

V A L V E

®



UPCOMING GAME



**Release Date (NA):
April 18, 2011**

Being the sequel to one of the most critically acclaimed games of the decade, Portal 2 is coming to PC, Playstation 3, and Xbox 360 as the most anticipated game of 2011. Several new game mechanics have been implemented from repulsion gel, which causes everything that touches it to bounce, to Pneumatic Diversity Vents, which transports things or people through tubes.

Valve Sales Figures

Game	Year	Sales
Half-Life	1998	9.3 Million
Half-Life 2	2004	6.5 Million
CounterStrike	2004	4.2 Million
The Orange Box	2007	3 Million
Left 4 Dead	2008	1 Million

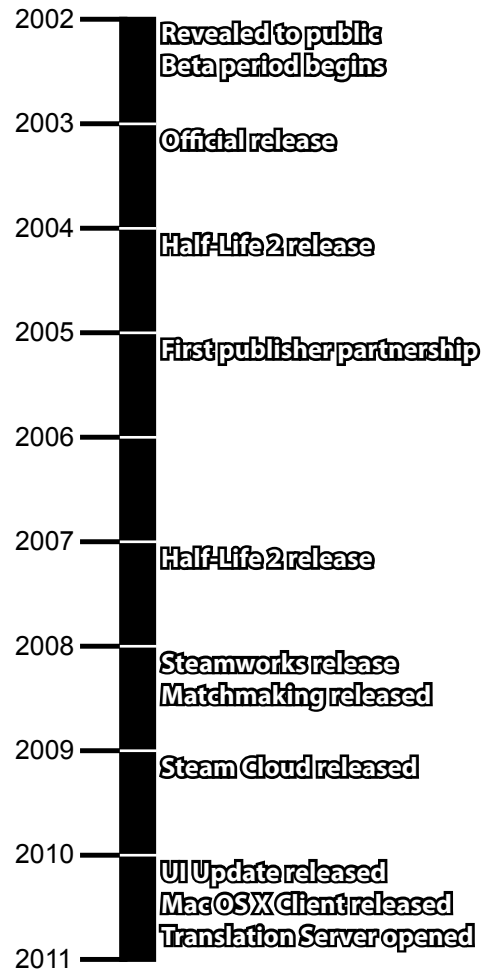
VALVE ORIGINS

Valve was founded by long-time Microsoft employees Gabe Newell and Mike Harrington on August 24, 1996 as an L.L.C. based in Kirkland, Washington. After incorporation in April 2003, it moved from its original location to Bellevue, Washington.

After the success of Half-Life, the team worked on mods, spin-offs, and sequels, including Half-Life 2. All current Valve games are built on its Source engine, which owes much of its success to mods and sequels. The company has developed six game series: Half-Life, Team Fortress, Portal, Counter-Strike, Left 4 Dead and Day of Defeat. Valve is noted for its support of its games' modding community: most prominently, Counter-Strike, Team Fortress, and Day of Defeat. Each of these games began as a third-party mod that Valve purchased and developed into a full game. They also distribute community mods on Steam.

Since Valve Corporation's debut, it has expanded both in scope and commercial value. On January 10, 2008, Valve Corporation announced the acquisition of Turtle Rock Studios. On April 8, 2010, Valve won The Escapist Magazine's March Mayhem tournament for the best developer of 2010.

STEAM TIMELINE



**THE
VALVE
LEGACY**

BLIZZARD



UPCOMING GAME



Release Date (NA): Estimated Late 2011

The Diablo franchise, developed from a sub-section of Blizzard known as Blizzard North, is one of the most popular series' of games ever made. Coming from two hit prequels, Diablo 3 is expected to be another one of Blizzard's sales record breaking games. A lot is in store for this game, such as new classes, continued story, new online features (including PVP), and much more.

Blizzard Sales Figures

Game	Year	Sales
WoW	2004	12 Million
Starcraft	1998	9.5 Million
Diablo	1996	2.5 Million
Warcraft 3	2002	3 Million
Diablo II	2000	4 Million

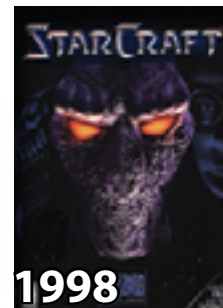
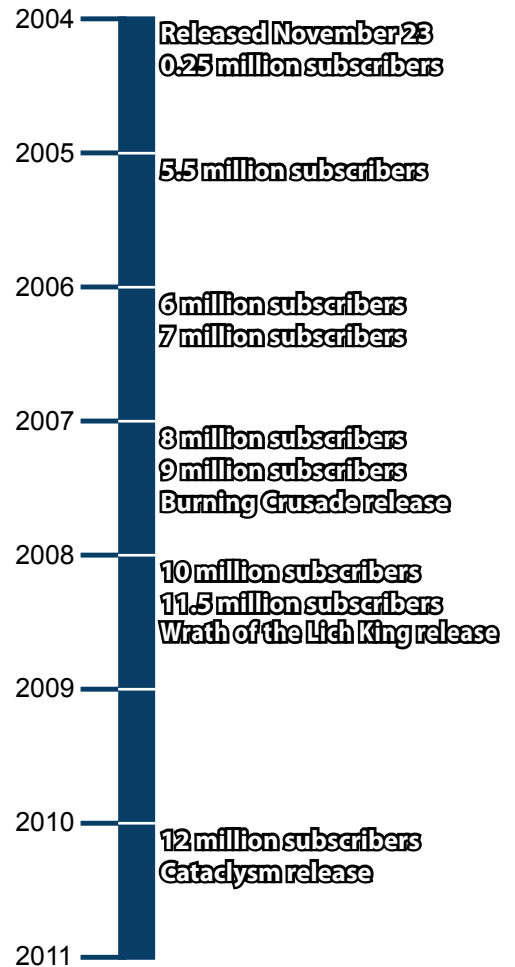
BLIZZARD ORIGINS

Blizzard Entertainment was founded by Michael Morhaime, Allen Adham and Frank Pearce as Silicon & Synapse in February 1991. Blizzard shipped their breakthrough hit Warcraft: Orcs and Humans through Interplay.

In 1996, Blizzard acquired Condor Games, which had been working on the game Diablo for Blizzard at the time. Condor was renamed Blizzard North, and has since developed hit games Diablo, Diablo II.

On November 23, 2004, Blizzard released World of Warcraft, its MMORPG offering. Blizzard announced World of Warcraft on September 2, 2001. The game was released on November 23, 2004, on the 10th anniversary of the Warcraft franchise. The first expansion set of the game, The Burning Crusade, was released on January 16, 2007. The second expansion set, Wrath of the Lich King, was released on November 13, 2008. The third expansion set, Cataclysm entered was released to the public on 7 December 2010. With more than 12 million monthly subscriptions in October 2010. World of Warcraft is currently the world's most-subscribed MMORPG, and holds the Guinness World Record for the most popular MMORPG by subscribers.

WoW TIMELINE



THE BLIZZARD LEGACY