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## Kobolds & Catacombs™ Now Open to All Hearthstone® Treasure Seekers

*Unearth 135 new cards from Azeroth's deepest dungeons in the latest expansion for Blizzard Entertainment's internationally acclaimed digital card game*

*Brave adventurers can now embark on single-player Dungeon Runs for an endlessly replayable, escalating challenge that's completely free to all players—no prebuilt decks required*

IRVINE, Calif.--(BUSINESS WIRE)-- Eager adventurers can now set out in search of Legendary Weapons, mysterious treasures, and 135 alluring new cards hidden deep underground in *Kobolds & Catacombs*™—the latest expansion for *Hearthstone*®, Blizzard Entertainment's smash-hit digital card game.

This press release features multimedia. View the full release here:

<http://www.businesswire.com/news/home/20171207006016/en/>

*Kobolds & Catacombs* takes *Hearthstone* players into the bowels of Azeroth, where the dastardly kobolds have been boring tunnels for thousands of years and hiding away scores of ancient treasures. *Hearthstone* players will discover powerful new cards among these riches, including a **Legendary Weapon for each class—one of which everyone who logs in to *Hearthstone* starting today will receive free**. Rumors also speak of mighty **Spellstones, magical jewels for each class whose effects grow in power throughout a match**. Ever-wary of greedy adventurers' plots to liberate their hoards, the kobolds have lured terrible monsters and laid deadly traps to help protect them. Luckily, adventurers don't have to go it alone. By playing cards with the new **Recruit** keyword, players can summon random minions directly from their decks, opening the door for entirely new approaches to deckbuilding.

The deadliest hazards of all await players in *Kobolds & Catacombs*' **new and completely free single-player mode: Dungeon Runs**. These high-stakes subterranean adventures are inspired by the iconic fantasy dungeon crawl, and they're never the same experience twice. Those brave enough to embark on these challenges can earn three free *Kobolds & Catacombs* card packs by completing a series of introductory quests. Players who complete a full Dungeon Run with all nine classes will also earn the "Candle King" card back—indisputable proof that they've mastered one of *Hearthstone*'s most daunting challenges yet.

"*Kobolds & Catacombs* harkens back to the type of old-school fantasy-gaming experience that many of us at Blizzard and in the community grew up on," said Mike Morhaime, CEO and cofounder of Blizzard Entertainment. "We think players are going to love the new cards and testing their mettle in Dungeon Runs, and we can't wait to see how deck strategies evolve with the new mechanics we've added with this set."

*Kobolds & Catacombs* is available now for Windows® and Mac® PCs; Windows, iOS, and Android™ tablets; and iOS and Android phones. Card packs can be purchased individually or in discounted bundles from the in-game Shop for gold or real-world currency at the same price as all other *Hearthstone* card packs. Players now have the chance to win *Kobolds & Catacombs* card packs as quest rewards or prizes in the Arena, and can also craft cards from the expansion by using Arcane Dust collected from disenchanting unwanted cards.

For a limited time, players who log in to *Hearthstone* will receive three free *Kobolds & Catacombs* card packs to celebrate the launch of the expansion—in addition to the ones earned from the introductory Dungeon Run quests.

Visit [www.koboldsandcatacombs.com](http://www.koboldsandcatacombs.com) to learn more about the expansion and prepare yourself for the hazards and horrors that await you in the depths below Azeroth.

Assets available at: <https://blizzard.gamespress.com/Hearthstone>

### 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](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 twenty-one #1 games\* and multiple Game of the Year awards. The company's online gaming service, Blizzard [Battle.net](#)<sup>®</sup>, is one of the largest online-gaming services 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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