

Press Release

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TeliaSonera International Carrier and Blizzard Entertainment® Announce Hosting Agreement in Europe

European Hosting Solution Confirmed for World of Warcraft®

TeliaSonera International Carrier and Blizzard Entertainment® today announced that TeliaSonera International Carrier will provide the hosting solution in Europe for Blizzard Entertainment's upcoming massively multiplayer online role-playing game, *World of Warcraft®*.

The massive deployment of several hundred servers will be connected with multi-gigabit IP links to the TeliaSonera International Carrier's wholly owned Viking IP network. This will allow for seamless access to Blizzard's virtual world. TeliaSonera International Carrier will provide the hosting services through its Internet Data Centres in Paris and Stockholm.

In addition to providing hosting for *World of Warcraft*, the new agreement significantly expands the hosting services in Europe that TeliaSonera International Carrier currently provides to Blizzard Entertainment for its free online gaming network, *Battle.net®*.

"We are very proud of our close relationship with Blizzard Entertainment, one of the world's dominating companies in the gaming industry", says Eva Lindqvist, President of TeliaSonera International Carrier. "Online gaming has had enormous growth in the gaming sector. This agreement confirms our position as the leading supplier of IP connectivity in the Pan-European market."

"TeliaSonera has been providing a best-of-class hosting solution for *Battle.net* in Europe for many years, and we're very pleased to be expanding this service for *World of Warcraft*," commented Paul Sams, senior vice president of business operations at Blizzard Entertainment. "We're confident that TeliaSonera's high-quality, highly accessible IP network will provide a stable infrastructure in which European players can easily explore and enjoy *World of Warcraft*."

TeliaSonera is the leading telecommunications company in the Nordic and Baltic regions. At the end of December 2003 TeliaSonera had 11,957,000 mobile customers (37,610,000 incl associated companies) and 8,061,000 fixed customers (9,160,000 incl associated companies) and 1,631,000 internet customers (1,691,000 incl associated companies). Outside the home markets TeliaSonera has extensive interests in the growth markets in Russia, Turkey and Eurasia. TeliaSonera is listed on the Stockholm Exchange and the Helsinki Exchanges. Pro forma net sales January-December 2003 amounted to SEK 81.7 billion (EUR 9.01 billion). The number of employees was 26,694.

About World of Warcraft

In *World of Warcraft*, players assume the roles of legendary heroes and interact with thousands of other players online as they explore and adventure across a vast world. Whether journeying together or questing on their own, players will engage in heroic battles, develop friendships, forge alliances, and compete with enemies for power and glory. The game features customizable character classes with thousands of weapons, spells, and abilities. With an innovative, easy-to-use interface, an action-packed combat system, and thousands of quests that build an immersive storyline, *World of Warcraft* offers an MMORPG game that will appeal to both veteran and casual players alike.

About the Warcraft Universe

Since its debut in 1994, the #1-selling *Warcraft*[®] series has won industry acclaim and has shattered sales records worldwide with over 14 million copies sold*. In 1995, Blizzard followed the well-received *Warcraft: Orcs and Humans*[™] with the highly acclaimed *Warcraft II: Tides of Darkness*[™], considered by many critics to be one of the best games ever made. In 2002, Blizzard expanded the boundaries of the *Warcraft* universe with the third chapter of its legendary saga, *Warcraft III: Reign of Chaos*[™], which garnered numerous Game of the Year awards. With the release of *World of Warcraft*, Blizzard now extends its epic storyline into the MMORPG realm, expanding the genre with a massively multiplayer gaming experience of unparalleled quality.

* Based on EDI sell-through, internal company estimates, and reports from key retail accounts around the world.

About Blizzard Entertainment

Best known for blockbuster hits including the *Warcraft* series, *StarCraft*[®], and the *Diablo*[®] series, Blizzard Entertainment (www.blizzard.com), a division of Vivendi Universal Games, is a premier developer and publisher of entertainment software renowned for creating many of the industry's most critically acclaimed games. Blizzard's track record includes nine #1-selling games and multiple Game of the Year awards. The company's free Internet gaming service *Battle.net* reigns as the largest in the world, with millions of active users.

About TeliaSonera International Carrier

TeliaSonera International Carrier provides wholesale international IP, Capacity and Voice services to selected high volume destinations in Europe and across the Atlantic. Services are based on TeliaSonera International Carrier's wholly owned European and trans-Atlantic networks. As well as owning one of the largest network footprints in Europe, TeliaSonera International Carrier also has peering points in the US. TeliaSonera International Carrier is the leading carrier of IP and Voice traffic in the Nordic and Baltic Sea regions, and has extensive reach into Eastern Europe. TeliaSonera International Carrier is a company fully owned by the TeliaSonera Group. For more information visit our web site www.teliasoneraic.com

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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.