



Activision's Star Trek Starfleet Command® III Ships to Retail

Santa Monica, CA - November 27, 2002 - PC gamers can now command the most powerful ships in the Star Trek® universe with the release of Activision, Inc. (Nasdaq: ATVI) and Taldren's highly anticipated tactical starship simulator, Star Trek Starfleet Command III. The first title in the series to take place in the Star Trek: The Next Generation® timeline, Star Trek Starfleet Command III allows players to take control of their own ship and crew, and join the battle for control of the galaxy. Star Trek Starfleet Command III is available now in retail stores in North America, is rated "E" for everyone by the ESRB and carries a suggested retail price of \$49.99.

"Star Trek Starfleet Command III marks a highpoint for the series for with the addition of ship customization, a streamlined user interface, refined controls and a new storyline set in the Star Trek: The Next Generation universe," said Larry Goldberg, executive vice president of Activision worldwide studios. "Fans of the earlier games and Star Trek gamers overall are going to find Star Trek Starfleet Command III a worthy addition to this highly acclaimed franchise."

As captain of a starship, Star Trek Starfleet Command III gives players complete access to all ship's systems including navigation, tactical, engineering and science stations. Players must balance energy between their ship's systems as they exchange pyrotechnic volleys of phasers, disrupters and torpedoes with the opposition. As the foes fall by the wayside and the victories rack-up, players will also accrue "prestige points", which can then be used to purchase new vessels, upgrade their weapons, shields, engines and other combat systems, and to recruit better officers.

The single player portion of Star Trek Starfleet Command III features separate Klingon, Romulan and Federation campaigns. There is also an Instant Action mode, and Conquest -- a simulated multiplayer mode where players vie for control of known space in an ongoing sector-by-sector battle. Multiplayer modes in Star Trek Starfleet Command III includes Skirmish mode where players can engage in combat as the Federation, Klingons, Borg or Romulans in free-for-all and team-based games. Additionally, Star Trek Starfleet Command III includes an enhanced version of the Dynaverse 3 multiplayer environment. This persistent online component features improved AI and a new system that allows players to join the same fleet, travel together across the galaxy and battle alongside one another in a bid to improve their ships and carve out territory in the name of their empire.

Fans who hunger for more information on Star Trek Starfleet Command III can reference the game's new official Web site located at www.st-sfc3.com. For all the latest Star Trek news, visit the official home of Star Trek at <http://www.startrek.com>.

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About Activision, Inc.

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.

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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.

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