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Ready to Roll Out! StarCraft®: Remastered Arrives August 14

The award-winning RTS classic and Brood War® expansion have been modernized with 4K Ultra High Definition graphics, enhanced audio, new matchmaking and leaderboard systems, and more

Pre-purchase and receive three exclusive building skins for StarCraft: Remastered, as well as a co-op commander and three iconic portraits for StarCraft II

IRVINE, Calif.--(BUSINESS WIRE)-- Experience the original clash between the terrans, protoss, and zerg like never before in *StarCraft®: Remastered*, a lovingly crafted modernization of the award-winning sci-fi real-time strategy game from Blizzard Entertainment, which launches worldwide on August 14. Grizzled *StarCraft* veterans and new commanders alike can now pre-purchase the game through the online Blizzard Shop and receive some exclusive in-game rewards.

This Smart News Release features multimedia. View the full release here:

<http://www.businesswire.com/news/home/20170629006431/en/>

All players who pre-purchase before August 14 will receive three unique building skins for use in *StarCraft: Remastered*—the Char Hive, the Korhal Command Center, and the Aiur Nexus. Additionally, those who purchase *StarCraft: Remastered* will receive digital bonuses in *StarCraft II*, including the Alexei Stukov co-op commander and three unique portraits that celebrate *StarCraft: Remastered*.

StarCraft: Remastered adds modern conveniences to the original *StarCraft* experience while maintaining the same gameplay that has captivated a passionate community of gamers for almost two decades. It's also fully compatible with the existing version of *StarCraft*, meaning that those who purchase the upgrade can play with those who already have *StarCraft* and *StarCraft: Brood War®*. Updates and new features include:

- | Full graphical upgrade of the original *StarCraft* and the *StarCraft: Brood War* expansion
- | Widescreen UHD support for up to 4K resolution
- | New matchmaking and leaderboards
- | Player profiles that track individual statistics
- | Cloud saving for campaign progress, hotkeys, and replays
- | Higher fidelity music and sound
- | Switch between *Remastered* and the original *StarCraft* with the click of a button!

"Nearly 20 years ago, *StarCraft* welcomed millions of gamers to an epic sci-fi universe—and also helped form the foundation for esports as we know it today," said Mike Morhaime, CEO and cofounder of Blizzard Entertainment. "Passionate gamers around the world are still playing *Brood War*, both with friends and competitively, so we're modernizing the technology behind *StarCraft* so that they can continue to enjoy the game for many years to come."

StarCraft: Remastered will be available for Windows® and Mac® PCs for \$14.99 USD and will be fully localized into English, Brazilian Portuguese, European and Latin American Spanish, French, German, Italian, Polish, Russian, Korean, Japanese, and simplified and traditional Chinese. Learn more at www.starcraft.com.

About Blizzard Entertainment, Inc.

Best known for blockbuster hits including *World of Warcraft®*, *Hearthstone®*, *Overwatch®*, the *Warcraft®*, *StarCraft®*, and *Diablo®* franchises, and the multi-franchise *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-one

#1 games* and multiple Game of the Year awards. The company's online-gaming service 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.*

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 expected release dates, pricing, features, and functionality of *StarCraft: Remastered*, 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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