



New Era of Call of Duty® Begins Today

Call of Duty®: Ghosts Now Available Worldwide

Innovative New Title Delivers Next Generation Call of Duty with a New World, Story, Characters across Single Player

Raises the Bar on Multiplayer with Unrivaled Customization, Dynamic Map Events, Seven New Game Modes and Squads

Completely New Call of Duty: Ghosts Extinction Co-Op Mode Brings Survival Action Against Aliens

DLC Season Pass Offers Fans All Call of Duty: Ghosts DLC Map Packs at a Discounted Rate

Play Call of Duty: Ghosts Today on Xbox 360 and PlayStation®3 and Take all Multiplayer Stats, Progression, In-Game Achievements and your Season Pass With You to the Next Gen Consoles When You're Ready to Upgrade

SANTA MONICA, Calif.--(BUSINESS WIRE)-- Time to earn the Mask, as **Call of Duty: Ghosts** is here to define the next console generation. Now available worldwide, the all-new title ushers in the next generation of *Call of Duty*. From Activision and its award-winning studio Infinity Ward, the developer that brought players the original *Call of Duty* and the *Call of Duty®: Modern Warfare®* series, **Call of Duty: Ghosts** features a new, intense story, and new innovations in multiplayer, all brought to life by a next generation engine that delivers a full package of entertainment as only *Call of Duty* can.

"The launch of *Call of Duty* has become a pop-cultural event shared by millions around the globe. We consider this a huge honor and it drives us to exceed our fans' expectations each and every time," said Eric Hirshberg, CEO of Activision Publishing Inc. "**Call of Duty: Ghosts** delivers on this promise with an epic thrill ride which takes the franchise to new heights on both current and next gen consoles. The teams at Infinity Ward, Raven and Neversoft have poured their hearts and souls into making this the must have gaming experience of the next generation. And of course, none of this would be possible without the most passionate fans in the world. Today is for them."

In **Call of Duty: Ghosts**, for the first time ever in the series, gamers play as the underdog against an enemy that has superior numbers and firepower. The story opens with a strike from the ODIN (Orbital Defense Initiative) space station, a weapons platform which was designed to protect us. An intense firefight in space turns the most powerful weapon ever devised against us, and the attack reshapes the world as we know it. As your home lies in ruins and everything around you is destroyed, you and your brother come across the remnants of a group of elite soldiers, shrouded in mystery, known only as the Ghosts. Together you must not only defend what's left, but also take the fight to the enemy before they complete the destruction and end our way of life. Co-written by Stephen Gaghan, the Academy Award® winning writer, **Call of Duty: Ghosts** is a stunning leap forward for the blockbuster franchise.

"From Day One, we've set out to create the next generation of *Call of Duty* with **Ghosts**," said Mark Rubin, Executive Producer, Infinity Ward. "With an all-new single player story, our best multiplayer game yet, character customization, squads mode and an all-new Extinction mode that lets you battle it out against aliens, this game is the complete entertainment package. We're excited today is finally here and can't wait for our fans all over the world to start playing."

Call of Duty: Ghosts delivers an unparalleled online multiplayer experience, empowering fans to customize their soldiers and squads as male or female characters for the first time, bringing over 20,000 possible character combinations. With seven new multiplayer modes, 14 maps out of the box, a new Squads mode for up to six-player cooperative play, over 30 new weapons, including a new Marksman Rifle weapon class, and over 20 new Killstreaks, it's the complete online experience on both next gen and current gen systems.

Call of Duty: Ghosts also introduces Extinction, a completely new co-op game mode featuring a unique blend of fast-paced survival gameplay, base defense, player customization and class leveling. Teamwork and communication are essential when playing Extinction, as your team faces an alien menace that has overrun an isolated Colorado town and the team must eliminate the threat via any means necessary.

Call of Duty: Ghosts players on the Xbox 360 and PlayStation®3 who plan on picking up the Xbox One or PlayStation®4 can play today and upgrade seamlessly to the next generation when they are ready for as little as \$9.99 via a variety of global retailers, as well as Microsoft and Sony. When you upgrade, your current gen **Call of Duty: Ghosts** multiplayer stats, in-game achievements, progression, and Season Pass, all go with you to **Call of Duty: Ghosts** on the next generation machines. For

more information about all the program elements, visit <http://www.callofduty.com/ghosts/nextgen>.

Also available today is the **Call of Duty: Ghosts Season Pass**. The Season Pass lets gamers access all four **Call of Duty: Ghosts** DLC Map Packs to be released in 2014 at a bundled discount (discount based on a suggested retail price of \$49.99 and four DLC Map Packs at a suggested retail price of \$15 each). The DLC Map Packs will be available on the Xbox Live online entertainment network from Microsoft first, and pricing and release dates may vary by platform.

Published by Activision Publishing, Inc., a wholly owned subsidiary of Activision Blizzard, Inc. (Nasdaq: [ATVI](#)), and developed by Activision Publishing's award-winning developer Infinity Ward, with additional development by Neversoft and Raven Software, **Call of Duty: Ghosts** is available today on Xbox 360 games and entertainment system from Microsoft, PlayStation 3 computer entertainment system, PC and Wii U™. **Call of Duty: Ghosts** will also be available day one for Xbox One, the all-in-one games and entertainment system from Microsoft, and PlayStation 4, which both release later this month. The title is rated M for Mature (Blood, Drug Reference, Intense Violence, Strong Language) by the ESRB. For more information, please visit www.callofduty.com/ghosts, www.facebook.com/CODGhosts, or follow on Twitter [@InfinityWard](#).

Activision Press Center

Members of the media can visit Activision Publishing's Press Center to download broadcast quality video, web-ready video and high-resolution images. Press Center: www.activision.com/presscenter.

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, Brazil, Mexico, the United Kingdom, France, Germany, Ireland, Italy, Sweden, Spain, Norway, Denmark, the Netherlands, Australia, South Korea, mainland 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, including statements about the expected Call of Duty: Ghosts, 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.

ACTIVISION, CALL OF DUTY, MODERN WARFARE and CALL OF DUTY GHOSTS are trademarks of Activision Publishing, Inc. All other trademarks and trade names are the properties of their respective owners.

Activision Publishing, Inc.
Kyle Walker, 424-744-5677
Sr. PR Manager
kyle.walker@activision.com

Source: Activision Publishing, Inc.

News Provided by Acquire Media