



MFORMA Releases Call of Duty(R) 2 Mobile Game

Activision's Critically-Acclaimed Intense World War II Sequel Now Available for Mobile Users

SAN FRANCISCO, Jan 05, 2006 /PRNewswire via COMTEX News Network/ -- MFORMA, world-leading mobile entertainment publisher and distributor, announced today that it has released Activision, Inc.'s. (Nasdaq: ATVI) Call of Duty(R) 2 to mobile users everywhere. MFORMA's mobile version of the epic sequel continues to deliver the signature Call of Duty portrayal of the chaos and intensity of war with life-like authenticity, amazing special effects, advanced A.I. technology, the most realistic squad combat and explosive action for mobile gamers. A sequel to MFORMA's Call of Duty mobile game of 2004, one of the most successful mobile games of all time, Call of Duty 2 is the mobile version of Activision's critically-acclaimed Call of Duty 2 game.

Call of Duty 2 is the most realistic World War II game ever created for mobile devices because of its reputation for throwing players into the middle of the action, providing the most intense experience next to actually being in battle. The storyline closely follows Activision and Infinity Ward's hit console game and features an advanced AI, spectacular graphics engine, authentic WWII weapons, plus realistic, historical scenes and situations that let players take on the roles of British, Russian and American soldiers on battlefields ranging from the deserts of North Africa to the beaches of Normandy. In Call of Duty games, "No One Fights Alone," and the object is to choose and engage your squad of compatriots based on the skills required for the mission at hand. The game is divided up into the five years of World War II, 1941-1945, and features 14 missions, including a training mission, that must be completed by the player before the battle finale of 1945.

"Call of Duty 2 is nothing short of spectacular," said Steve Anderson, MFORMA's senior vice president of global operations. "The visuals are stunning and the authentic weapons, battles, and missions make this one incredible game with a level of sophistication and detail not seen in other mobile games. We have optimized the Call of Duty experience for the mobile user, making it not only a companion to the console version, but a standalone, complete mobile gaming experience in its own right."

In addition to epic battles, cinematic intensity and historically-accurate battle scenes, players can make use of authentic weaponry from World War II. When planning strategy, players can choose weapons such as pistols, SMGs, automatic rifles, sniper rifles, anti-tank weapons and frag grenades. Most weapons have secondary firing modes-for example, when using a machine gun, players can choose to shoot straight ahead or in a left-to-right spray. Players see realistic grenade blasts and machine gun fire and will be able to choose from among a number of different actions to complete a mission. Players have complete control over their squads and their movements as they creep through trenches, crouch behind walls, and do battle in settings such as a train yard, a bombed out city, or a snowy village filled with snipers.

"The depth, detail and visuals for Call of Duty 2 for mobile are amazing," said David Anderson, senior director of business development, Activision, Inc. "MFORMA has created a top-notch version of Call of Duty 2 that will allow mobile gamers to appreciate the cinematic intensity, explosive action and chaos of battle that are trademarks of the Call of Duty franchise."

Call of Duty 2 is launching worldwide and will soon be available everywhere. For more information, please visit www.mforma.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.

About MFORMA Group, Inc.

MFORMA is a leading global publisher and distributor of mobile entertainment, currently delivering content to more than 150 of the world's leading wireless operators. MFORMA provides operators and their customers with the world's best entertainment brands and applications, including BREW, Java, SMS, MMS, and WAP games, and music, sports, lifestyle, and information services subscription products. MFORMA is a U.S. corporation with offices in San Francisco (headquarters), San Diego, and Los Angeles, California; Bellevue, Washington; London and Manchester, England; Shanghai and Beijing, China; and Seoul,

Korea. Please visit www.mforma.com.

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