



## Call of Duty®: World at War Map Pack 2 Preparing for Deployment

SANTA MONICA, Calif., April 30, 2009 /PRNewswire-FirstCall via COMTEX News Network/ -- New battle lines have been drawn for one of the most intense and most-played online multiplayer games, as Activision Publishing, Inc. (Nasdaq: ATVI) and developer Treyarch, confirmed plans today for Call of Duty(R): World at War Map Pack 2. Set for release in June, Call of Duty (R): World at War Map Pack 2 will feature three multiplayer maps and one new Zombie map, and appear on the Xbox 360(TM) video game and entertainment system from Microsoft and the PLAYSTATION(R)3 computer entertainment system.

"Call of Duty: World at War Map Pack 2 underscores Treyarch's commitment to delivering ongoing support, and new multiplayer and co-op Zombie gameplay experiences for our players," said Treyarch Studio Head, Mark Lamia. "Our community has been outstanding and has driven support for Map Pack 1, as well as demand for additional downloadable content like Map Pack 2."

Online, players will compete in "Banzai," and fight for control of a tall, river bridge, deep within enemy territory; face down foes in a shattered Russian train yard in "Corrosion"; and struggle to control a bombed-out submarine base in the close-quarter map, "Sub Pens." In "Shi No Numa" (Zombie Swamp), Imperial Zombies rise from misty swamps in an all new co-op experience, with a level that features a mix of traps, flaming Hell Hounds, Perk machines and the deadly, new Wunderwaffe DG-2, as well as 10 new Xbox 360 Achievements/PS3 Trophies that can be earned along the way.

Call of Duty: World at War is rated "M" (Mature) by the ESRB for Intense Violence, Strong Language, Blood and Gore. For more information and exclusive updates about Call of Duty: World at War, visit [www.callofduty.com](http://www.callofduty.com).

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, the Netherlands and Australia. More information about Activision and its products can be found on the company's website, [www.activision.com](http://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 help 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 (including next-generation hardware), 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 and related software, industry competition, rapid changes in technology and industry standards, protection of proprietary rights, litigation against Activision Publishing, maintenance of relationships with key personnel, customers, vendors and third-party developers, domestic and international economic, financial and political conditions and policies, foreign exchange rates, integration of recent acquisitions and the identification of suitable future acquisition opportunities, Activision Blizzard's success in integrating the operations of Activision Publishing and Vivendi Games in a timely manner, or at all, and the combined company's ability to realize the anticipated benefits and synergies of the transaction to the extent, or in the timeframe, anticipated, and the other factors identified in 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.

(C)2009 Activision Publishing, Inc. Activision and Call of Duty are registered trademarks of Activision Publishing, Inc. All rights

reserved. Xbox, Xbox 360, Xbox Live, Windows and Games for Windows are either registered trademarks or trademarks of Microsoft Corporation. All other trademarks and trade names are the properties of their respective owners.

SOURCE Activision Publishing, Inc.

<http://www.activision.com>

Copyright (C) 2009 PR Newswire. All rights reserved