

Subject: Welcoming Activision Blizzard King to Team Xbox

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From: Phil Spencer

To: All MS FTEs – Microsoft Worldwide Employees

Today is a [good day to play](#). We have completed the acquisition of Activision Blizzard and are welcoming Activision Blizzard and its businesses to Microsoft Gaming.

Activision, Blizzard, and King publish some of the most played and most beloved franchises in gaming history, from *Pitfall* to *Call of Duty*, *Warcraft* to *Overwatch*, *Candy Crush Saga* to *Farm Heroes Super Saga*. By combining Xbox with Activision Blizzard's skill, knowledge, and amazing legacy of games, we will bring the joy and community of gaming to even more players around the world.

We are eager to learn from their creativity, exchange insights and best practices, and empower our new colleagues to bring their visions to the widest possible audience. And today, we officially start the work of bringing more groundbreaking games to more players than ever before and across new platforms from mobile to cloud streaming. We also begin the work to make Activision, Blizzard, and King's much-loved library of games available in Game Pass and other platforms — we'll have more to share in the coming months.

We couldn't be more excited that Activision Blizzard employees are our colleagues, co-workers, and teammates. Bobby Kotick has agreed to remain in his role through the end of 2023, reporting directly to me, to ensure a smooth and seamless integration. We look forward to working together as a unified team and we will share more updates on our new organizational structure in the coming months.

I'd like to give a very special and heartfelt thanks to everyone who helped make this acquisition possible. We couldn't have accomplished this without your dedication.

Over the coming weeks, I'll be visiting the Activision, Blizzard, and King offices, along with members of our Gaming Leadership Team. We'll have the opportunity to welcome our new colleagues at our next virtual all-hands for Xbox employees, and for the greater Microsoft community, we'll discuss this and more in the November 8 session of the Company Strategy Series.

Together, we can unlock a world of possibilities for players and creators.

Phil