Activision's Tenchu: Wrath of Heaven Ranks as #1 Playstation® 2 Video Game for March in U.S.

May 1, 2003

Santa Monica, CA - May 1, 2003 - Activision, Inc.'s (Nasdaq: ATVI) **Tenchu: Wrath of Heaven** was the #1 selling video game for the PlayStation® 2 computer entertainment system for the month of March, according to NPD TRSTS Data. Additionally, the game was the #4 selling PlayStation 2 video game in the U.K. for the month of March, according to the U.K. Chart Track Flash Report and the #5 selling PlayStation 2 video game in Germany, according to Media Control.

"The solid launch of **Tenchu: Wrath of Heaven** is a testament to the quality of this game, as well as the strength of the Tenchu franchise," said Ron Doornink, President and CEO, Activision Publishing.

Tenchu: Wrath of Heaven builds on the renowned gameplay of the popular Tenchu® franchise and delivers the most realistic, stealth-based, ninja action-adventure game ever. The game features impressive new stealth attacks, an enhanced fighting engine, new weapons and tools, plus larger levels, improved character animations, new multiplayer options and a soundtrack from famed composer Noriyuki Asakura.

The game has been rated "M" ("Mature" - Violence, Blood and Gore - content suitable for person ages 17 and older) by the ESRB.

Headquartered in Santa Monica, California, Activision, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products. Founded in 1979, Activision posted revenues of $786 million for the fiscal year ended March 31, 2002.

Activision maintains operations in the U.S., Canada, the United Kingdom, France, Germany, Japan, Australia, Scandinavia and the Netherlands. More information about Activision and its products can be found on the company's World Wide Web site, which is located at www.activision.com.

The statements contained in this release that are not historical facts are "forward-looking statements." The Company cautions readers of this press release that a number of important factors could cause Activision's actual future results to differ materially from those expressed in any such forward-looking statements. These important factors, and other factors that could affect Activision, are described in Activision's Annual Report on Form 10-K for the fiscal year ended March 31, 2002, which was filed with the United States Securities and Exchange Commission. Readers of this press release are referred to such filings.

Maryanne Lataif
Vice President, Corporate Communications
Activision, Inc.
(310) 255-2704
mlataif@activision.com