



## Sekiro: Shadows Die Twice Kills It with More Than 2 Million Copies Sold Worldwide in Less Than 10 Days!

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*Newest Videogame from the Developers of Bloodborne and Dark Souls\* Realizes 90+ rated review score across all platforms and Hits Highly Coveted Metacritic "Must-Play" Status*

SANTA MONICA, Calif.--(BUSINESS WIRE)--Apr. 11, 2019-- **Sekiro™: Shadows Die Twice** has shinobi-death-blown its way into fans hearts and the top of the charts! With a "Must-Play" status on Metacritic that only one percent of all games achieve each year <sup>1</sup> and 90+ rated review score across all platforms on Metacritic, the highly-anticipated game sold more than **2 million copies worldwide**<sup>2</sup> across PlayStation, Xbox and PC in less than 10 days.

"*Sekiro: Shadows Die Twice* has brought something very special and unique to Activision's portfolio of games. It's been an honor to work with FromSoftware to help introduce a brand-new franchise to gamers around the world," said Michelle Fonseca, Vice President of Product Management and Marketing at Activision. "The fans have made *Sekiro: Shadows Die Twice* one of the most incredible game launches of 2019 thus far. The game has performed well on all platforms including PC and we're excited by the continued support from gamers and critics alike. It has been gratifying to see the enjoyment from fans when they overcome each challenge."

On launch day, *Sekiro: Shadows Die Twice* was the #1 viewed game on Twitch<sup>3</sup>. With more than 631 million minutes watched on Twitch<sup>3</sup> during launch weekend, players could not get enough of the intense combat and thrilling opportunity to escape death. The game also had 1.1 billion minutes watched on Twitch within one week<sup>3</sup>.

*Sekiro: Shadows Die Twice* introduces players to a beautifully-dark world filled with brutal enemies, intense sword combat, and engrossing vertical exploration. 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 prosthetic arm tools, with visceral head-to-head battle to fulfill their destiny in a vast world filled with beautiful vistas, unique weaponry, and larger-than-life foes. Published\*\* by Activision, a wholly-owned subsidiary of Activision Blizzard, Inc. (NASDAQ: ATVI), *Sekiro: Shadows Die Twice* is available now on PlayStation®4; PlayStation®4 Pro; the family of Xbox One devices from Microsoft, including the Xbox One X; and PC via Steam. The game is rated M for Mature (Blood and Gore, Violence). For more information, please visit [www.SekiroTheGame.com](http://www.SekiroTheGame.com) and follow [@SekiroTheGame](https://twitter.com/SekiroTheGame) on Twitter, Instagram, and 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, California, 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](http://www.activision.com) or by following [@Activision](https://twitter.com/Activision).

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<sup>1</sup> Based on all games in the Metacritic database per calendar year

<sup>2</sup> Based on Activision Blizzard and FromSoftware internal estimates

<sup>3</sup> According to NoScope and Twitch

\*\*excluding in Japan and Asia

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Source: Activision Publishing, Inc.

Dior Brown  
Activision  
[Dior.Brown@activision.com](mailto:Dior.Brown@activision.com)