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Call of Duty: WWII Scores Over Half a Billion Dollar Opening Weekend

Three-Day Opening Weekend Over \$500 Million in Worldwide Sales

Activision's World War II Epic Sells Twice as Many Units at Launch as Last Year

Call of Duty's Highest Total Connected Users on Current Generation Consoles and PC

Sets PlayStation 4 Day One Record for Digital Full Game Sales

SANTA MONICA, Calif.--(BUSINESS WIRE)-- Activision's **Call of Duty®: WWII** has surpassed more than \$500 million in sell-through worldwide in its first three days of release, topping popular theatrical box office openings *Thor: Ragnarok* and *Wonder Woman* combined, according to company estimates.

On PlayStation®4, **Call of Duty: WWII** set a record as the best-selling digital full game by units sold on its first day of availability. Overall unit sales at launch doubled year-over-year globally.

The gripping, personal narrative, boots-on-the-ground multiplayer and terrifying Nazi Zombies mode attracted players worldwide resulting in the highest total connected users on current generation consoles and PC in **Call of Duty®** history.

"We challenged our players to get their squads back together and they answered the call, with the highest number of players we've ever seen on current gen consoles and PC," said Eric Hirshberg, CEO of Activision. "**Call of Duty: WWII** returns the franchise to its roots and the results are incredible, selling twice as many units in its opening weekend as last year, and setting the day one record for full-game downloads on PlayStation 4. Our \$500 million opening weekend was not only bigger than *Thor: Ragnarok's*, it was bigger than the opening weekends of both *Thor* and *Wonder Woman* combined. And we're committed to supporting the community with continuous improvements and new content."

Figures include **Call of Duty: WWII** retail and digital sell-through, and reported movie sales, each for the opening three days following initial launch, according to publicly available data, retail customer sell-through information and internal Activision estimates. Digital downloads of **Call of Duty: WWII** is based on unit sell-through on first day of availability.

Call of Duty: WWII is rated M for Mature (Blood and Gore, Intense Violence, Strong Language) and is now available for PlayStation®4, Xbox One X and Xbox One. For PC fans, the game is also now available on Steam. The title is published by [Activision Publishing, Inc.](http://www.activision.com), a wholly owned subsidiary of Activision Blizzard (Nasdaq: [ATVI](http://www.activision.com)), and developed by Sledgehammer Games with additional development support from Raven Software. For the latest intel, check out: www.callofduty.com, www.youtube.com/callofduty or follow @[CallofDuty](https://twitter.com/CallofDuty) and @[SHGames](https://twitter.com/SHGames) on [Twitter](https://twitter.com/CallofDuty), [Instagram](https://www.instagram.com/callofduty) and [Facebook](https://www.facebook.com/callofduty).

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