

World of Warcraft®: Shadowlands Arrives November 23

October 29, 2020

IRVINE, Calif.--(BUSINESS WIRE)--Oct. 29, 2020-- No living soul on Azeroth truly knows what awaits in the world beyond their own—but the heroes of the Horde and the Alliance will soon find out. Today, Blizzard Entertainment announced that <u>World of Warcraft®: Shadowlands</u> has a new launch date of November 23 at 3 p.m. PST (November 24 at 12 a.m. CET)!

This press release features multimedia. View the full release here: https://www.businesswire.com/news/home/20201029006209/en/

Originally scheduled for release in late October, *Shadowlands* was delayed to allow more time for fine-tuning and polish based on feedback from the ongoing beta test, helping ensure players' journey into Azeroth's afterlife will be an epic experience at launch.

The eighth World of Warcraft expansion sends players on a journey into the Shadowlands, a realm of infinite afterlives where mortal souls go to find new purpose—or suffer eternal torment at the mercy of the Jailer in his Tower of the Damned. As players explore this otherworldly frontier, they'll discover the fates of Warcraft legends, forge a bond with one of four Covenants who rule over the Shadowlands' disparate domains, and ultimately confront a threat shrouded in darkness with designs to unmake the cosmos.

Blizzard today also announced dates for multiple upcoming Shadowlands-related content releases:

- The Scourge Invade Azeroth November 10 With the Helm of Domination torn apart and the sky over Icecrown shattered, the undead Scourge make a resurgence—and Azeroth's heroes must confront this Death-born threat before it consumes the mortal world of Azeroth. This *Shadowlands* pre-expansion event goes live starting November 10.
- The Gates of Castle Nathria Open December 8 Castle Nathria, the first epic 10-boss raid of *Shadowlands*, will be available starting December 8. The opening of the raid also signals the start of *Shadowlands* Raid, Mythic Dungeon, and PvP Season 1.

For Shadowlands screenshots and other World of Warcraft assets, visit https://blizzard.gamespress.com/World-of-Warcraft.

About Blizzard Entertainment, Inc.

Best known for blockbuster hits including *World of Warcraft*[®], *Hearthstone*, *Overwatch*[®], the *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-two #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.

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 the availability, features, and functionality of *World of Warcraft®: Shadowlands*, including *Shadowlands*-related content releases, 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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