Shadows Die Twice** will not only add a new and exciting genre to Activision’s portfolio, but will also give players an experience that’s unlike any other FromSoftware game to date.”

For more information, please visit www.SekiroTheGame.com and follow @[SekiroTheGame](#) on Twitter and Instagram, as well as [SekiroTheGame](#) on Facebook.

About FromSoftware

Game developer based in Tokyo, Japan. Known for the Armored Core series, Dark Souls series and Bloodborne amongst other titles. More information can be found on the official homepage: <http://www.fromsoftware.jp/>

About Activision

Headquartered in Santa Monica, Calif., Activision 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, www.activision.com or by following @[Activision](#).

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 with respect to the expected release dates, features, functionality, gameplay and pricing of **Sekiro: Shadows Die Twice**, 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.

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*excluding in Japan and Asia

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