



En Taro Adun! StarCraft® II: Legacy of the Void™ Warps in on November 10

Epic single-player story, all-new cooperative modes, and intense competitive multiplayer gameplay combine to form the definitive StarCraft experience

Watch the newly revealed opening cinematic at www.starcraft2.com

IRVINE, Calif.--(BUSINESS WIRE)-- The protoss armada prepares for battle, and the countdown to reclaim Aiur has begun! Blizzard Entertainment today announced that [StarCraft® II: Legacy of the Void™](http://www.starcraft2.com), the highly anticipated third game in the iconic *StarCraft II* real-time strategy series, begins warping in to stores starting on November 10. In *Legacy of the Void*, players will guide protoss legends Artanis and Zeratul as they fight to unite the protoss race, take back their homeworld, and vanquish the ancient evil that threatens the universe.

This Smart News Release features multimedia. View the full release here:
<http://www.businesswire.com/news/home/20150913005082/en/>

The *Legacy of the Void* launch date was revealed during the *StarCraft II* World Championship Series Season 3 Finals, streamed live around the world from Krakow, Poland. Attendees and viewers also witnessed the premiere of the action-packed *Legacy of the Void* opening cinematic — available to watch now at www.starcraft2.com.

StarCraft II: Legacy of the Void is the thrilling conclusion to the award-winning science-fiction saga that began with the original *StarCraft* in 1998. In the expansive new protoss-focused campaign, players will take command of the mighty Spear of Adun — a magnificent protoss arkship capable of altering the course of battle from above. In addition to determining the protoss's destiny, players will also bear witness to the ultimate fates of terran hero Jim Raynor, the former marshal turned rebel leader, and Kerrigan, the zerg Queen of Blades.

"*Legacy of the Void* provides an epic conclusion to a story more than 17 years in the making," said Mike Morhaime, CEO and cofounder of Blizzard Entertainment. "It also brings tremendous enhancements to *StarCraft II*'s definitive real-time strategy gameplay, with new units, automated tournaments, collaborative game modes, and more. We can't wait for players to experience it all this November."

Multiple Editions Warping In

StarCraft II: Legacy of the Void is **available for pre-purchase now** on [Battle.net®](http://battle.net) for \$39.99, and everyone who pre-purchases the game digitally gets immediate access to the Whispers of Oblivion prologue missions. In addition, anyone who purchases or pre-purchases *Legacy of the Void* will also receive an upcoming Hero in Blizzard's free-to-play team brawler, *Heroes of the Storm™*: Artanis, noble Hierarch of the protoss (and mighty Warrior of the Nexus).

Players also have the option to upgrade their purchase to the Digital Deluxe Edition (\$59.99), which unlocks a variety of in-game bonuses for Blizzard games (available upon *Legacy of the Void*'s release), including an Archon battle pet for *World of Warcraft®*, a Void Speeder mount in *Heroes of the Storm*, and a protoss-themed card back in *Hearthstone®: Heroes of Warcraft™*.

Legacy of the Void will also be available in a retail-exclusive Collector's Edition, which comes equipped with the digital bonus items from the Digital Deluxe Edition, as well as a special edition of the full-color hardcover *StarCraft Field Manual* (retail edition SRP \$45); a DVD loaded with cinematics and special features; and a CD soundtrack. The Collector's Edition will be available at select retailers for a suggested retail price of \$79.99. Players should check their local retailer for details and availability, as supplies are limited.

Play StarCraft Like Never Before

Legacy of the Void introduces new ways to enjoy *StarCraft II*'s unrivaled real-time strategy gameplay. In **Archon Mode**, two players share control over a single base and units as they take on an enemy duo in multiplayer action. By sharing the responsibility of commanding troops and managing resources, players can focus on their own areas of the battle, execute more intricate strategies, and benefit from each other's unique expertise.

Legacy of the Void also adds **Co-op Missions** that provide players with a whole new way to enjoy the game with a friend. In this objective-based experience, players team up and take on the roles of powerful allied commanders from the *StarCraft* saga. Each commander brings unique abilities to the table, including specialized upgrades and army bonuses. Players will join forces to battle through a series of challenging scenarios together, leveling up their commanders' capabilities as they progress.

An array of **new units** will breathe new life into the online multiplayer battles that represent the core *StarCraft II* competitive experience. Zerg swarms will welcome the return of the **Lurker**, a classic creature from *StarCraft: Brood War™* that lays waste to infantry with deadly spines which burst from the ground. The Protoss field a new weapon called the **Disruptor**, which can use massive energy spikes to wreak havoc through swaths of ground forces. And the Terrans have focused on establishing air superiority with the **Liberator**, a versatile, heavily armed gunship with twin missile launchers and the ability to transform into a stationary air platform, much like its ground-based Siege Tank counterpart. Six units are being added in total—two for each race—with many existing units receiving updates to prepare for the coming battle.

Legacy of the Void will also include enhancements to online multiplayer play in the form of **automated tournaments**, providing players with exciting ongoing events that support the competitive *StarCraft II* community.

Legacy of the Void will be a standalone experience that does not require players to own *StarCraft II: Wings of Liberty®* or *Heart of the Swarm®*, which are also now available as standalone games.

Legacy of the Void will be released beginning November 10 on Windows® and Mac® PCs. The game will be fully localized in English, Brazilian Portuguese, French, German, Italian, Korean, European and Latin American Spanish, traditional Chinese, Polish, and Russian. Availability of *Legacy of the Void* in mainland China will be announced at a later date.

To learn more about *StarCraft II* and *Legacy of the Void*, visit the official website at www.starcraft2.com. To try *StarCraft II* for free, head over to www.starcraft.com to download the Starter Edition.

With multiple games in development, Blizzard Entertainment has numerous positions currently available—visit jobs.blizzard.com for more information and to learn how to apply.

About Blizzard Entertainment

Best known for blockbuster hits including *World of Warcraft®* and the *Warcraft®*, *StarCraft®*, and *Diablo®* franchises, Blizzard Entertainment, Inc. (www.blizzard.com), a division of Activision Blizzard (NASDAQ: ATVI), is a premier developer and publisher of entertainment software renowned for creating some of the industry's most critically acclaimed games. Blizzard

Entertainment's track record includes nineteen #1 games* and multiple Game of the Year awards. The company's online-gaming service, *Battle.net®*, is one of the largest in the world, with millions of active players.

*Sales and/or downloads, based on internal company records and reports from key distribution partners.

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