



Call of Duty®: Modern Warfare® 2 Single Player Demo Now Available

SANTA MONICA, Calif., Aug 04, 2010 /PRNewswire via COMTEX News Network/ -- Cliffhanger, the breathtaking and epic mission from **Call of Duty(R): Modern Warfare(R) 2**, is now available worldwide for download as a single player demo on the Xbox LIVE(R) Marketplace and on PlayStation(R)Network*.

One of the most recognized levels in **Call of Duty: Modern Warfare 2**, Cliffhanger thrusts players into an epic fight of a lifetime amid near-blinding snowstorm conditions high in the frigid mountains of Kazakhstan. One wrong move and it's certain death as players scale a frozen mountainside, battle their way through a raging firefight, and race for survival aboard a snowmobile under heavy enemy fire.

Developed by Infinity Ward and published by [Activision Publishing, Inc.](http://www.activision.com) (Nasdaq: ATVI), **Call of Duty: Modern Warfare 2** is rated "M" (Mature) by the ESRB for Blood, Drug Reference, Intense Violence and Language. For more information visit www.modernwarfare2.com.

*PSN Demo not available in Germany

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, 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 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 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 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. All other trademarks and trade names are the properties of their respective owners. Xbox 360, Xbox LIVE, and Windows are either registered trademarks or trademarks of Microsoft Corporation. "PlayStation" is a registered trademark of Sony Computer Entertainment Inc.

SOURCE Activision Publishing, Inc.

Copyright (C) 2010 PR Newswire. All rights reserved