

## Blizzard Entertainment Begins Closed Beta Test for World of Warcraft®: Cataclysm™

IRVINE, Calif., Jun 30, 2010 (BUSINESS WIRE) -- Blizzard Entertainment announced today that the closed beta test for  $Cataclysm^{(TM)}$ , its highly anticipated new expansion for World of  $Warcraft^{(R)}$ , has begun. The company has started issuing invitations to participate in the testing process to a wide range of players from around the world who signed up via their Battle.net<sup>(R)</sup> accounts. While enjoying an early look at the game, beta testers will provide valuable feedback to help Blizzard Entertainment find bugs, address balance issues, and polish the new content.

"Our focus with *Cataclysm* has been to build on the knowledge we've gained through the previous expansions to deliver the best, most compelling *World of Warcraft* content for our players to date," said Mike Morhaime, CEO and cofounder of Blizzard Entertainment. "Gathering focused feedback during the beta test will go a long way in helping us reach that goal when we launch *Cataclysm* later this year."

Cataclysm is the third expansion for World of Warcraft, the most popular subscription-based massively multiplayer online role-playing game in the world. The first two expansions, The Burning Crusade  $^{(R)}$  and Wrath of the Lich King  $^{(R)}$ , each shattered PC game sales records upon their release. In Cataclysm, the face of Azeroth will be forever altered by the return of the corrupted Dragon Aspect Deathwing. Players will explore once-familiar areas of the world that have now been reshaped by the devastation and filled with new adventures. In an effort to survive the planet-shattering cataclysm, two new playable races -- worgen and goblins -- will join the struggle between the Alliance and the Horde. As players journey to the new level cap of 85, they'll discover newly revealed locations, acquire new levels of power, and come face to face with Deathwing in a battle to determine the fate of the world.

For more information on *World of Warcraft: Cataclysm*, please visit the official website at <a href="http://www.worldofwarcraft.com/cataclysm">http://www.worldofwarcraft.com/cataclysm</a>. To set up a Battle.net account and sign up for a chance to participate in the *World of Warcraft: Cataclysm* beta test, please visit the official Battle.net website at <a href="http://www.battle.net">http://www.battle.net</a>.

For press inquiries, please contact Shon Damron in Blizzard Entertainment public relations at <a href="mailto:sdamron@blizzard.com">sdamron@blizzard.com</a> or (949) 955-1380 x12508.

## About Blizzard Entertainment, Inc.

Best known for blockbuster hits including *World of Warcraft*<sup>(R)</sup> and the *Warcraft*<sup>(R)</sup>, *StarCraft*<sup>(R)</sup>, and *Diablo*<sup>(R)</sup> series, Blizzard Entertainment, Inc. (<a href="www.blizzard.com">www.blizzard.com</a>), 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 eleven #1-selling games and multiple Game of the Year awards. The company's online-gaming service, Battle.net<sup>(R)</sup>, is one of the largest in the world, with millions of active players.

Cautionary Note Regarding Forward-looking Statements: Information in this press release that involves Blizzard Entertainment's expectations, plans, intentions or strategies regarding the future are forward-looking statements that are not facts and involve a number of risks and uncertainties. Blizzard Entertainment generally uses words such as "outlook," "will," "could," "would," "might," "remains," "to be," "plans," "believes," "may," "expects," "intends," "anticipates," "estimate," future," "plan," "positioned," "potential," "project," "remain," "scheduled," "set to," "subject to," "upcoming" and similar expressions to identify forward-looking statements. 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, but are not limited to, sales levels of Blizzard Entertainment's titles, shifts in consumer spending trends, the impact of the current macroeconomic environment, the seasonal and cyclical nature of the interactive game market, declines in software pricing, product returns and price protection, product delays, retail acceptance of Blizzard Entertainment's products, competition from the used game market, industry competition and competition from other forms of entertainment, rapid changes in technology, industry standards and consumer preferences, including interest in specific genres such as real-time strategy, action-role-playing and massively multiplayer online games, protection of proprietary rights, litigation against Blizzard Entertainment, maintenance of relationships with key personnel, customers. licensees, licensors, vendors and third-party developers, including the ability to attract, retain and develop key personnel and developers who can create high quality "hit" titles, counterparty risks relating to customers, licensees, licensors and manufacturers, domestic and international economic, financial and political conditions and policies, foreign exchange rates and tax rates, and the identification of suitable future acquisition opportunities, and the other factors identified in the risk factors section 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.

SOURCE: Blizzard Entertainment, Inc.

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