

Call of Duty® Franchise Surpasses \$3 Billion in Retail Sales Worldwide

SANTA MONICA, Calif., Nov 27, 2009 /PRNewswire-FirstCall via COMTEX News Network/ -- <u>Activision Blizzard, Inc.</u> (Nasdaq: ATVI) announced today that the *Call of Duty(R)* franchise has surpassed \$3 billion in retail sales worldwide, according to The NPD Group, Charttrack, GfK and internal Activision estimates.

Since its first release, the award-winning *Call of Duty* franchise has sold in excess of 55 million units worldwide. The latest title in the franchise, Infinity Ward's *Call of Duty(R):Modern Warfare(R)* 2, recently shattered box office and video game records with a worldwide estimated five-day sale through of approximately \$550 million, establishing the game as the biggest entertainment launch in history.

"Call Of Duty has become one of the greatest entertainment franchises of all time," said Bobby Kotick, CEO of Activision Blizzard, Inc. "If you consider the number of hours our audiences are engaged in playing Call of Duty games, it is likely to be one of the most viewed of all entertainment experiences in modern history."

Modern Warfare 2 picks up following the historic events of Call of Duty(R) 4: Modern Warfare(R), the blockbuster title that remains the top selling first person action game in history. Modern Warfare 2 is rated "M" (Mature) by the ESRB for Blood, Drug Reference, Intense Violence and Language. For additional information about the game, visit www.modernwarfare2.com.

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

Activision Publishing maintains operations in the U.S., Canada, the United Kingdom, France, Germany, Ireland, Italy, Sweden, Spain, Norway, Denmark, the Netherlands, Australia, Russia, Japan, South Korea, China and the region of Taiwan. More information about Activision and its products can be found on the company's website, www.activision.com.

Cautionary Note Regarding Forward-looking Statements: Information in this press release that involves Activision Publishing's expectations, plans, intentions or strategies regarding the future are forward-looking statements that are not facts and involve a number of risks and uncertainties. Activision Publishing generally uses words such as "outlook," "will," "could," "would," "might," "remains," "to be," "plans," "believes," "may," "expects," "intends," "anticipates," "estimate," future," "plan," "positioned," "potential," "project," "remain," "scheduled," "set to," "subject to," "upcoming" and similar expressions to identify forward-looking statements. 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, but are not limited to, sales levels of Activision Publishing's titles, shifts in consumer spending trends, the impact of the current macroeconomic environment, the seasonal and cyclical nature of the interactive game market, Activision Publishing's ability to predict consumer preferences among competing hardware platforms, declines in software pricing, product returns and price protection, product delays, retail acceptance of Activision Publishing's products, adoption rate and availability of new hardware (including peripherals) and related software, industry competition, rapid changes in technology, industry standards and consumer preferences, protection of proprietary rights, litigation against Activision Publishing, maintenance of relationships with key personnel, customers, licensees, licensors, vendors and third-party developers, counterparty risks relating to customers, licensees, licensors and manufacturers, domestic and international economic, financial and political conditions and policies, foreign exchange rates and tax rates, integration of recent acquisitions and the identification of suitable future acquisition opportunities, and the other factors identified in the risk factors section 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.

A(C) 2009 Activision Publishing, Inc. Activision, Call of Duty and Modern Warfare are registered trademarks of Activision Publishing, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

SOURCE Activision Blizzard, Inc.

Copyright (C) 2009 PR Newswire. All rights reserved