



Sekiro: Shadows Die Twice Launching March 22, 2019!

August 20, 2018

First Public Hands-On with FromSoftware's Highly Anticipated Game at Gamescom 2018

Sekiro: Shadows Die Twice Collector's Edition and Digital Pre-Orders Begin Today

COLOGNE, Germany--(BUSINESS WIRE)--Aug. 20, 2018-- Activision, a wholly owned subsidiary of Activision Blizzard, Inc. (NASDAQ: [ATVI](#)) officially announces the launch date for the highly-anticipated new game from FromSoftware. **Sekiro™: Shadows Die Twice** a third-person, action-adventure game with RPG elements, is planned to release globally on March 22, 2019. To celebrate, fans attending Gamescom 2018 in Cologne, Germany will be among the first in the world to play the game. Additionally, the **Sekiro: Shadows Die Twice Collector's Edition**, which is packed with collectible items, will be available for pre-order starting today in select markets. Digital [pre-orders](#) for the game will also kick off starting today in select markets.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20180820005115/en/>



New gameplay details about **Sekiro: Shadows Die Twice** reveal that the prosthetic tools belonging to the “one-armed wolf” protagonist can be reconstructed to unlock new actions such as powerful charge attacks. These attacks allow the player to broaden their approach to defeat their foes.

At Gamescom 2018, fans will finally be able to experience the unique and varied features of **Sekiro: Shadows Die Twice**, and sample the game's rich sense of tension for the first time including:

- **Sword Combat:** The core combat in **Sekiro: Shadows Die Twice** is measured by an intense clash of steel. Players will take command of special Sword Arts to supplement their regular attacks, and tear down enemy defenses before sealing the final blow.

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- **Shinobi Prosthetic:** Players can equip and switch between a variety of unique Prosthetic Tools to find the weakness of a formidable enemy. Additionally, tools such as the Grappling Hook can be utilized to bring an extra dimension to exploration and traversal throughout the world of the game.
- **Resurrection:** Used as an opportunity for a tactical retreat or to deceive an enemy and go on the counter-offensive, this new combat strategy allows players to resurrect on the spot, even after a hasty death.

“We can't wait for fans to finally get their hands on **Sekiro: Shadows Die Twice**,” said Steve Young, Chief Revenue Officer at Activision. “Fans will get a taste of the multiple tools available for the prosthetic shinobi arm this week at Gamescom, and will be able to fully dive into the brutal, dark world of 1500s Sengoku Japan when the game launches on March 22, 2019.”

The **Sekiro: Shadows Die Twice Collector's Edition**, available now for pre-order at select retailers, delivers fans the following collectible items:

- Full Game
- 7" Shinobi Statue
- SteelBook®
- Collectible Artbook
- Map
- Digital Soundtrack
- Replica Game Coins

Developed by FromSoftware, fans will find familiarity in the gritty **Sekiro: Shadows Die Twice** gameplay where combat reigns supreme. Directed by Hidetaka Miyazaki, **Sekiro: Shadows Die Twice** is a single-player game that 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. Players will enjoy combining 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.

[Sekiro: Shadows Die Twice](#) will launch on PlayStation®4, PlayStation®4 Pro; PC via Steam and the family of Xbox One devices from Microsoft, including the Xbox One X. View the official [Sekiro: Shadows Die Twice](#) trailer [here](#). 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](#).

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