



Blizzard Entertainment Celebrates 30 Years With Its Global Community—And New Adventures Soon to Come—at BlizzConline™

February 19, 2021

Diablo® II: Resurrected™, Blizzard® Arcade Collection, expansions for World of Warcraft® Classic and Hearthstone®, and more announced at FREE online community event taking place now at [BlizzCon.com](https://www.blizzcon.com)

IRVINE, Calif.--(BUSINESS WIRE)--Feb. 19, 2021-- Blizzard Entertainment today kicked off BlizzConline™, a fully virtual version of its perennial community and gaming celebration, with a slew of news and game announcements for a global online audience of fans and enthusiasts tuning in FREE via www.blizzcon.com.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20210219005513/en/>

During the event's just-concluded opening ceremony, company president J. Allen Brack and development leaders for Blizzard's franchises reflected on the past and shared an exciting look at the future, revealing the following games and game updates—much of which will be explored in more detail during the show:

- One of the most acclaimed titles in PC gaming history returns with [Diablo® II: Resurrected™](https://www.diablo2.com), a faithful remaster of Blizzard's classic action-RPG and its award-winning expansion, *Lord of Destruction®*, coming later this year to Windows PC and, for the first time, consoles. PC players can sign up now at www.diablo2.com for a chance to participate in upcoming public testing.
- Blizzard also unveiled the **Rogue** for [Diablo® IV](https://www.blizzard.com), with a dark cinematic trailer and gameplay footage of the new player class in action. The Rogue is a swift, deadly, mobile class with unparalleled versatility. Rogue players can choose from a variety of ways to attack and trap their enemies and can enhance their combat through poisons, shadow magic, and specialized techniques.
- Blizzard is set to kick off another jam-packed year of content—the **Year of the Gryphon**—for [Hearthstone®](https://www.hearthstone.com), its popular free-to-play digital card game, in the coming weeks. The new *Hearthstone* year will feature a **new Core set** of cards designed to shake up the game, and the introduction of the **Classic format**, which will let players craft decks and compete using the original *Hearthstone* cards as they were when the game launched in 2014.
- Also coinciding with the Year of the Gryphon is the first *Hearthstone* expansion of 2021, **Forged in the Barrens™**, inspired by the iconic *World of Warcraft®* locale where millions of adventurers began forging their legends—available for prepurchase now at www.playhearthstone.com.
- Later in the year, Blizzard will roll out **Hearthstone Mercenaries**, a single-player and competitive game mode in which players collect mighty characters from the Warcraft® universe and level them up in tactical battles.
- For [World of Warcraft](https://www.worldofwarcraft.com), Blizzard announced **Chains of Domination**, the first major content update coming later this year for the recently released [Shadowlands](https://www.worldofwarcraft.com) expansion, as well as an **all-new charity pet program** that will yield two separate pets—Bananas the monkey and Daisy the sloth—for all modern *WoW®* players once donation goals are met. Blizzard also revealed **Burning Crusade Classic™**, an authentic recreation of the acclaimed first *World of Warcraft* expansion—also coming later this year, and included in players' existing *World of Warcraft* subscription at no additional cost.
- Now included as part of Blizzard's anniversary-themed [Celebration Collection](https://www.blizzard.com) on Windows® PC (via [Battle.net®](https://www.battle.net)), as part of *The Blizzard® 30-Year Celebration Collection* on consoles, or as a standalone game on consoles, the [Blizzard® Arcade Collection](https://www.blizzard.com) is a digital set of Blizzard's original console hits, *The Lost Vikings®*, *Rock N Roll Racing®*, and *Blackthorne®*, enhanced for modern platforms.

Over the next few hours today and starting again at 12 p.m. PST tomorrow, six channels of programming will feature deeper dives on Blizzard's franchises, including a behind-the-scenes look at ongoing development of **Overwatch® 2**, the company's highly anticipated sequel to its blockbuster team-based shooter, and **Diablo® Immortal™**, its upcoming mobile massively multiplayer online action-RPG. (Of note, Blizzard recently completed its first stage of regional testing on *Diablo Immortal*, receiving an enthusiastic response from testers, and will be rolling out further tests in the coming months. The game has also recently received publishing approval for release in China.) Viewers will also be treated to one-of-a-kind esports showmatches—with legendary **StarCraft®** and **StarCraft II** pros facing off, as well as a battle between reigning **Overwatch League™** champions, the San Francisco Shock, and a dream team comprising pros, community figures, and more.

Channeling the spirit of the live show, BlizzConline will also put a huge spotlight on the creativity and skill of the people who help bring Blizzard's games to life. There will be multiple segments featuring artists, musicians, voice actors, content creators, and streamers, as well as an epic showcase highlighting some of the talented cosplayers, storytellers, and other artists inhabiting the Blizzard community.

To learn more about BlizzConline and for a full schedule of events, visit www.blizzcon.com. For game screenshots and other assets, visit <https://blizzard.gamespress.com>.

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-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.

*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 the plans, schedule, and content of BlizzConline, *Diablo II: Resurrected*, *Diablo IV*, *Diablo Immortal*, *Hearthstone*, and *World of Warcraft*, 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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