

## Blizzard Entertainment® Soundtracks Now On iTunes

**IRVINE, Calif.** -- Blizzard Entertainment, Inc. today announced that a wide selection of music from its popular games has been added to the iTunes store. Much of this music was originally available only in collector's editions of the games, or at special events such as the company's BlizzCon® gaming convention. Six Blizzard Entertainment® soundtrack albums are currently available:

- *StarCraft® Original Soundtrack*
- *Diablo® II Original Soundtrack*
- *Warcraft® III: Reign of Chaos® Original Soundtrack*
- *World of Warcraft® Original Soundtrack*
- *World of Warcraft: The Burning Crusade® Original Soundtrack*
- *World of Warcraft: Taverns of Azeroth Original Soundtrack*

The albums have been placed on a new Blizzard Entertainment hub page within the iTunes store. This page also hosts content such as the BlizzCast™ podcast and trailers and gameplay footage from upcoming Blizzard Entertainment games, with more material to be added in the months ahead. In addition, the "Diablo III Overture" from the company's recently announced action role-playing game, Diablo III, is available as a single and has been highlighted as a Discovery Download, making it free to download until Tuesday, September 9.

Players in the regions iTunes serves (North America, Europe, Australia, New Zealand, and Japan) can purchase the music at standard rates for each of those regions. For more information, please visit [www.blizzard.com](http://www.blizzard.com).

### **About Blizzard Entertainment, Inc.**

Best known for blockbuster hits including [World of Warcraft®](#) and the [Warcraft®](#), [StarCraft®](#), and [Diablo®](#) series, Blizzard Entertainment, Inc. ([www.blizzard.com](http://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 ten #1-selling 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 users.

**Cautionary Note Regarding Forward-looking Statements:** Information in this press release that involves Blizzard Entertainment's expectations, plans, intentions or strategies regarding the future are forward-looking statements that are not facts and involve a number of risks and uncertainties. Blizzard Entertainment generally uses words such as "outlook," "will," "could," "would," "might," "remains," "to be," "plans," "believes," "may," "expects," "intends," "anticipates," "estimate," "future," "plan," "positioned," "potential," "project," "remain," "scheduled," "set to," "subject to," "upcoming," and similar expressions to help identify forward-looking statements. 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, but are not limited to, sales of Blizzard Entertainment's titles, shifts in consumer spending trends, the seasonal and cyclical nature of the interactive game market, Blizzard Entertainment's ability to predict consumer preferences among competing hardware platforms (including next-generation hardware), declines in software pricing, product returns and price protection, product delays, retail acceptance of Blizzard Entertainment's products, adoption rate and availability of new hardware and related software, industry competition, rapid changes in technology and industry standards, protection of proprietary rights, litigation against Blizzard Entertainment, maintenance of relationships with key personnel, customers,

vendors, and third-party developers, domestic and international economic, financial and political conditions and policies, foreign exchange rates, integration of recent acquisitions and the identification of suitable future acquisition opportunities, Activision Blizzard's success in integrating the operations of Activision Publishing and Vivendi Games in a timely manner, or at all, and the combined company's ability to realize the anticipated benefits and synergies of the transaction to the extent, or in the timeframe, anticipated. Other such factors include additional risk factors identified in 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.