



StarCraft® II: Legacy of the Void™ Warps into BlizzCon 2014

Blizzard Entertainment reveals epic conclusion to the StarCraft II saga before packed house at Anaheim Convention Center during BlizzCon gaming festival

Next chapter of StarCraft II will be a standalone product, not requiring Wings of Liberty® or Heart of the Swarm®

ANAHEIM, Calif.--(BUSINESS WIRE)-- Blizzard Entertainment today offered the first glimpse of *StarCraft® II: Legacy of the Void™*, its highly anticipated conclusion to the *StarCraft II* trilogy, and a standalone game experience. Attendees of the company's BlizzCon® gaming festival were the first in the world to play *Legacy of the Void*, with single-player campaign missions, a new cooperative gameplay mode—Archon Mode, and multiplayer battles featuring several new playable units all on display. Another gameplay mode, Allied Commanders, was also announced at the event.

StarCraft II: Legacy of the Void continues the story of Blizzard's award-winning *StarCraft II: Wings of Liberty®* where the first expansion, *Heart of the Swarm®*, left off, with a new campaign that brings the sci-fi saga to an epic conclusion. Protoss legends Artanis and Zeratul attempt to unite their race in an intergalactic fight for survival against an ancient evil from the Void that threatens the universe. The fates of Terran hero Jim Raynor and Kerrigan, the Queen of Blades, also hang in the balance.

"*Legacy of the Void* will deliver the quintessential *StarCraft II* experience," said Mike Morhaime, CEO and cofounder of Blizzard Entertainment. "The new single-player campaign will wrap up the massive story, and we're excited to share new game modes that will open up different ways to play the game and additional units that will expand the rich strategic depth of *StarCraft II* multiplayer."

Archon Mode, a competitive multiplayer mode unveiled at BlizzCon, is a new way to enjoy *StarCraft II* with friends. In Archon Mode, two players share control over a single base and units as they take on an enemy duo in multiplayer action. By sharing the responsibility of commanding troops and managing resources, players can focus on their own areas of the battle and execute more intricate strategies.

Allied Commanders is another gameplay mode new to *StarCraft II*. In this objective-based, cooperative experience, players can team up and take on the roles of powerful commanders from the *StarCraft* saga. Each commander offers unique abilities and upgrades and bestows special bonuses on their armies. Players are able to battle through a series of special scenarios together, leveling up their commanders' capabilities as they progress.

Multiplayer battles in *Legacy of the Void* will be fought with an array of new units, as well as upgrades to veteran forces. Zerg swarms will welcome the return of the Lurker, a classic creature from the original *StarCraft* that lays waste to infantry with deadly spines that burst from the ground. The Protoss field a new weapon called the Disruptor, which can use massive energy spikes to wreak havoc through swaths of ground forces. And the Terrans have engineered some new technology, such as Tactical Jump, which allows their Battlecruisers to teleport to any location on the battlefield. Several more new units and abilities were exhibited at BlizzCon, showcasing the new strategic and tactical options in store for players with *Legacy of the Void*.

Blizzard also revealed that *Legacy of the Void* will include functionality that enhances online multiplayer play with automated tournaments, providing players with ongoing events that support the active *StarCraft II* community. *Legacy of the Void* will be a standalone expansion that does not require a license of the base game, *StarCraft II: Wings of Liberty*, or the first expansion, *Heart of the Swarm*. Further details about *Legacy of the Void*, including pricing and availability, will be announced at a later date.

Blizzard is developing *StarCraft II: Legacy of the Void* for simultaneous release on Windows® and Macintosh®. To learn more about *StarCraft II* and *Legacy of the Void*, visit the official website at www.starcraft2.com. To try *StarCraft II* for free, head over to www.starcraft.com to download the Starter Edition.

With multiple games in development, Blizzard Entertainment has numerous positions currently available -- visit jobs.blizzard.com for more information and to learn how to apply.

About Blizzard Entertainment

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.

** Sales and/or downloads, based on internal company records and reports from key distribution partners.*

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Photos/Multimedia Gallery Available: <http://www.businesswire.com/multimedia/home/20141107005107/en/>

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News Provided by Acquire Media