



Rise of Shadows™ Now Live, Unleashes The League of E.V.I.L. in Hearthstone®

April 9, 2019

Get up to no good with 135 wicked new cards in the latest expansion for Blizzard Entertainment's hit free-to-play digital card game

For a limited time, players can log in to claim a free Archmage Vargoth Legendary minion card* and complete quests to earn up to 12 free card packs

IRVINE, Calif.--(BUSINESS WIRE)--Apr. 9, 2019-- Azeroth's most notorious villains have joined forces and are planning something nefarious involving the mystical floating city of Dalaran. Today's launch of *Rise of Shadows*™, the newest expansion for Blizzard Entertainment's smash-hit free-to-play digital card game *Hearthstone*®, invites players to get in on the action with 135 all-new cards featuring mechanics and keywords expressly designed for doing no good.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20190409005870/en/>



Today's launch of *Rise of Shadows*™, the newest expansion for Blizzard Entertainment's smash-hit free-to-play digital card game *Hearthstone*®, invites players to team up with Azeroth's most notorious villains and get up to no good with 135 all-new cards. (Graphic: Business Wire)

Players now have the chance to win *Rise of Shadows* card packs as quest rewards or prizes in the Arena and can craft cards from the expansion by using Arcane Dust collected from disenchanting unwanted cards.

*Must log in by July 9, 2019 to redeem offer. Limit one per account.

†Only one purchase per account.

About *Hearthstone*

With more than 100 million players worldwide, *Hearthstone* is Blizzard Entertainment's internationally acclaimed, free-to-play digital card game

This formidable gang of ne'er do wells—led by Arch-Villain Rafaam—has styled itself **The League of E.V.I.L.**, and they're tired of the indignities they've suffered at the hands of Azeroth's do-gooders. To pull off their brazen deed, they've cooked up sinister **Schemes**—cards that grow in power the longer they remain in-hand—and they won't think twice to put the spurs to their **Lackeys**—1/1 minions that make up for their lack of brawn with potent **Battlecries**.

Unfortunately for them, the **Defenders of Dalaran** won't go down without a fight. Wielding mighty **Twinspells**, which generate a copy of themselves in players' hands once they're cast, the Defenders could put a serious damper on the League of E.V.I.L.'s plans.

"With *Rise of Shadows*, we're kicking off the biggest story we've ever told in *Hearthstone* and offering players a bunch of wicked new cards to get crafty with," said J. Allen Brack, president of Blizzard Entertainment. "This expansion also marks the beginning of a brand-new year of *Hearthstone* content—the Year of the Dragon—and we have a lot more in store for players in 2019."

Players with a penchant for skullduggery also have a lot to look forward to with the next *Hearthstone* single-player experience, scheduled to arrive in May. This grand Solo Adventure—the most ambitious *Hearthstone* has seen yet—will consist of five epic chapters, the first of which will be free to everyone. Subsequent chapters can be unlocked for 700 gold each or purchased as an all-inclusive package for \$19.99 USD. Players will earn three *Rise of Shadows* card packs for every chapter they complete, and more rewards await those who finish all five. Keep an eye on riseofshadows.com for further details.

For a limited time, players who log in to *Hearthstone* will get a free copy of **Archmage Vargoth***, the wise and powerful Kirin Tor leader. Harnessing fearsome, uncontrollable magic, this four-mana Legendary minion recasts a friendly spell at the end of his controller's turn, with targets selected randomly. Starting today, players can also begin to complete a series of limited time quests to earn up to 12 card packs—including 5 *Rise of Shadows* packs. In addition, from April 9 through April 16, players can purchase the Shadow Bundle, containing 9 *Rise of Shadows* packs and an Arena ticket for \$9.99. †

Rise of Shadows is available now for Windows® and Mac® PCs; Windows, iPad®, and Android™ tablets; and iPhone® and Android phones. Card packs can be purchased individually or in discounted bundles from the in-game Shop at the same pricing as all other *Hearthstone* card packs.

designed for novice and veteran card-slingers alike. Players can choose from nine powerful hero classes and customize their decks with minions, spells, and weapons based on the unique fantasy of the *Warcraft*[®] universe. Featuring a variety of game modes ranging from epic head-to-head duels to story-driven Solo Adventures, *Hearthstone* offers a vibrant and rewarding experience stacked with strategy, personality, and fun. *Hearthstone* is available globally for Windows and Mac PCs; Windows, iOS, and Android tablets; and mobile phones.

About Blizzard Entertainment, Inc.

Best known for blockbuster hits including *World of Warcraft*[®], *Hearthstone*, *Overwatch*[®], the *Warcraft*, *StarCraft*[®], and *Diablo*[®] franchises, and the multi-franchise *Heroes of the Storm*[®], 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 twenty-two #1 games [†] and numerous Game of the Year awards. The company's online gaming service, Blizzard Battle.net[®], is one of the largest online-gaming services in the world, with millions of active players.

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

Cautionary Note Regarding Forward-looking Statements:

Information in this press release that involves Blizzard Entertainment's expectations, plans, intentions or strategies regarding the future, including statements about 2019 *Hearthstone* content, including the pricing, promotions, release dates, features, and functionality of *Rise of Shadows* and the next *Hearthstone* Solo Adventure, are forward-looking statements that are not facts and involve a number of risks and uncertainties. Factors that could cause Blizzard Entertainment's actual future results to differ materially from those expressed in the forward-looking statements set forth in this release include unanticipated product delays and 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 Blizzard Entertainment and Activision Blizzard as of the date of this release, and neither Blizzard Entertainment 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 Blizzard Entertainment 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.

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