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lt;div>Microsoft now publishes franchises like Warcraft, Diablo,
Overwatch, Call of Duty, and Candy Crush. By Tom Warren, a senior e
ditor covering Microsoft, PC gaming, console, and tech. He founded WinRumors, a
site dedicated to Microsoft news, before joining The Verge in 2012.</div>&
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ot;{href}"><div>Microsoft completes Activi
sion Blizzard acquisition, Call of Duty ...</div></span&gt
;<div>theverge : 2024/10/13 : microsoft-activision-blizzard-
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;div>After nearly two years since the initial announcement, Microsoft has fin
ally and officially acquired Activision Blizzard for a
colossalR$69 billion. This means that Activision Blizzard, which is the company
behind franchises like Call of Duty and Diablo, is now part of Xbox's first-
party umbrella.</div></div></div></div></div><d
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t;Every Activision Blizzard Game Franchise Xbox Now Owns</div&gt
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lt;div>A first-time author with a traditional publishing deal might expect an
advance ofR$1,000-$10,000 and 5-18% royalties once the
y earn out their advance. Self-published authors do not receive advances, bu