Blizzard Entertainment to Resurrect Diablo® II in 2021 for PC and Consoles

February 19, 2021

Diablo II: Resurrected™ faithfully remasters Diablo II and its award-winning expansion with hauntingly detailed high-res 3D visuals and Dolby 7.1 surround sound, while preserving its timeless gameplay.

Coming later this year to Windows® PC, Xbox Series X|S, Xbox One, PlayStation®5, PlayStation®4, and Nintendo Switch™

Sign up for a chance to take part in the upcoming PC technical alpha test by visiting Diablo2.com

IRVINE, Calif.--(BUSINESS WIRE)--Feb. 19, 2021-- Diablo® II, one of the most acclaimed titles in PC gaming history, returns . . . and Hell has never looked better. Blizzard Entertainment today revealed Diablo II: Resurrected™, the definitive remastering of Diablo II and its Lord of Destruction® expansion—two hallmark entries in the company’s genre-defining action role-playing series.

This press release features multimedia. View the full release here: https://www.businesswire.com/news/home/20210219005510/en/

Diablo II was hailed by Time magazine as “arguably the best role-playing game of all time, the best dungeon-crawler of all time and the best PC game of all time.” Diablo II: Resurrected welcomes back veteran heroes and invites a new generation of players to experience the game’s sinfully dark storyline, thrilling loot chase, and visceral hack-and-slash gameplay with modernized visuals that take advantage of the latest gaming hardware.

Diablo II: Resurrected takes the 2D sprite-based classic and brings it into the present with full 3D physically-based rendering, dynamic lighting, revamped animations and spell effects—all stunningly delivered in up to 4K resolution. All 27 minutes of the game’s classic cinematics, chronicling the journey of the mysterious Dark Wanderer, are being remade—shot for shot—from the ground up. The nightmarish sounds of Sanctuary and its memorable soundtrack have also been reinvigorated to support Dolby 7.1 surround sound. By leveling up the game’s audio and visual capabilities, Diablo II: Resurrected will showcase the depth of gameplay and hallmark designs that continue to entertain players around the world to this day.

“Diablo II was a pivotal game for Blizzard and millions of players around the world. With Diablo II: Resurrected, we’re excited to bring this classic back to PC and also to consoles—with cross-progression on supported platforms—so that players can relive their memories, or experience Diablo II’s timeless gameplay for the first time, on their platform of choice,” said J. Allen Brack, president of Blizzard Entertainment. “With the new high-resolution audio and video in Diablo II: Resurrected, the game is as fun and engrossing today as it was twenty years ago.”

For those who would prefer a more nostalgic experience, players will be able to freely switch back-and-forth between the modern graphics and the original experience at any time with the press of a button. While Diablo II: Resurrected may look like an all-new game, Diablo II’s signature gameplay and systems are completely intact, quirks and all, adding a few highly requested quality of life improvements, such as a shared stash.

Diablo II: Resurrected features seven highly customizable character classes for players to choose from—the Amazon, Barbarian, Necromancer, Paladin, and Sorceress from the core game, as well as the Assassin and Druid from the included Lord of Destruction® expansion. Players will be able to make each character their own by selecting skills and talent builds, crafting and socketing items, collecting complete gear sets, acquiring unique arms and armor, assembling Rune Word combinations, and much more.

Diablo II: Resurrected is an all-inclusive package containing a lifetime of adventures. It will take players to the deadly world of Sanctuary, where they
will face Diablo, the Lord of Terror, and the forces of Hell through all four thrilling Acts of the original Diablo II campaign. They’ll meet beloved mentor and scholar Deckard Cain, fight alongside the Archangel Tyrael, and encounter other pantheonic characters who have become an indelible part of gaming history. This edition also includes all of the content from the Lord of Destruction expansion, with the journey continuing into Act V, where players will brave the dangers of Mount Arreat before facing Baal, the eponymous Lord of Destruction.

Developed by Blizzard Entertainment and in-house studio Vicarious Visions, Diablo II: Resurrected will be coming later this year to Windows® PC, Xbox Series X|S, Xbox One, PlayStation®5, PlayStation®4, and Nintendo Switch™. With cross-progression** between supported platforms, players will be able to play as their characters—and keep all their stuff—no matter what supporting platform they’re playing on.

Brave souls can seek out more information, as well as opt in for a chance to participate in an upcoming PC technical alpha test, at www.diablo2.com. Further details, including updates regarding pricing and availability, can also be found by visiting the official site.

For screenshots and other assets, visit http://blizzard.gamespress.com.

About Blizzard Entertainment, Inc.

Best known for blockbuster hits including World of Warcraft®, Hearthstone®, Overwatch®, Warcraft®, StarCraft®, and Diablo® franchises, and the multifranchise 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-three #1 games†† and numerous 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.

*https://time.com/4458554/best-video-games-all-time/
†4K resolution and 7.1 Dolby Surround require platforms and equipment that support those features.
**Cross-progression requires a linked Battle.net account and separate Diablo II: Resurrected license for each supporting platform.
††Sales and/or downloads, based on internal company records and reports from key distributors.

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 Diablo II: Resurrected content, including the availability, features, and functionality of Diablo II: Resurrected, 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.

View source version on businesswire.com: https://www.businesswire.com/news/home/20210219005510/en/

Cassandra Reynoso
Associate PR Manager
949.955.1380 x15979
creynoso@blizzard.com

Source: Blizzard Entertainment, Inc.