

Activision-Blizzard Acquisition: What We've Said

**Updated on 9.30.22*

The following is a series of quotes from Microsoft leaders and spokespeople reflecting our gaming strategy and commitments we've made related to our proposed acquisition of Activision-Blizzard. These quotes were made in the content of milestones like the [initial announcement](#) of the deal, our [app store principles](#), our [labor principles](#), our [agreement](#) with the Communications Workers of America, and the UK CMA's review of the deal.

"The European Commission's review of the deal is progressing in line with the expected regulatory schedule and process, and we remain confident that the acquisition will close in fiscal year 2023."

– Microsoft Spokesperson, Sept. 30, 2022

"In January, we provided a signed agreement to Sony to guarantee Call of Duty on PlayStation, with feature and content parity, for at least several more years beyond the current Sony contract, an offer that goes well beyond typical gaming industry agreements."

– Microsoft Gaming CEO Phil Spencer, Sept. 2, 2022

"We're ready to work with the CMA on next steps and address any of its concerns. Sony, as the industry leader, says it is worried about Call of Duty, but we've said we are committed to making the same game available on the same day on both Xbox and PlayStation. We want people to have more access to games, not less."

– Microsoft Vice Chair and President Brad Smith, Sept. 1, 2022

"As we've said before, we are committed to making the same version of Call of Duty available on PlayStation on the same day the game launches elsewhere."

– Microsoft Gaming CEO Phil Spencer, Sept. 1, 2022

"In addition, we hope that players will be eager to play traditional console games from Activision Blizzard on other platforms via our cloud game streaming technology."

– Microsoft Gaming CEO Phil Spencer, Sept. 1, 2022

"One of the things we're being very clear about as we move forward with the regulatory review of this acquisition is that great titles like Call of Duty from Activision Blizzard today will continue to be available on the Sony PlayStation. We'd like to bring it to Nintendo devices. We'd like to bring the other popular titles that Activision Blizzard has and ensure that they continue to be available on PlayStation, that they become available on Nintendo. One of the first acquisitions after Satya Nadella became CEO was of Minecraft – that was back in September of 2014. And what we've done with that acquisition is a clear indicator of what we hope to do if we acquire Activision Blizzard. Namely, invest even more in innovation, bring it to more people, bring it to more platforms, and make it even more useful and more delightful for the people who use it."

– Microsoft Vice Chair and President Brad Smith, Feb. 10, 2022

"Too much friction exists today between creators and gamers; app store policies and practices on mobile devices restrict what and how creators can offer games and what and how gamers can play them. Our large investment to acquire Activision Blizzard further strengthens our resolve to remove this friction on behalf of creators and gamers alike. We want to enable world-class content to reach every gamer more easily across every platform."
– **Microsoft Vice Chair and President Brad Smith, Feb. 9, 2022**

"Had good calls this week with leaders at Sony. I confirmed our intent to honor all existing agreements upon acquisition of Activision Blizzard and our desire to keep Call of Duty on PlayStation. Sony is an important part of our industry, and we value our relationship."
– **Microsoft Gaming CEO Phil Spencer, Jan. 20, 2022**

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