



DOOM 3: Resurrection of Evil Xbox Ships to Retail

Next Chapter in DOOM 3 Legacy Brings Hell Back to the Living Room

SANTA MONICA, Calif., Oct 06, 2005 /PRNewswire-FirstCall via COMTEX/ -- id Software(TM) and Activision, Inc. (Nasdaq: ATVI) have unleashed a new wave of hellish demon hordes upon console gamers with the release of DOOM 3(R): Resurrection of Evil(TM) for the Xbox(R) video game system from Microsoft. Co-developed by id Software and Nerve Software, this stand-alone extension of the DOOM 3 saga features a new storyline encompassing never before seen locations, tougher demons, powerful weapons like the classic double-barrel Shotgun and the physics defying Grabber, and the power to control time. Additionally, DOOM 3: Resurrection of Evil turns up the multiplayer carnage with a number of new maps and also includes bonus content complete with id classics, DOOM II(R) and Master Levels for DOOM II. DOOM 3: Resurrection of Evil is available at retail outlets nationwide for a suggested retail price of \$29.99 and carries an "M" (Mature) rating by the ESRB.

"Xbox owners can get a fresh dose of Hell with DOOM 3: Resurrection of Evil," said Todd Hollenshead, CEO, id Software. "We're turning up the heat by arming you with incredible new weapons and powers for an all-out battle with the Hunters -- a new breed of demons Hell-bent on killing you."

DOOM 3: Resurrection of Evil picks up two years following the events of the original DOOM 3 in a once forgotten and remote UAC research facility on Mars -- the site of the first battle with Dr. Bertrugar and his acolytes from Hell. Investigating the ruins, players uncover an ancient artifact that holds unspeakable power. However, this artifact belongs to Hell, and Bertrugar and his demons will stop at nothing to take it back home.

For multiplayer fans, DOOM 3: Resurrection of Evil also features more online action with new multiplayer maps for up to four players in the following game types: Deathmatch, Team Deathmatch, Last Man Standing and Tournament mode via System Link or Xbox Live(TM).

As an added bonus, DOOM 3: Resurrection of Evil for Xbox also includes complete versions of DOOM II and Master Levels for DOOM II specifically optimized for the Xbox. These classics include their original single player campaigns as well as 2-4 player Co-Op or Deathmatch via split-screen on one Xbox or on multiple systems via System Link.

About id Software:

id -- Freud's primal part of the human psyche and one of the hottest game shops on Earth -- has been rocking the gaming world from Mesquite, Texas since 1991.

As a renowned leader in the industry, id Software forged such frenetic titles as Wolfenstein 3D(R), DOOM(R), DOOM II(R), QUAKE(R) QUAKE II(R), QUAKE III Arena(R), Return to Castle Wolfenstein(R) and DOOM 3(R). With intense graphics and mind-blowing action, id's games have helped redefine the modern video game, continually setting industry standards for technology and gameplay. Check out more about id Software at www.idsoftware.com.

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 net revenues of \$1.4 billion for the fiscal year ended March 31, 2005.

Activision maintains operations in the U.S., Canada, the United Kingdom, France, Germany, Italy, Japan, Australia, Scandinavia, Spain 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 made in this press release that are not historical facts are "forward-looking statements." These forward-looking statements are based on current expectations and assumptions that are subject to risks and uncertainties. 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. Such factors include, without limitation, product delays, retail acceptance of our products, industry competition, rapid changes in technology and industry standards, protection of proprietary rights, maintenance of relationships with key personnel, vendors and third-party developers, international

economic and political conditions, integration of recently acquired subsidiaries and identification of suitable future acquisition opportunities. These important factors and other factors that potentially could affect the Company's financial results are described in our filings with the Securities and Exchange Commission, including the Company's most recent Annual report on Form 10-K and Quarterly Report on Form 10-Q. Readers of this press release are referred to such filings. The Company may change its intention, belief or expectation, at any time and without notice, based upon any changes in such factors, in the Company's assumptions or otherwise. The Company undertakes no obligation to release publicly any revisions to any forward-looking statements to reflect events or circumstances after the date hereof or to reflect the occurrence of unanticipated events.

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