

Gamers to Return Deep Undercover With True Crime® in 2010

Multi-Million Unit Selling Franchise Reboots with New Studio, And All-New Cinema Style Action Inspired Story, Characters and Location

SANTA MONICA, Calif., Dec 14, 2009 /PRNewswire-FirstCall via COMTEX News Network/ -- It's time for gamers to take on a new undercover assignment with <u>Activision Publishing, Inc.</u>'s (Nasdaq: ATVI) announcement of *True Crime(R)* - an all-new open-world game inspired by classic Hollywood and Asian cinema style action thrillers. Built from the ground up by developer United Front Games to look, feel and play like a true Hong Kong action flick, *True Crime* follows the story of detective Wei Shen as he infiltrates one of Hong Kong's notorious Triad crime syndicates. The title was revealed exclusively this past Saturday, December 12th during *Spike TV*'s 7th Annual "Video Game Awards 2009" show.

As a newly hired thug within the Triad organization, Wei must do whatever it takes to stay undetected and survive, balancing his moral duty as a cop with the objectives of the assignment. In order to ascend the ranks of the underworld, gamers will engage in visceral, fast-paced martial arts combat and explosive gunfights, along with high-octane driving sequences and acrobatic free-running chases as they go deeper and deeper undercover.

"We've been waiting for the right story and opportunity to bring *True Crime* to a new generation of gamers in 2010," said Maria Stipp, EVP and GM of Owned Properties, Activision Publishing. "United Front Games has the vision to bring this new undercover game experience to life, where fans will play out their own epic Hong Kong action thriller!"

"We're excited about the opportunity to deliver a complete reboot of the *True Crime* experience," said Stephen van der Mescht, Executive Producer at United Front Games. "As our Spike TV VGA reveal trailer shows, we are dedicated to creating both an exceptional open-world gameplay experience through our combat, free-running, shooting and driving mechanics, as well as a rich story with memorable recurring characters. We want players to feel like an undercover cop experiencing the moral dilemmas and life and death situations of the HK underworld."

Set in Hong Kong, *True Crime* takes gamers through diverse neighborhoods, ranging from the high class Central HK to the bustling fish markets of Aberdeen and beyond in a wide variety of story missions and sandbox activities. The game also introduces handfuls of intriguing characters for gamers to interact with as they navigate through a truly unique and dangerous city.

Gamers can go undercover and "become one of them" when *True Crime* arrives in Fall 2010 for the Xbox 360(R) video game and entertainment system from Microsoft, PlayStation(R)3 computer entertainment system and the Games for Windows(R). The game is currently rated "RP" (Rating Pending) by the ESRB.

For more information on *True Crime*, please visit the official game web site located at <u>www.truecrime.com</u>.

About United Front Games

Based in Vancouver, British Columbia, United Front Games (UFG) was formed in 2007 by game industry veterans who have led development for such groundbreaking titles as the *Need for Speed* series, *SKATE*, *Bully*, *Scarface*, *Godfather*, *Hulk*, *Spore* and the *NHL Sports* franchise. More information about UFG can be found on the company's website at <u>www.unitedfrontgames.com</u>.

About Activision Publishing, Inc.

Headquartered in Santa Monica, California, Activision Publishing, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products.

Activision Publishing maintains operations in the U.S., Canada, the United Kingdom, France, Germany, Ireland, Italy, Sweden, Spain, Norway, Denmark, the Netherlands, Australia, Russia, Japan, South Korea, China and the region of Taiwan. More information about Activision and its products can be found on the company's website, <u>www.activision.com</u>.

Cautionary Note Regarding Forward-looking Statements: Information in this press release that involves Activision Publishing's expectations, plans, intentions or strategies regarding the future are forward-looking statements that are not facts and involve a number of risks and uncertainties. Activision Publishing generally uses words such as "outlook," "will," "could," "would,"

"might," "remains," "to be," "plans," "believes," "may," "expects," "intends," "anticipates," "estimate," future," "plan," "positioned," "potential," "project," "remain," "scheduled," "set to," "subject to," "upcoming" and similar expressions to identify forward-looking statements. Factors that could cause Activision Publishing's actual future results to differ materially from those expressed in the forward-looking statements set forth in this release include, but are not limited to, sales levels of Activision Publishing's titles, shifts in consumer spending trends, the impact of the current macroeconomic environment, the seasonal and cyclical nature of the interactive game market, Activision Publishing's ability to predict consumer preferences among competing hardware platforms, declines in software pricing, product returns and price protection, product delays, retail acceptance of Activision Publishing's products, adoption rate and availability of new hardware (including peripherals) and related software, industry competition, rapid changes in technology, industry standards and consumer preferences, protection of proprietary rights, litigation against Activision Publishing, maintenance of relationships with key personnel, customers, licensees, licensors, vendors and third-party developers, counterparty risks relating to customers, licensees, licensors and manufacturers, domestic and international economic, financial and political conditions and policies, foreign exchange rates and tax rates, integration of recent acquisitions and the identification of suitable future acquisition opportunities, and the other factors identified in the risk factors section of Activision Blizzard's most recent annual report on Form 10-K and any subsequent guarterly reports on Form 10-Q. The forward-looking statements in this release are based upon information available to Activision Publishing and Activision Blizzard as of the date of this release, and neither Activision Publishing nor Activision Blizzard assumes any obligation to update any such forward-looking statements. Forward-looking statements believed to be true when made may ultimately prove to be incorrect. These statements are not guarantees of the future performance of Activision Publishing or Activision Blizzard and are subject to risks, uncertainties and other factors, some of which are beyond its control and may cause actual results to differ materially from current expectations.

A(C) 2009 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All rights reserved. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. "PlayStation" is a registered trademark of Sony Computer Entertainment Inc. All other trademarks and trade names are the properties of their respective owners.

SOURCE Activision Publishing, Inc.

http://www.activision.com

Copyright (C) 2009 PR Newswire. All rights reserved