

## Press Release

May 18, 2009

### **TeliaSonera renews IP-transit and hosting agreement with Blizzard Entertainment, Inc. for online games**

**Online gamers will continue to enjoy a rich and reliable gaming experience thanks to an agreement struck between TeliaSonera International Carrier and Blizzard Entertainment, Inc. Recently, the companies agreed to a two-year renewal for hosted services and IP transit in Europe.**

Blizzard Entertainment® is a premier developer and publisher of entertainment software best known for its Warcraft®, StarCraft®, and Diablo® series, as well as its massively multiplayer online role-playing game World of Warcraft®, which is available in eight languages and played by more than 11.5 million subscribers worldwide. TeliaSonera International Carrier has enjoyed a longstanding relationship with Blizzard Entertainment since 1999, providing hosting for both World of Warcraft and the Battle.net® online-gaming service in Europe.

“Customers are in pursuit of the best online gaming experience, and we are aware of the diverse nature of their needs and priorities,” said Malin Frenning, President of TeliaSonera International Carrier. “We are striving to provide complete solutions for our customers, enabling the best gaming experience possible, as we look to become the provider of choice to the online gaming industry.”

"Over the years, we've been pleased with TeliaSonera International Carrier's reliable network and responsive customer service," said Paul Sams, Chief Operating Officer of Blizzard Entertainment. "We needed a carrier that could provide high-quality, low-latency Internet connectivity, and TeliaSonera International Carrier has proven its ability to satisfy our European audience."

Leveraging experience and expertise in operating a global fibre-based network, TeliaSonera International Carrier has a superb platform in place on which to build its new high capacity and highly resilient network aimed at serving the needs of the professional online gaming industry. The gaming network is fully owned and operated by TeliaSonera International Carrier which means that every link and network element is monitored and managed from a central point. Each fibre connection is fully redundant and individual streams are monitored and managed continuously. In the unlikely event of significant signal degradation or failure the network will instantaneously switch to an alternative path, without impacting quality of service to the end consumer.

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**For further information journalists can contact:  
The TeliaSonera Press Office, +46-(0)8-713 58 30**

TeliaSonera provides telecommunication services in the Nordic and Baltic countries, the emerging markets of Eurasia, including Russia and Turkey, and in Spain. We are the leading European provider of quality cross-border voice, IP and capacity services, provided through our wholly-owned international carrier network. In 2008, TeliaSonera's net sales amounted to SEK 104 billion, and at the end of December 2008 the total number of subscriptions was 135 million in 20 countries. The TeliaSonera share is listed on NASDAQ OMX Stockholm and NASDAQ OMX Helsinki. Simplicity and service are important tools for us in creating profitable growth and value for our customers and shareholders. Read more at [www.teliasonera.com](http://www.teliasonera.com)

# TeliaSonera

## **Forward-Looking Statements**

Statements made in the press release relating to future status or circumstances, including future performance and other trend projections are forward-looking statements. By their nature, forward-looking statements involve risk and uncertainty because they relate to events and depend on circumstances that will occur in the future. There can be no assurance that actual results will not differ materially from those expressed or implied by these forward-looking statements due to many factors, many of which are outside the control of TeliaSonera.

## **About TeliaSonera International Carrier**

TeliaSonera International Carrier is a global provider of cross-border (and domestic) communication services. Through intelligent use of our wholly-owned network and high-quality technology, we deliver a wide range of IP, capacity and voice services. We also provide the media, education and online gaming industries with services tailored to their specific needs.

We own and operate more than 43,000 kilometers (27,000 miles) of fiber network, which covers more than 100 points of presence in 35 countries across Europe, the US and Asia.

We are a leading global IP provider and the number one carrier in Europe.

For more information, visit [www.teliasoneraic.com](http://www.teliasoneraic.com).

## **About Blizzard Entertainment, Inc.**

Best known for blockbuster hits including World of Warcraft® and the Warcraft®, StarCraft®, and Diablo® series, 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 eleven #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 users

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