



Diablo® III: Reaper of Souls™ Ultimate Evil Edition™ in Stores Now

Award-winning Reaper of Souls™ expansion unleashed on PS3™, PS4™, Xbox 360®, and Xbox One™ in all-inclusive Diablo® III collection

IRVINE, Calif.--(BUSINESS WIRE)-- As Malthael tightens his grip over the innocent people of Sanctuary, a legion of console gamers stand ready to join the crusade against death. Blizzard Entertainment today announced that *Diablo® III: Reaper of Souls™ - Ultimate Evil Edition™* is now available on the PlayStation®3 computer entertainment system, PlayStation®4 computer entertainment system, Xbox 360®, and Xbox One™.

The console-exclusive *Ultimate Evil Edition* is filled to the brim with action, adventure, and epic loot—it includes all of the content from Blizzard's award-winning action role-playing game *Diablo III*, as well as new features and updates from the critically acclaimed *Reaper of Souls* expansion, including Adventure Mode, Act V, the Crusader class, leveling to 70, new Legendary loot, new crafting options, and much more. The *Ultimate Evil Edition* is [available now](#) at retail stores and digitally through the PlayStation®Store and Xbox Store (Xbox 360 digital version will be available September 18).

"With the *Ultimate Evil Edition*, we wanted to create a truly epic action-RPG for current- and next-gen systems, so we included all of the latest *Diablo III* and *Reaper of Souls* content and added innovative social features like the Nemesis System and Apprentice Mode," said Mike Morhaime, CEO and cofounder of Blizzard Entertainment. "We're excited to be delivering the definitive Diablo console-gaming experience to new and returning players, and we can't wait to see everyone in Sanctuary."

Crafted for Consoles

The *Ultimate Evil Edition* takes advantage of the unique features of the console platforms. All four console versions of the *Ultimate Evil Edition* feature 4-player same-screen and online multiplayer—whether Sanctuary's heroes are banding together on the same couch or joining the fray via PlayStation®Network or Xbox Live, *Reaper of Souls* makes it easy to experience Diablo in the best way possible: with friends.

The *Ultimate Evil Edition* also adds more ways for players to share their adventures: **Apprentice Mode** makes it easier than ever to group up with friends; the **Nemesis System** sends hero-slaying monsters into friends' games until vengeance is won; and new **Player Mail** and **Player Gift** features give players new options for sharing their treasures with allies—because nothing says "friendship" like unwrapping a piece of awesome loot.

In addition, players who fought the forces of evil in the original PS3™ or Xbox 360 versions of *Diablo III* are able to continue their crusade against death, including cross-platform support on next-gen consoles. PS3™ characters from the original game can be transferred to the PS3™, PS4™, or Xbox One version of the *Ultimate Evil Edition*, and Xbox 360 characters can be transferred to the Xbox 360, Xbox One, or PS4™ versions. For more information on exporting your characters' save files, visit [the Diablo III community site](#).

Join the Crusade with *Reaper of Souls*

In *Reaper of Souls*, the five valiant heroes from *Diablo III*—Barbarian, Demon Hunter, Monk, Witch Doctor, and Wizard—are joined by a new champion: the **Crusader**. Clad head to toe in fortified armor, the Crusader is an unstoppable force of righteous destruction who channels the power of divine wrath to visit retribution upon his demonic quarry.

Reaper of Souls adds a **challenging new act** to *Diablo III* in which players will embark on a dark and perilous journey through terrifying landscapes; explore the legendary city of Westmarch; and slay countless minions, each hell-bent on bringing the players' heroic quest to a grisly end. The adventure culminates in a climactic confrontation with Malthael, the Angel of Death, whose twisted designs spell ruin for the innocent people of Sanctuary.

In addition to the Crusader hero and Act V, the *Ultimate Evil Edition* includes a revamp of the game's loot system, an expanded Paragon progression system for max-level characters, and several other improvements to the *Diablo III* game experience, including:

- **Adventure Mode:** A new game mode that gives players the freedom to go anywhere and slay anything
- **Bounties:** Randomized objectives that reward players in new ways for exploring Sanctuary
- **Nephalem Rifts:** Fully randomized dungeons offering endless replayability and heaps of loot
- **Level Cap to 70:** Formidable new spells and abilities that take players to new heights of power
- **The Mystic:** A powerful new artisan who provides heroes with loot-customization options

All of this new content comes with the *Ultimate Evil Edition*, which players can purchase today at a suggested retail price of \$59.99 for the PS4™ or Xbox One, or \$39.99 for the PS3™ or Xbox 360—check with your local retailer for availability.

Players who take the fight for Sanctuary to their big screen TV on the PS3™ or PS4™ will also enjoy exclusive content based on two popular PlayStation® games!

- **The Last of Us™ Nephalem Rift**, a new randomized dungeon level teeming with ravenous creatures modeled after the infamous Stalker, Clicker, and Bloated infected
- **The Guise of the Colossi**, a unique transmogrification plan that unlocks six armor appearances inspired by *Shadow of the Colossus™*

For more information on *Diablo III: Reaper of Souls - Ultimate Evil Edition*, visit [the official Diablo III console website](http://www.blizzard.com/diablo3). With multiple games in development, Blizzard Entertainment has numerous positions currently available—visit <http://jobs.blizzard.com> for more information and to learn how to apply.

About Blizzard Entertainment, Inc.

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 eighteen #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.

**Based on internal company records and reports from key distribution partners.*

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