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**RANDOM HOUSE LLC AND BLIZZARD
ENTERTAINMENT, INC
ANNOUNCE EXTENSIVE MULTI-FRANCHISE
PUBLISHING PROGRAM**

Novels set in the expansive worlds of StarCraft®, World of Warcraft®, and others

NEW YORK, NY, September 18, 2015 – Blizzard Entertainment Inc. and Random House LLC announced today a broad publishing partnership that will bring Blizzard’s blockbuster properties, including the massively popular *World of Warcraft®* and *StarCraft®* gaming worlds, to readers everywhere. This new publishing line will launch in March 2016 with the novel *World of Warcraft: Illidan* by William King, followed by an original *StarCraft* novel by *New York Times* bestselling author Timothy Zahn.

World of Warcraft: Illidan heralds the return of the demonic night elf Illidan Stormrage, whose lust for power led him down a dark path of corruption, betrayal, and ultimately banishment. A tale of vengeance and redemption that will appeal to both WoW players and readers of epic fantasy alike, this novel will also closely tie in with Blizzard’s upcoming *World of Warcraft* expansion, *Legion™*.

Also in development is an original *StarCraft* novel by Timothy Zahn, with an ambitious new story which will help usher that universe into a new age of storytelling following the upcoming release of Blizzard’s new game in the *StarCraft II* series, *StarCraft*

II: Legacy of the Void™.

“We are excited and truly honored to be working with both the passionate team at Blizzard and with these incredibly rich, esteemed franchises,” said Keith Clayton, VP, associate publisher of Del Rey Books, “and we are absolutely committed to bringing the fans the best possible storytelling that we can.”

“Random House has a history of bringing beloved entertainment franchises to life in the publishing world,” said Chris Metzen, SVP of story & franchise development at Blizzard Entertainment. “We’re thrilled to be working with them on a new generation of Blizzard stories.”

About Blizzard Entertainment Inc:

Best known for blockbuster hits including *World of Warcraft®* and the *Warcraft®*, *StarCraft®*, and *Diablo®* franchises, 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 nineteen #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 players.

About Random House LLC

Founded in 1925, Random House LLC is the proud publishing house of the world’s most acclaimed storytellers, thought leaders, and innovators. Our host of imprints—including Ballantine Bantam Dell, Del Rey/Spectra, The Dial Press, LucasBooks, The Modern Library, Random House, and Spiegel & Grau—publish original fiction and nonfiction in all formats with the mission to entertain, educate and inspire readers for generations. Random House LLC is a Penguin Random House Company.

Del Rey Books (<http://www.delreybooks.com>) was founded in 1977 as an imprint of Ballantine Books, a division of Random House LLC, under the guidance of the renowned Judy-Lynn del Rey and her husband, Lester del Rey. Del Rey publishes the best of modern fantasy, science fiction, and alternate history.

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