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

(Unaudited)

(Amounts in millions, except per share data)

	Three Months	Ended June 30,	Six Months E	Inded June 30,
	2011	2010	2011	2010
Net revenues:				
Product sales	\$ 768	\$ 643	\$ 1,829	\$ 1,629
Subscription, licensing and other	378	224	766	616
revenues Total and assume as		324 967		2 275
Total net revenues	1,146	907	2,595	2,275
Costs and expenses:				
Cost of sales - product costs	213	235	512	572
Cost of sales - massively multi-player			-	
online role playing game ("MMORPG")	59	53	122	109
Cost of sales - software royalties and				
amortization	47	51	109	150
Cost of sales - intellectual property licenses	24	29	53	72
Product development	116	100	258	237
Sales and marketing	90	125	150	181
General and administrative	127	74	228	143
Restructuring	3		22	-
Total costs and expenses	679	667	1,454	1,464
Operating income	467	300	1,141	811
Investment and other income, net	2	1	5	1
Income before income tax expense	469	301	1,146	812
Income tax expense	134	82	308	212
Net income	\$ 335	\$ 219	\$ 838	\$ 600
Basic earnings per common share	\$ 0.29	\$ 0.18	\$ 0.71	\$ 0.48
Weighted average common shares				
outstanding	1,141	1,232	1,157	1,239
Diluted earnings per common share ¹	\$ 0.29	\$ 0.17	\$ 0.71	\$ 0.47
Weighted average common shares outstanding assuming dilution	1,150	1,248	1,166	1,254

¹ The company calculates earnings per share pursuant to the two-class method which requires the allocation of net income between common shareholders and participating security holders. Net income attributable to Activision Blizzard Inc. common shareholders used to calculate earnings per common share assuming dilution was \$330 million and \$826 million for the three and six months ended June 30, 2011 as compared to the total net income of \$335 million and \$838 million for the same periods, respectively. Net income attributable to Activision Blizzard Inc. common shareholders used to calculate earnings per common share assuming dilution was \$217 million and \$595 million for the three and six months ended June 30, 2010 as compared to total net income of \$219 million and \$600 million for the same periods, respectively.

ACTIVISION BLIZZARD, INC. AND SUBSIDIARIES CONDENSED CONSOLIDATED BALANCE SHEETS

(Unaudited)

		June 30,	December 31,
		2011	2010
ASSETS			
Current assets:			
Cash and cash equivalents	\$	2,334 \$	2,812
Short-term investments		610	696
Accounts receivable, net		140	640
Inventories		93	112
Software development		126	147
Intellectual property licenses		43	4:
Deferred income taxes, net		511	648
Other current assets		97	299
Total current assets		3,954	5,399
Long-term investments		25	23
Software development		90	55
Intellectual property licenses		16	28
Property and equipment, net		163	169
Other assets		17	15
Intangible assets, net		144	160
Trademark and trade names		433	433
Goodwill		7,130	7,132
Total assets	\$	11,972 \$	3,414
LIABILITIES AND SHAREHOLDERS' EQUITY			
Current liabilities:			
Accounts payable	\$	156 \$	
Deferred revenues		601	1,720
Accrued expenses and other liabilities		489	838
Total current liabilities		1,246	2,92
Deferred income taxes, net		97	120
Other liabilities		164	164
Total liabilities		1,507	3,21
Shareholders' equity:			
Common stock			
		0.725	12,353
Additional paid-in capital Treasury stock		9,735	(2,194
Retained earnings		701	(2,192
-		29	
Accumulated other comprehensive income (loss)			(13
Total shareholders' equity	¢.	10,465	10,203
Total liabilities and shareholders' equity	\$	11,972 \$	3 13,414

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 June 30, 2011		Net Re				Cost of Sales - Software Royalties and Amortization		Cost of Sales - Intellectual	Product Development		Sales and Marketing	Genera Adminis		Restructuring		Total Costs and Expenses
GAAP Measurement		\$	1,146	\$ 213	\$ 59	\$ 47	\neg	\$ 24	\$ 11	_	\$ 90		127	\$	3	\$ 679
Less: Net effect from deferral in net revenues and related cost of sales	(a)		(447)	(78)	-	(32	2)	(5)		- '	-		_	·	-	(115)
Less: Stock-based compensation	(b)		-	-	-	(3	3)	-	(5)	(1)		(11)		-	(20)
Less: Restructuring	(c)		-	-	-		-	-		-	-		-	(3)	(3)
Less: Amortization of intangible assets	(d)		-	-	-		-	(7)		-	-		-		-	(7)
Non-GAAP Measurement	ĺ	\$	699	\$ 135	\$ 59	\$ 12	2	\$ 12	\$ 11	1 \$	\$ 89	\$	116	\$	-	\$ 534

Three months ended June 30, 2011		rating come	Net I	ncome	Earnings Share	uted Earnings per Share
GAAP Measurement		\$ 467	\$	335	\$ 0.29	\$ 0.29
Less: Net effect from deferral in net revenues and related cost of sales	(a)	(332)		(238)	(0.21)	(0.20)
Less: Stock-based compensation	(b)	20		15	0.01	0.01
Less: Restructuring	(c)	3		2	-	-
Less: Amortization of intangible assets	(d)	7		4	-	=
Non-GAAP Measurement		\$ 165	\$	118	\$ 0.10	\$ 0.10

							Cost of Sales -		Cost of Sales -					
				Cost of Sa	ales -	Cost of Sales -	Software Royaltic	s	Intellectual	Product	Sales and	General and		Total Costs and
Six months ended June 30, 2011		Net R	Revenues	Product (Costs	MMORPG	and Amortization	ı P	Property Licenses	Development	Marketing	Administrative	Restructuring	Expenses
GAAP Measurement		\$	2,595	\$	512	\$ 122	\$ 10)9	\$ 53	\$ 258	\$ 150	\$ 228	\$ 22	\$ 1,45
Less: Net effect from deferral in net revenues and related cost of sales	(a)		(1,141)		(209)	-	(*)	(5)	(19)	-	-	-	-	(30
Less: Stock-based compensation	(b)		-		-	-		(6)	-	(11)	(3	(23)	-	(4
Less: Restructuring	(c)		-		-	-		-	-	-	-	-	(22)	(2
Less: Amortization of intangible assets	(d)		-		-	-		(1)	(15)	-	-	-	-	(1
Non-GAAP Measurement		\$	1,454	\$	303	\$ 122	\$	27	\$ 19	\$ 247	\$ 147	\$ 205	\$ -	\$ 1,07
_						•			-			· ·	-	

	•		Net In					ited Earnings per Share
	\$	1,141	\$	838	\$	0.71	\$	0.71
(a)		(838)		(619)		(0.53)		(0.52)
(b)		43		30		0.03		0.03
(c)		22		16		0.01		0.01
(d)		16		10		0.01		0.01
	\$	384	\$	275	\$	0.23	\$	0.23
	(b) (c)	(a) (b) (c)	(a) (838) (b) 43 (c) 22 (d) 16	S 1,141 S	Income	Income	Sample Net Income per Share	S

- (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 amortization of intangible assets from purchase price accounting.

The company calculates earnings per share pursuant to the two-class method which requires the allocation of net income between common shareholders and participating security holders. Net income attributable to Activision Blizzard common shareholders used to calculate non-GAAP earnings per common share assuming dilution was \$117 million and \$270 million for the three and six months ended June 30, 2011 as compared to the total non-GAAP net income of \$118 million and \$275 million for the same periods, respectively.

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 RECONCILIATION OF GAAP NET INCOME TO NON-GAAP MEASURES

(Amounts in millions, except earnings per share data)

Three months ended June 30, 2010	Net I		Cost of Sales - Product Costs	Cost of Sales - MMORPG	Cost of Sales - Software Royalties and Amortization		Product Development	Sales and Marketing	General and Administrative	Total Costs and Expenses
GAAP Measurement	\$	967	\$ 235	\$ 53	\$ 51	\$ 29	\$ 100	\$ 125	\$ 74	\$ 667
Less: Net effect from deferral in net revenues and related cost of sales (a)		(284)	(68)	-	13	(2)	-	-	-	(57)
Less: Stock-based compensation (b)		-	-	-	(12)	-	6	(2)	(9)	(17)
Less: Restructuring (included in general and administrative) (c)		-	-	-	-	-	-	-	(1)	(1)
Less: Amortization of intangible assets (d)		-	(1)	-	-	(9)	-	-	-	(10)
Non-GAAP Measurement	\$	683	\$ 166	\$ 53	\$ 52	\$ 18	\$ 106	\$ 123	\$ 64	\$ 582

Three months ended June 30, 2010		rating ome	Net I	ncome	Earnings Share	ıted Earnings per Share
GAAP Measurement		\$ 300	\$	219	\$ 0.18	\$ 0.17
Less: Net effect from deferral in net revenues and related cost of sales	(a)	(227)		(165)	(0.13)	(0.13)
Less: Stock-based compensation	(b)	17		12	0.01	0.01
Less: Restructuring (included in general and administrative)	(c)	1		-	-	-
Less: Amortization of intangible assets	(d)	10		6	-	-
Non-GAAP Measurement		\$ 101	\$	72	\$ 0.06	\$ 0.06

				Cost of Sales -	- So	Cost of Sales - oftware Royalties		Product	Sales and	General and	Total Costs and
Six months ended June 30, 2010	Ne	t Revenues	Product Costs	MMORPG	aı	nd Amortization	Property Licenses	Development	Marketing	Administrative	Expenses
GAAP Measurement	\$	2,275	\$ 572	\$ 109	9 \$	\$ 150	\$ 72	\$ 237	\$ 181	\$ 143	\$ 1,464
Less: Net effect from deferral in net revenues and related cost of sales (a))	(878)	(201)		-	(24)	(16)	-	-	-	(241)
Less: Stock-based compensation (b))	=	-		-	(41)	-	2	(3)	(18)	(60)
Less: Restructuring (included in general and administrative) (c))	=	-		-	-	-	-	-	(4)	(4)
Less: Amortization of intangible assets (d))	-	(2)		-	(4)	(21)	-	-	(1)	(28)
Non-GAAP Measurement	\$	1,397	\$ 369	\$ 109	9 \$	\$ 81	\$ 35	\$ 239	\$ 178	\$ 120	\$ 1,131

Six months ended June 30, 2010		-	rating ome	Net Iı	ncome	Earnings Share	ited Earnings per Share
GAAP Measurement		\$	811	\$	600	\$ 0.48	\$ 0.47
Less: Net effect from deferral in net revenues and related cost of sales	(a)		(637)		(473)	(0.38)	(0.37)
Less: Stock-based compensation	(b)		60		42	0.03	0.03
Less: Restructuring (included in general and administrative)	(c)		4		2	-	-
Less: Amortization of intangible assets	(d)		28		17	0.01	0.01
Non-GAAP Measurement		\$	266	\$	188	\$ 0.15	\$ 0.15

⁽a) Reflects the net change in deferred net revenues and related cost of sales.

The company calculates earnings per share pursuant to the two-class method which requires the allocation of net income between common shareholders and participating security holders. Net income attributable to Activision Blizzard common shareholders used to calculate non-GAAP earnings per common share assuming dilution was \$72 million and \$187 million for the three and six months ended June 30, 2010 as compared to total non-GAAP net income of \$72 million and \$188 million for the same periods, respectively.

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.

⁽b) Includes expense related to stock-based compensation.

⁽c) 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.

⁽d) Reflects amortization of intangible assets from purchase price accounting.

ACTIVISION BLIZZARD, INC. AND SUBSIDIARIES FINANCIAL INFORMATION

For the Three and Six Months Ended June 30, 2011 and 2010

					Three Mon	ths Ended				
		June 30	, 2011		June 30,	2010		\$ Increase	% Increase	
	Α	Amount	% of Total		Amount	% of Total		(Decrease)	(Decrease)	_
GAAP Net Revenues by Distribution Channel										
Retail channels	\$	660	58	% \$	584	61	%	\$ 76	13	%
Digital online channels*		423	37		332	34		91	27	
Total Activision and Blizzard		1,083	95		916	95		167	18	
Distribution		63	5		51	5		12	24	
Total consolidated GAAP net revenues		1,146	100	_	967	100		179	19	
Change in Deferred Net Revenues ¹										
Retail channels		(448)			(326)					
Digital online channels*		1			42					
Total changes in deferred net revenues		(447)		_	(284)					
Non-GAAP Net Revenues by Distribution Channel										
Retail channels		212	30		258	38		(46)	(18))
Digital online channels*		424	61		374	55		50	13	
Total Activision and Blizzard		636	91		632	93		4	1	
Distribution		63	9		51	7		12	24	
Total non-GAAP net revenues ²	\$	699	100	% \$	683	100	%	\$ 16	2	%
					Six Mont	hs Ended				
		June 30	, 2011		June 30,	2010		\$ Increase	% Increase	•
		mount	% of Total	_	Amount	% of Total		(Dogransa)	(Dogranca)	

					Six Montl	hs Ended				
		June 30	, 2011		June 30,	2010		\$ Increase	% Increase	
	A	mount	% of Total		Amount	% of Total		(Decrease)	(Decrease)	
GAAP Net Revenues by Distribution Channel							_			
Retail channel	\$	1,607	62	% \$	1,490	66	% 5	\$ 117	8	%
Digital online channel*		851	33		663	29		188	28	
Total Activision and Blizzard		2,458	95		2,153	95	-	305	14	
Distribution		137	5		122	5		15	12	
Total consolidated GAAP net revenues		2,595	100	_	2,275	100	=	320	14	
Change in Deferred Net Revenues ¹										
Retail channel		(1,154)			(928)					
Digital online channel*		13			50					
Total changes in deferred net revenues		(1,141)		_	(878)					
Non-GAAP Net Revenues by Distribution Channel										
Retail channel		453	31		562	40		(109)	(19)	
Digital online channel*		864	59		713	51		151	21	
Total Activision and Blizzard		1,317	90		1,275	91	-	42	3	
Distribution		137	10		122	9		15	12	
Total non-GAAP net revenues ²	\$	1,454	100	% \$	1,397	100	% 5	\$ 57	4	%

We provide net revenues including (in accordance with GAAP) and excluding (non-GAAP) the impact of changes in deferred net revenues.
 Total non-GAAP net revenues presented also represents our total operating segment net revenues.
 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 June 30, 2011 and 2010

					Three Mont	ths Ended			
	June 30, 2011			June 30		\$ Increase		% Increase	
	An	nount	% of Total		Amount	% of Total	(Decrease	(1	Decrease)
GAAP Net Revenues by Segment/Platform Mix									.
Activision and Blizzard:									
Online subscriptions*	\$	359	31 %	9	5 291	30 %	\$	68	23 %
PC and Other		80	7		79	8		1	1
Sony PlayStation 3		239	21		182	19	:	57	31
Sony PlayStation 2		2			9	1		(7)	(78)
Microsoft Xbox 360		300	26		240	24	(60	25
Nintendo Wii		70	6		76	8		(6)	(8)
Total console^		611	53		507	52	10	04	21
Sony PlayStation Portable		4			3			1	33
Nintendo Dual Screen		29	3		36	5		(7)	(19)
Total handheld		33	3		39	5		(6)	(15)
Total Activision and Blizzard		1,083	94	_	916	95		67	18
Distribution:									
Total Distribution		63	6		51	5		12	24
Total consolidated GAAP net revenues		1,146	100	_	967	100	1	79	19
Change in Deferred Net Revenues ¹									
Activision and Blizzard:									
Online subscriptions*		(67)			2				
PC and Other		(35)			(37)				
Sony PlayStation 3		(156)			(90)				
Microsoft Xbox 360		(146)			(119)				
Nintendo Wii		(39)		_	(40)				
Total console^		(341)			(249)				
Nintendo Dual Screen		(4)							
Total changes in deferred net revenues		(447)		_	(284)				
Non-GAAP Net Revenues by Segment/Platform Mix									
Activision and Blizzard:									
Online subscriptions*		292	42		293	43		(1)	-
PC and Other		45	6		42	6		3	7
Sony PlayStation 3		83	12		92	14		(9)	(10)
Sony PlayStation 2		2			9	1		(7)	(78)
Microsoft Xbox 360		154	22		121	18	-	33	27
Nintendo Wii		31	4		36	5		(5)	(14)
Total console^		270	38		258	38		12	5
Sony PlayStation Portable		4	1		3	1		1	33
Nintendo Dual Screen		25	4		36	5	(1	11)	(31)
Total handheld		29	5		39	6	(1	10)	(26)
Total Activision and Blizzard		636	91		632	93		4	1
Distribution:									
Total Distribution		63	9		51	7		12	24
Total non-GAAP net revenues ²	\$	699	100 %	\$	683	100 %	\$	16	2 %

¹ We provide net revenues including (in accordance with GAAP) and excluding (non-GAAP) the impact of changes in deferred net revenues.

² 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.

[^] Downloadable content and its related revenues are included in each respective console platforms, hence, total console.

ACTIVISION BLIZZARD, INC. AND SUBSIDIARIES FINANCIAL INFORMATION

For the Six Months Ended June 30, 2011 and 2010

	June 30, 2011			June 3	0, 2010	\$ Increase	% Increase	
	A	mount %	of Total	Amount	% of Total	(Decrease)	(Decrease)	
GAAP Net Revenues by Segment/Platform Mix								
Activision and Blizzard:								
Online subscriptions*	\$	754	29 %	\$ 602	26 %	\$ 152	25 %	
PC and Other		205	8	127	7	78	61	
Sony PlayStation 3		581	22	486	22	95	20	
Sony PlayStation 2		6		24	1	(18)	(75)	
Microsoft Xbox 360		697	27	624	27	73	12	
Nintendo Wii		152	6	212	9	(60)	(28)	
Total console^		1,436	55	1,346	59	90	7	
Sony PlayStation Portable		8		8				
Nintendo Dual Screen		55	3	70	3	(15)	(21)	
Total handheld		63	3	78	3	(15)	(19)	
Total Activision and Blizzard		2,458	95	2,153	95	305	` '	
Total Activision and Bitzzard		2,438	95	2,155	95	303	14	
Distribution:								
Total Distribution		137	5	122	5	15	12	
Total consolidated GAAP net revenues		2,595	100	2,275	100	320	14	
Change in Deferred Net Revenues ¹								
Activision and Blizzard:								
Online subscriptions*		(123)		(7)				
1								
PC and Other		(123) (400)		(60)				
Sony PlayStation 3 Microsoft Xbox 360		` /		(312)				
		(405)		(399)				
Nintendo Wii	-	(84)		(100)				
Total console^		(889)		(811)				
Nintendo Dual Screen		(6)						
Total changes in deferred net revenues		(1,141)		(878)				
Non-GAAP Net Revenues by Segment/Platform Mix								
Activision and Blizzard:								
Online subscriptions*		631	43	595	42	36	6	
PC and Other		82	6	67	5	15	22	
Sony PlayStation 3		181	12	174	12	7	4	
Sony PlayStation 2		6		24	2	(18)	(75)	
Microsoft Xbox 360		292	20	225	16	67	30	
Nintendo Wii		68	5	112	8	(44)	(39)	
Total console^	-	547	37	535	38	12	2	
Sony PlayStation Portable		8	1	8	1			
Nintendo Dual Screen		6 49	4	70	5	(21)	(30)	
Total handheld	-	57	5	78	6		` '	
	-					(21)	(27)	
Total Activision and Blizzard		1,317	91	1,275	91	42	3	
Distribution:								
Total Distribution		137	9	122	9	15	12	
Total non-GAAP net revenues ²	\$	1,454	100 %	\$ 1,397	100 %	\$ 57	4 %	

¹ We provide net revenues including (in accordance with GAAP) and excluding (non-GAAP) the impact of changes in deferred net revenues.

² 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.

[^] Downloadable content and its related revenues are included in each respective console platforms, hence, total console.

ACTIVISION BLIZZARD, INC. AND SUBSIDIARIES FINANCIAL INFORMATION

For the Three and Six Months Ended June 30, 2011 and 2010

	Three Months Ended									
	June 30, 2011				June 30	, 2010	\$ Increase	% Increase		
	Amount		% of Total		Amount	% of Total	(Decrease)	(Decrease)		
GAAP Net Revenues by Geographic Region	<u>-</u>	<u>.</u>								
North America	\$	580	50 %	\$	567	59 %	\$ 1	3 2 %		
Europe		467	41		337	35	13	0 39		
Asia Pacific		99	9		63	6	3	<u>6</u> 57		
Total consolidated GAAP net revenues		1,146	100		967	100	17	9 19		
Change in Deferred Net Revenues ¹										
North America		(249)			(192)					
Europe		(181)			(79)					
Asia Pacific		(17)			(13)					
Total changes in net revenues		(447)			(284)					
Non-GAAP Net Revenues by Geographic Region										
North America		331	47		375	55	(4	4) (12)		
Europe		286	41		258	38	2	8 11		
Asia Pacific		82	12		50	7	3	<u>2</u> 64		
Total non-GAAP net revenues ²	\$	699	100 %	\$	683	100 %	\$ 1	<u>6</u> 2 %		

	Six Months Ended								
	June 30, 2011			June 30, 2010				\$ Increase	% Increase
		Amount	% of Total		Amount	% of Total	((Decrease)	(Decrease)
GAAP Net Revenues by Geographic Region	_								
North America	\$	1,328	51 %	\$	1,270	56 %	\$	58	5 %
Europe		1,061	41		861	38		200	23
Asia Pacific		206	8		144	6		62	43
Total consolidated GAAP net revenues		2,595	100		2,275	100		320	14
Change in Deferred Net Revenues ¹									
North America		(632)			(504)				
Europe		(452)			(333)				
Asia Pacific		(57)			(41)				
Total changes in net revenues		(1,141)			(878)				
Non-GAAP Net Revenues by Geographic Region									
North America		696	48		766	55		(70)	(9)
Europe		609	42		528	38		81	15
Asia Pacific		149	10		103	7		46	45
Total non-GAAP net revenues ²	\$	1,454	100 %	\$	1,397	100 %	\$	57	4 %

¹ We provide net revenues including (in accordance with GAAP) and excluding (non-GAAP) the impact of changes in deferred net revenues. ² Total non-GAAP net revenues presented also represents our total operating segment net revenues.

ACTIVISION BLIZZARD, INC. AND SUBSIDIARIES SEGMENT INFORMATION

For the Three and Six Months Ended 2011 and 2010

(Amounts in millions)

	Three Months Ended								
	June 30, 20		2011		June 30, 2			\$ Increase	% Increase
		Amount	% of Total		Amount	% of Total		(Decrease)	(Decrease)
Segment net revenues:									
Activision ⁽ⁱ⁾	\$	323	28 %	\$	333	34 %	\$	(10)	(3)%
Blizzard ⁽ⁱⁱ⁾		313	27		299	31		14	5
Distribution ⁽ⁱⁱⁱ⁾		63	6		51	6		12	24
Operating segment total		699	61		683	71		16	2
Reconciliation to consolidated net revenues:									
Net effect from deferral of net revenues		447	39	_	284	29			
Consolidated net revenues	\$	1,146	100 %	\$	967	100 %	\$	179	19
Segment income from operations:									
Activision ⁽ⁱ⁾	\$	31		\$	(53)		\$	84	NM%
Blizzard ⁽ⁱⁱ⁾		135			155			(20)	(13)
Distribution ⁽ⁱⁱⁱ⁾		(1)			(1)				NM
Operating segment total		165			101			64	63
Reconciliation to consolidated operating income and									
consolidated income before income tax expense:									
Net effect from deferral of net revenues and related cost of sales		332			227				
Stock-based compensation expense		(20)			(17)				
Restructuring		(3)			(1)				
Amortization of intangible assets		(7)		_	(10)				
Consolidated operating income		467			300			167	56
Investment and other income, net		2			1			1	NM
Consolidated income before income tax expense	\$	469		\$	301		\$	168	56 %
Operating margin from total operating segments		24%			15%				
	June 30, 2011				Six Months June 30, 2			\$ Increase	% Increase
		Amount	% of Total		Amount	% of Total		(Decrease)	(Decrease)
Segment net revenues:		Amount	% of Total	_	Amount	70 OI TOTAL	_	(Decrease)	(Decrease)
Activision ⁽ⁱ⁾	\$	646	25 %	\$	670	29 %	\$	(24)	(4)%
Blizzard ⁽ⁱⁱ⁾	φ	671	26	Ф	605	27	Ф	66	11
Distribution ⁽ⁱⁱⁱ⁾		137	5		122	5		15	12
		1,454	56		1,397	61	_	57	4
Operating segment total		1,454	30		1,397	01		37	4
Reconciliation to consolidated net revenues: Net effect from deferral of net revenues		1,141	44		878	39			
Consolidated net revenues	\$	2,595	100 %	\$	2,275	100 %	\$	320	14 %
	9	2,393	100 //	Ψ	2,213	100 //	φ	320	14 /
Segment income (loss) from operations:									
Activision ⁽ⁱ⁾	\$	78		\$	(46)		\$	124	NM%
Blizzard ⁽ⁱⁱ⁾		306			313			(7)	(2)
Distribution ⁽ⁱⁱⁱ⁾					(1)			1	NM
Operating segment total		384			266			118	44
Reconciliation to consolidated operating income:									
Net effect from deferral of net revenues and related cost of sales		838			637				
Stock-based compensation expense		(43)			(60)				
Restructuring		(22)			(4)				
Amortization of intangible assets		(16)		_	(28)				
Consolidated operating income		1,141			811			330	41
Investment and other income, net		5			1			4	NM
Consolidated income before income tax expense	\$	1,146		\$	812		\$	334	41 %

 $⁽i) \ Activision \ Publishing \ ("Activision") \ --- \ publishes \ interactive \ software \ products \ and \ content.$

Operating margin from total operating segments

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

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

ACTIVISION BLIZZARD, INC. AND SUBSIDIARIES OUTLOOK

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

		Outlook for Three Months Ending September 30, 2011			Outlook for Year Ending December 31, 2011
Net Revenues (GAAP)		\$	650	\$	4,180
Excluding the impact of: Change in deferred net revenues	(a)		(120)		(130)
Non-GAAP Net Revenues		\$	530	\$	4,050
Earnings Per Diluted Share (GAAP)		\$	0.05	\$	0.68
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)		(0.06) 0.02		(0.02) 0.06 0.04 0.02
Non-GAAP Earnings Per Diluted Share		\$	0.01	\$	0.77

- (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.