## ACTIVISION BLIZZARD, INC. AND SUBSIDIARIES CONDENSED CONSOLIDATED STATEMENTS OF OPERATIONS

#### (Unaudited)

(Amounts in millions, except per share data)

Net revenues: Product sales Subscription, licensing and other revenues  Total net revenues  Costs and expenses: Cost of sales - product costs Cost of sales - massively multi-player online role playing game ("MMORPG") Cost of sales - software royalties and amortization Cost of sales - intellectual property licenses Product development Sales and marketing General and administrative Restructuring  Total costs and expenses Operating income Investment and other income, net Income before income tax expense Income tax expense Net income  \$ Basic earnings per common share Weighted average common shares outstanding	Three Months Ended March			
Product sales Subscription, licensing and other revenues  Total net revenues  Costs and expenses: Cost of sales - product costs Cost of sales - massively multi-player online role playing game ("MMORPG") Cost of sales - software royalties and amortization Cost of sales - intellectual property licenses Product development Sales and marketing General and administrative Restructuring  Total costs and expenses Operating income Investment and other income, net Income before income tax expense Income tax expense Net income  \$ Basic earnings per common share	11		2010	
Product sales Subscription, licensing and other revenues  Total net revenues  Costs and expenses: Cost of sales - product costs Cost of sales - massively multi-player online role playing game ("MMORPG") Cost of sales - software royalties and amortization Cost of sales - intellectual property licenses Product development Sales and marketing General and administrative Restructuring  Total costs and expenses Operating income Investment and other income, net Income before income tax expense Income tax expense Net income  \$ Basic earnings per common share				
Subscription, licensing and other revenues  Total net revenues  Costs and expenses: Cost of sales - product costs Cost of sales - massively multi-player online role playing game ("MMORPG") Cost of sales - software royalties and amortization Cost of sales - intellectual property licenses Product development Sales and marketing General and administrative Restructuring  Total costs and expenses  Operating income Investment and other income, net Income before income tax expense Income tax expense Net income  \$  Basic earnings per common share  \$				
Total net revenues  Costs and expenses: Cost of sales - product costs Cost of sales - massively multi-player online role playing game ("MMORPG") Cost of sales - software royalties and amortization Cost of sales - intellectual property licenses Product development Sales and marketing General and administrative Restructuring Total costs and expenses  Operating income Investment and other income, net Income before income tax expense Income tax expense Net income  Sales and expense Sales and expenses Sales	1,061	\$	986	
Costs and expenses:  Cost of sales - product costs Cost of sales - massively multi-player online role playing game ("MMORPG")  Cost of sales - software royalties and amortization Cost of sales - intellectual property licenses Product development Sales and marketing General and administrative Restructuring  Total costs and expenses  Operating income Investment and other income, net Income before income tax expense Income tax expense  Net income  \$  Basic earnings per common share  \$  \$	388		322	
Cost of sales - product costs Cost of sales - massively multi-player online role playing game ("MMORPG")  Cost of sales - software royalties and amortization Cost of sales - intellectual property licenses Product development Sales and marketing General and administrative Restructuring  Total costs and expenses  Operating income Investment and other income, net Income before income tax expense Income tax expense  Net income  \$  Basic earnings per common share  \$	1,449		1,308	
Cost of sales - massively multi-player online role playing game ("MMORPG")  Cost of sales - software royalties and amortization Cost of sales - intellectual property licenses Product development Sales and marketing General and administrative Restructuring  Total costs and expenses  Operating income Investment and other income, net Income before income tax expense Income tax expense  Net income  \$ Basic earnings per common share				
("MMORPG") Cost of sales - software royalties and amortization Cost of sales - intellectual property licenses Product development Sales and marketing General and administrative Restructuring Total costs and expenses Operating income Investment and other income, net Income before income tax expense Income tax expense Net income  \$ Basic earnings per common share  \$	299		337	
Cost of sales - intellectual property licenses Product development Sales and marketing General and administrative Restructuring  Total costs and expenses  Operating income Investment and other income, net Income before income tax expense Income tax expense Net income  \$ Basic earnings per common share  \$	63		54	
Product development Sales and marketing General and administrative Restructuring Total costs and expenses Operating income Investment and other income, net Income before income tax expense Income tax expense Net income  \$ Basic earnings per common share  \$	61		99	
Sales and marketing General and administrative Restructuring  Total costs and expenses  Operating income Investment and other income, net Income before income tax expense Income tax expense  Net income  \$ Basic earnings per common share  \$	29		43	
General and administrative Restructuring  Total costs and expenses  Operating income Investment and other income, net Income before income tax expense Income tax expense Net income  Basic earnings per common share  \$	142		143	
Restructuring  Total costs and expenses  Operating income Investment and other income, net Income before income tax expense Income tax expense Net income  Basic earnings per common share  \$	64		56	
Total costs and expenses  Operating income Investment and other income, net Income before income tax expense Income tax expense Net income  S  Basic earnings per common share  \$	98		65	
Operating income Investment and other income, net Income before income tax expense Income tax expense Net income \$ Basic earnings per common share  \$	19			
Investment and other income, net  Income before income tax expense Income tax expense  Net income  \$ Basic earnings per common share  \$	775		797	
Income before income tax expense Income tax expense  Net income  \$ Basic earnings per common share  \$	674		511	
Income tax expense  Net income  \$ Basic earnings per common share  \$	2			
Net income \$  Basic earnings per common share \$	676		511	
Basic earnings per common share \$	173		130	
	503	\$	381	
Weighted average common shares outstanding	0.42	\$	0.30	
	1,173		1,248	
Diluted earnings per common share \$	0.42	\$	0.30	
Weighted average common shares outstanding assuming dilution	1,182		1,264	

# ACTIVISION BLIZZARD, INC. AND SUBSIDIARIES CONDENSED CONSOLIDATED BALANCE SHEETS

#### (Unaudited)

	N	December 31,	
		2011	2010
ASSETS			
Current assets:			
Cash and cash equivalents	\$	2,658 \$	2,81
Short-term investments		701	69
Accounts receivable, net		95	64
Inventories		103	11
Software development		129	14
Intellectual property licenses		32	4
Deferred income taxes, net		464	62
Other current assets		167	29
Total current assets		4,349	5,36
Long-term investments		25	2
Software development		65	5
Intellectual property licenses		29	2
Property and equipment, net		165	16
Other assets		25	2
Intangible assets, net		152	16
Trademark and trade names		433	43
Goodwill		7,134	7,13
Total assets	\$	12,377 \$	13,38
JABILITIES AND SHAREHOLDERS' EQUITY			
Current liabilities:			
Accounts payable	\$	172 \$	36
Deferred revenues		1,043	1,72
Accrued expenses and other liabilities		676	83
Total current liabilities		1,891	2,92
Deferred income taxes, net		83	9
Other liabilities		166	16
Total liabilities		2,140	3,18
Chambaldani' ancien			
Shareholders' equity:			
Common stock		12 222	10.05
Additional paid-in capital		12,382	12,35
Treasury stock		(2,537)	(2,19
Retained earnings		366	5
Accumulated other comprehensive income (loss)		26	(1:
Total shareholders' equity		10,237	10,20
Total liabilities and shareholders' equity	\$	12,377 \$	13,38

### ACTIVISION BLIZZARD, INC. AND SUBSIDIARIES RECONCILIATION OF GAAP NET INCOME TO NON-GAAP MEASURES

(Amounts in millions, except earnings per share data)

Three Months Ended March 31, 2011		Net Revenues				Cost of Sales - Software Royalties and Amortization		Product Development	Sales and Marketing	General and Administrative	Restructuring	Total Costs and Expenses
GAAP Measurement		\$ 1,449	\$	299	\$ 63	\$ 61	\$ 29	\$ 142	\$ 64	\$ 98	\$ 19	\$ 775
Less: Net effect from deferral in net revenues and related cost of sales	(a)	(694	1)	(132)	-	(42)	(14)		-	-	-	(188)
Less: Stock-based compensation	(b)		-	-	-	(4)	-	(6	(1)	(12)	-	(23)
Less: Restructuring	(c)		-	-	-	-	-		-	-	(19)	(19)
Less: Amortization of intangible assets	(e)		-	-	-	-	(8)		-	-	-	(8)
Non-GAAP Measurement		\$ 75.	5 \$	167	\$ 63	\$ 15	\$ 7	\$ 136	\$ 63	\$ 86	\$ -	\$ 537

Three Months Ended March 31, 2011		rating come	Net I	ncome	Earnings Share	uted Earnings per Share
GAAP Measurement		\$ 674	\$	503	\$ 0.42	\$ 0.42
Less: Net effect from deferral in net revenues and related cost of sales	(a)	(506)		(381)	(0.32)	(0.32
Less: Stock-based compensation	(b)	23		15	0.01	0.01
Less: Restructuring	(c)	19		14	0.01	0.01
Less: Amortization of intangible assets	(e)	8		5	-	-
Non-GAAP Measurement		\$ 218	\$	156	\$ 0.13	\$ 0.13

Three Months Ended March 31, 2010	Ne			Cost of Sales - MMORPG		Cost of Sales - Intellectual Property Licenses	Product Development	Sales and Marketing	General and Administrative	Total Costs and Expenses
GAAP Measurement	\$	1,308	\$ 337	\$ 54	\$ 99	\$ 43	\$ 143	\$ 56	\$ 65	\$ 797
Less: Net effect from deferral in net revenues and related cost of sales (a)	)	(594)	(133	-	(37	(14)	-	-	-	(184)
Less: Stock-based compensation (b)	)	-	-		(29	-	(4)	(2)	(9)	(44)
Less: Restructuring (included in general and administrative) (d)	)	-	-		-	-	-	-	(3)	(3)
Less: Amortization of intangible assets (e)	)	-	(1)	-	(4	(12)	T.	=	=	(17)
Non-GAAP Measurement	\$	714	\$ 203	\$ 54	\$ 29	\$ 17	\$ 139	\$ 54	\$ 53	\$ 549

Three Months Ended March 31, 2010		Operating Income	Net l	Income	: Earnings r Share	Dil	luted Earnings per Share
GAAP Measurement		\$ 511	\$	381	\$ 0.30	\$	0.30
Less: Net effect from deferral in net revenues and related cost of sales (a)		(410)		(308)	(0.24)		(0.24)
Less: Stock-based compensation (b)		44		30	0.02		0.02
Less: Restructuring (included in general and administrative) (d)		3		2	-		-
Less: Amortization of intangible assets (e)		17		11	0.01		0.01
Non-GAAP Measurement	- 5	\$ 165	\$	116	\$ 0.09	\$	0.09

- (a) Reflects the net change in deferred net revenues and related cost of sales.
- (b) Includes expense related to stock-based compensation.
- (c) Reflects restructuring related to our Activision Publishing operations.
- (d) Reflects restructuring related to the Business Combination with Vivendi Games. Restructuring activities includes severance costs, facility exit costs and balance sheet write down and exit costs from the cancellation of projects.
- (e) Reflects amortization of intangible assets from purchase price accounting.

The per share adjustments are presented as calculated, and the GAAP and non-GAAP earnings per share information is also presented as calculated. The sum of these measures, as presented, may differ due to the impact of rounding.

## ACTIVISION BLIZZARD, INC. AND SUBSIDIARIES FINANCIAL INFORMATION

#### For the Three Months Ended March 31, 2011 and 2010

	Three Months Ended										
		March 3	1, 2011		March 31	, 2010		\$ Increase	% Increase		
	A	mount	% of Total		Amount	% of Total	_	(Decrease)	(Decrease)		
GAAP Net Revenues by Distribution Channel											
Retail channels	\$	946	65	% \$	907	70	% \$	39	4	%	
Digital online channels*		428	30		330	25		98	30		
Total Activision and Blizzard		1,374	95		1,237	95	_	137	11		
Distribution		75	5		71	5	_	4	6		
Total consolidated GAAP net revenues		1,449	100	_	1,308	100	_	141	11		
Change in Deferred Net Revenues <sup>1</sup>											
Retail channels		(706)			(603)						
Digital online channels*		12			9						
Total changes in deferred net revenues		(694)		_	(594)						
Non-GAAP Net Revenues by Distribution Channel											
Retail channels		240	32		304	43		(64)	(21)		
Digital online channels*		440	58		339	47		101	30		
Total Activision and Blizzard		680	90		643	90	_	37	6		
Distribution		75	10		71	10	_	4	6		
Total non-GAAP net revenues <sup>2</sup>	\$	755	100	% \$	714	100	% \$	41	6	%	

<sup>&</sup>lt;sup>1</sup> We provide net revenues including (in accordance with GAAP) and excluding (non-GAAP) the impact of changes in deferred net revenues.

<sup>&</sup>lt;sup>2</sup> Total non-GAAP net revenues presented also represents our total operating segment net revenues.

<sup>\*</sup> Represents revenues from subscriptions and licensing royalties, value-added services, downloadable content, digitally distributed products, and wireless devices.

#### ACTIVISION BLIZZARD, INC. AND SUBSIDIARIES FINANCIAL INFORMATION

#### For the Three Months Ended March 31, 2011 and 2010

			ths Ended			
		31, 2011	March 3		\$ Increase	% Increase
	Amount	% of Total	Amount	% of Total	(Decrease)	(Decrease)
GAAP Net Revenues by Segment/Platform Mix						
Activision and Blizzard:						
Online subscriptions*	\$ 39		\$ 310	24 %	\$ 85	27 %
PC and Other	12		49	4	75	153
Sony PlayStation 3	34		304	23	38	13
Sony PlayStation 2		4	15	1	(11)	(73)
Microsoft Xbox 360	39		384	30	12	3
Nintendo Wii		2 6	136	10	(54)	(40)
Total console <sup>^</sup>	82		839	64	(15)	(2)
Sony PlayStation Portable		5	5			
Nintendo 3DS Nintendo Dual Screen		4 2 2	34	3	4	NM
				3	(12)	(35)
Total handheld		1 2	39		(8)	(21)
Total Activision and Blizzard	1,37	95	1,237	95	137	11
Distribution:						
Total Distribution	7	5 5	71	5	4	6
Total consolidated GAAP net revenues	1,44	9 100	1,308	100	141	11
Change in Deferred Net Revenues <sup>1</sup>						
Activision and Blizzard:						
Online subscriptions*	(5	6)	(8)			
PC and Other	(8	*	(24)			
Sony PlayStation 3	(24		(222)			
Microsoft Xbox 360	(25	*	(280)			
Nintendo Wii	(4		(60)			
Total console^	(54		(562)			
Nintendo Dual Screen		<del>2)</del> 2)	(002)			
Total changes in deferred net revenues	(69	<u></u>	(594)			
Non-GAAP Net Revenues by Segment/Platform Mix						
Activision and Blizzard:	22	0 45	202	42	27	12
Online subscriptions*	33	9 45 7 4	302 25	42 3	37 12	12 48
PC and Other Sony PlayStation 3		8 13	82 82	3 11	12	48 20
Sony PlayStation 2		4 1	15	2	(11)	(73)
Microsoft Xbox 360	13		104	15	33	32
Nintendo Wii		6 4	76	11	(40)	(53)
Total console^	27		277	39	(2)	(1)
Sony PlayStation Portable		5 1	5	1	(2)	(1)
Nintendo 3DS		4 1			4	NM
Nintendo Dual Screen		0 3	34	5	(14)	(41)
Total handheld		$\frac{100}{19} = \frac{1}{5}$	39	6	(10)	(26)
Total Activision and Blizzard	68		643	90	37	6
Distribution:	=					_
Total Distribution		5 10	71	10	4	6
Total non-GAAP net revenues <sup>2</sup>	\$ 75	100 %	\$ 714	100 %	\$ 41	6 %

<sup>&</sup>lt;sup>1</sup> We provide net revenues including (in accordance with GAAP) and excluding (non-GAAP) the impact of changes in deferred net revenues.

<sup>2</sup> Total non-GAAP net revenues presented also represents our total operating segment net revenues.

\* Revenue from online subscriptions consists of revenue from all World of Warcraft products, including subscriptions, boxed products, expansion packs, licensing royalties, and value-added services.

<sup>^</sup> Downloadable content are included in each respective console platforms, hence, total console.

### ACTIVISION BLIZZARD, INC. AND SUBSIDIARIES FINANCIAL INFORMATION

#### For the Three Months Ended March 31, 2011 and 2010

(Amounts in millions)

**Three Months Ended** March 31, 2011 March 31, 2010 \$ Increase % Increase % of Total % of Total (Decrease) (Decrease) Amount Amount **GAAP Net Revenues by Geographic Region** \$ 52 % North America 748 703 54 % 45 6 % Europe 594 41 524 40 70 13 Asia Pacific 107 7 81 6 26 32 Total consolidated GAAP net revenues 1,449 100 1,308 100 141 11 Change in Deferred Net Revenues<sup>1</sup> North America (383)(312)Europe (271)(254)Asia Pacific (40)(28)(694) (594) Total changes in net revenues Non-GAAP Net Revenues by Geographic Region 365 48 391 55 North America (26)(7) 323 43 270 38 20 Europe 53 Asia Pacific 67 9 53 7 26 14 Total non-GAAP net revenues<sup>2</sup> \$ 755 100 % \$ 714 100 % 41 6 %

<sup>&</sup>lt;sup>1</sup> We provide net revenues including (in accordance with GAAP) and excluding (non-GAAP) the impact of changes in deferred net revenues.

<sup>&</sup>lt;sup>2</sup> Total non-GAAP net revenues presented also represents our total operating segment net revenues.

## ACTIVISION BLIZZARD, INC. AND SUBSIDIARIES SEGMENT INFORMATION

For the Three Months Ended March 31, 2011 and 2010

				Three Mon	ths Ended			
	 March 3	1, 2011		March 3	1, 2010	\$ I	ncrease	% Increase
	Amount	% of Total		Amount	% of Total	(De	ecrease)	(Decrease)
Segment net revenues:								
Activision <sup>(i)</sup>	\$ 323	22 %	\$	337	26 %	\$	(14)	(4)%
Blizzard <sup>(ii)</sup>	357	25		306	23		51	17
Distribution <sup>(iii)</sup>	 75	5		71	6		4	6
Operating segment total	755	52		714	55		41	6
Reconciliation to consolidated net revenues:								
Net effect from deferral of net revenues	 694	48		594	45			
Consolidated net revenues	\$ 1,449	100 %	\$	1,308	100 %	\$	141	11 %
Segment income from operations:								
Activision <sup>(i)</sup>	\$ 48		\$	7		\$	41	NM%
Blizzard <sup>(ii)</sup>	170			158			12	8
Distribution <sup>(iii)</sup>	 		_					NM
Operating segment total	218			165			53	32
Reconciliation to consolidated operating income and								
consolidated income before income tax expense: Net effect from deferral of net revenues and related cost								
of sales	506			410				
Stock-based compensation expense	(23)			(44)				
Restructuring	(19)			(3)				
Amortization of intangible assets	 (8)		_	(17)				
Consolidated operating income	674			511			163	32
Investment and other income, net	 2					_	2	NM
Consolidated income before income tax expense	\$ 676		\$	511		\$	165	32 %
Operating margin from total operating segments	29%			23%				

<sup>(</sup>i) Activision Publishing ("Activision") — publishes interactive software products and content.

<sup>(</sup>ii) Blizzard — Blizzard Entertainment, Inc. and its subsidiaries ("Blizzard") publishes games and online subscription-based games in the MMORPG category.

<sup>(</sup>iii) Activision Blizzard Distribution ("Distribution") — distributes interactive entertainment software and hardware products.

#### ACTIVISION BLIZZARD, INC. AND SUBSIDIARIES OUTLOOK

For the Quarter Ending June 30, 2011 and Year Ending December 31, 2011 GAAP to Non-GAAP Reconciliation (Amounts in millions, except per share data)

		Three N	utlook for Months Ending ne 30, 2011	Outlook for Year Ending <u>December 31, 2011</u>		
Net Revenues (GAAP)		\$	985	\$	4,050	
Excluding the impact of: Change in deferred net revenues	(a)		(410)		(100)	
Non-GAAP Net Revenues		\$	575	\$	3,950	
Earnings Per Diluted Share (GAAP)		\$	0.19	\$	0.61	
Excluding the impact of: Net effect from deferral in net revenues and related cost of sales Stock-based compensation Amortization of intangible assets Restructuring expenses	(b) (c) (d) (e)		(0.18) 0.02 - 0.01		0.07 0.04 0.02	
Non-GAAP Earnings Per Diluted Share		\$	0.04	\$	0.73	

- (a) Reflects the net change in deferred net revenues.
- (b) Reflects the net change in deferred net revenues and related cost of sales.
- (c) Reflects expense related to stock-based compensation.
- (d) Reflects amortization of intangible assets.
- (e) Reflects expenses relating to the restructuring of our Activision Publishing operations.

The per share adjustments are presented as calculated, and the GAAP and non-GAAP earnings (loss) per share information is also presented as calculated. The sum of these measures, as presented, may differ due to the impact of rounding.