

## Activision Recruits Xbox 360 And PlayStation®3 System Gamers to Become the Ultimate Mi6 Agent In GoldenEye 007™: Reloaded

SANTA MONICA, Calif., Nov. 1, 2011 /PRNewswire/ -- Activision Publishing, Inc., a wholly owned subsidiary of Activision Blizzard, Inc. (Nasdaq: ATVI), today announced that **GoldenEye 007<sup>TM</sup>: Reloadeid** now available in retail stores nationwide, allowing Xbox360® and PlayStation®3 system gamers to experience the modern re-telling of the legendary *GoldenEye* film for the first time ever on their HD consoles. **GoldenEye 007: Reloaded** was built on a brand new engine that delivers the gritty, lethal action of Daniel Craig's James Bond at 60 frames per second with stunning visuals, lightning fast gameplay and the ability to play using the PlayStation®Move sharp shooter.

"This is the epitome of a classic reborn," said David Oxford, Executive Vice President at Activision Publishing. "We know that fans love the original *GoldenEye* film, so our team worked closely with the original screenwriter and film talent, along with the devoted developers at Eurocom, to create a modern reimagining tailor-made for Xbox 360 and PlayStation 3 gamers around the world."

Based on the original screenplay, *GoldenEye 007: Reloaded* introduces brand new '*Mi6 Ops Missions*' — new, distinct levels additional to the single-player campaign that span the varied environments from the story. The game challenges players to complete different Assault, Elimination, Stealth and Defense objectives all showcased in HD and running at a smooth 60-frames per second. *GoldenEye 007: Reloaded* takes multiplayer to new heights, maintaining and improving its renowned four-player split-screen action and adding full, adrenaline-pumping 16-player online matches with more maps, weapons, characters and game modes than ever before.

The game is brought to life with an updated story penned by the Hollywood screenwriter from the original *GoldenEye* film, Bruce Feirstein; the voices of Daniel Craig as James Bond and Judi Dench as 'M'; and combat animations motion-captured by Daniel Craig's film stunt double, Ben Cooke.

**GoldenEye 007: Reloaded** is being developed by Eurocom under license from EON Productions Ltd and Metro-Goldwyn-Mayer Studios Inc. (MGM), for the PlayStation 3 system and Xbox 360 video game and entertainment system from Microsoft, and is rated "T" (Teen) by the ESRB.

For more information, visit www.facebook.com/GoldenEyeGame or www.GoldenEyeGame.com.

## **About Metro-Goldwyn-Mayer Inc.**

Metro-Goldwyn-Mayer Inc., through its operating subsidiaries, is actively engaged in the worldwide production and distribution of motion pictures, television programming, home video, interactive media, music and licensed merchandise. The company owns the world's largest library of modern films, comprising around 4,100 titles. Operating units include Metro-Goldwyn-Mayer Studios Inc., Metro-Goldwyn-Mayer Pictures Inc., United Artists Films Inc., Ventanazul, MGM Television Entertainment Inc., MGM Networks Inc., MGM Domestic Networks LLC, MGM Distribution Co, MGM International Television Distribution In, Metro-Goldwyn-Mayer Home Entertainment LLC, MGM ON STAGE, MGM Music, MGM Worldwide Digital Media, MGM Consumer Products and MGM Interactive. In addition, MGM has ownership interests in international TV channels reaching nearly 120 countries. MGM ownership is as follows: Providence Equity Partners (29%), TPG (21%), Sony Corporation of America (20%), Comcast (20%), DLJ Merchant Banking Partners (7%) and Quadrangle Group (3%). For more information, visit <a href="https://www.mgm.com">www.mgm.com</a>.

## About EON Productions/Danjag, LLC

EON Productions Limited and Danjaq LLC are wholly owned and controlled by the Broccoli/Wilson family. Danjaq is the US based company that co-owns, with MGM, the copyright in the existing James Bond films and controls the right to produce future James Bond films as well as all worldwide merchandising. EON Productions, an affiliate of Danjaq, is the UK based production company which makes the James Bond films. The 007 franchise is the longest running in film history with twenty-two films produced since 1962. Michael G Wilson and Barbara Broccoli took over the franchise from Albert R 'Cubby' Broccoli in 1995 and have produced some of the most successful Bond films ever including CASINO ROYALE and QUANTUM OF SOLACE.

## **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, the United Kingdom, France, Germany, Ireland, Italy, Sweden, Spain, Norway, Denmark, the Netherlands, Australia, South Korea, China and the region of Taiwan. More information about Activision and its products can be found on the company's website, <a href="https://www.activision.com">www.activision.com</a>.

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 including from used games and other forms of entertainment, litigation risks and associated costs, rapid changes in technology, industry standards, business models including online and used games, and consumer preferences, including interest in specific genres such as music, first-person action and massively multiplayer online games, protection of proprietary rights, maintenance of relationships with key personnel, customers, licensees, licensors, vendors, and third-party developers, including the ability to attract, retain and develop key personnel and developers that can create high quality "hit" titles, 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, and the identification of suitable future acquisition opportunities and potential challenges associated with geographic expansion, and the other factors identified in the risk factors sections of Activision Blizzard's most recent annual report on Form 10-K and any subsequent guarterly 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.

GoldenEye 007: Reloaded and related James Bond trademarks © 1962 — 2011 Danjaq, LLC and United Artists Corporation. 0 0 7 Thind related James Bond trademarks are trademarks of Danjaq, LLC and licensed by EON. Activision is a registered trademark of Activision Publishing, Inc. "PlayStation" is a registered trademark of Sony Computer Entertainment Inc. Xbox, Xbox 360, and Xbox LIVE are either registered trademarks or trademarks of the Microsoft group of companies. All other trademarks and trade names are the properties of their respective owners. All rights reserved.

SOURCE Activision Publishing, Inc.

News Provided by Acquire Media