Diablo® II: Resurrected™ Reopens the Gates of Hell September 23

June 13, 2021

The faithfully remastered action role-playing game classic is coming to Windows® PC, and for the first time to Xbox Series X|S, Xbox One, PlayStation®5, PlayStation®4, and Nintendo Switch ™

Preorder today for early access to the upcoming open beta test on supporting platforms

IRVINE, Calif.--(BUSINESS WIRE)--Jun. 13, 2021-- On September 23, players around the world can save Sanctuary from certain doom in *Diablo® II: Resurrected* ™, the definitive remastering of *Diablo II* and its *Lord of Destruction®* expansion—two landmark 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/20210613005023/en/

In *Diablo II: Resurrected,* the original game's iconic 2D character models become fully realized 3D heroes who inhabit a boldly re-envisioned dark fantasy world of Sanctuary rife with rich—and often gory—detail. To take advantage of today's modern gaming hardware, *Diablo II: Resurrected* supports up to 4K resolution and includes fully remastered 7.1 Dolby Surround audio*. Those who still fondly remember the ambiance of the original game's gripping storytelling sequences can also look forward to all 27 minutes of cinematics, recreated with stunning high-fidelity visuals that faithfully reproduce the critically acclaimed originals and match the spirit of the modernized game's graphics.

While *Diablo II: Resurrected* takes full advantage of today's modern gaming hardware, it also preserves the timeless hack-and-slash gameplay that is as engrossing and enjoyable today as it was twenty years ago—with a few quality-of-life updates Diablo veterans have been clamoring for, such as a larger stash and automatic gold pickup. Players experiencing teary-eyed nostalgia as they relive fond memories of spinning hammers and exploding corpses can seamlessly swap between the modern graphics and the original 800x600 resolution experience with the push of a button.

"The Lord of Terror has demanded that we remaster *Diablo II*, and we are excited to do his bidding by bringing *Diablo II: Resurrected* to PC and console players this September, with cross-progression† so everyone can enjoy it on their preferred system," said J. Allen Brack, president of Blizzard Entertainment. "We also look forward to welcoming new and returning Diablo players to our upcoming multiplayer open beta. Their feedback will help us put the finishing touches on a game we hope players will continue to enjoy for many years to come."

A *Diablo II: Resurrected* multiplayer open beta will take place on supporting platforms in August, featuring five of the final game's seven highly customizable character classes for players to choose from—the Amazon, Barbarian, Paladin, and Sorceress from the core game, as well as the Druid from the included *Lord of Destruction* expansion. The Necromancer and Assassin will be available when the game officially launches.

Developed by Blizzard Entertainment and in-house studio Vicarious Visions, *Diablo II: Resurrected* will be available at launch on Windows® PC via Battle.net®, and on Xbox Series X|S, Xbox One, PlayStation®5, PlayStation®4, and Nintendo Switch ™.

Diablo II: Resurrected will be available as a standalone experience (suggested retail price $39.99) or as part of the *Diablo Prime Evil Collection* (suggested retail price $59.99), which includes:

- *Diablo II: Resurrected*
- The *Diablo III Eternal Collection,* comprising *Diablo III,* the *Reaper of Souls* ™ expansion, and the *Rise of the Necromancer* content pack
- The Mephisto pet and Hatred's Grasp wings for *Diablo III*

Players who preorder *Diablo II: Resurrected* or the *Diablo Prime Evil Collection* will receive a Heritage of Arreat transmog for *Diablo III* (available in-game by September 23), which gives *Diablo III* barbarians access to the iconic blue war paint and leather armor of the *Diablo II* barbarian. Preorders also unlock early access to the open beta test taking place in August on supporting platforms.

To learn more about *Diablo II: Resurrected* and the open beta test, visit the official site at www.diablo2.com. Foolish mortals can also follow the Dark Lord on Twitter @Diablo.

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.

**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 and any Diablo II: Resurrected beta tests*, 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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Source: Blizzard Entertainment, Inc.