

Conan Exiles has launched. Over 1 million units sold to date.

Conan Exiles, the open world survival game set in the world of Conan the Barbarian, has been released in full launch on PC, Xbox One and PlayStation 4 today, both in retail and digitally. This is the first time the game is available on PlayStation 4 and in retail, having been previously available on PC and Xbox One under their “Early Access” and “Game Preview” programs.

Conan Exiles has sold over one million copies since the game was first released on 31 January 2017, based on PC Early Access and Xbox One Game Preview sales, and retail and digital pre-orders on all platforms, not excluding refunds.

As previously communicated, Funcom is both the developer and the global digital publisher for the game, with Koch Media / Deep Silver being the global retail publisher. In addition, Spike Chunsoft and H2 Interactive are publishers for select Asian territories and platforms.

All platforms and regions are launched simultaneously, except for the PlayStation 4 launch in Japan by Spike Chunsoft, which will happen during Summer 2018.

The game is available in 12 different languages in major international and local stores, being priced at USD 39.99 on PC and USD 49.99 on Console for the standard edition, with the Collector’s Edition to cost an additional USD 30.00.

For further information please see the Press Release in the News section of the Funcom website.

This information is subject to the disclosure requirements acc. to point 5-12 vphl (Norwegian Securities Trading Act)

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Funcom N.V.