



Activision's Wreckless: The Yakuza Missions™ for the PlayStation®2 and Nintendo GameCube™ Crashes onto Retail Shelves Nationwide

Santa Monica, CA - November 20, 2002 - Activision, Inc. (Nasdaq: ATVI) has unleashed more high-speed driving missions and mayhem onto the PlayStation®2 computer entertainment system and Nintendo GameCube™ with the release of WRECKLESS: The Yakuza Missions™. Originally a top-selling game for the Xbox™ video game system from Microsoft, WRECKLESS: The Yakuza Missions now boasts a total of 40 missions, 60 fps, 30 different cars, a Free Roam mode, new mini-missions, rocket launchers, interaction with pedestrians and more. This high suspense action game is currently available at retail outlets nationwide for a suggested retail price of \$49.99 and is rated "T" (Teen - Violence - content suitable for persons ages 13 and older) by the ESRB.

"The incredible, mission-based madness that made WRECKLESS: The Yakuza Missions a success on the Xbox has been enhanced for the PlayStation 2 and Nintendo GameCube consoles," said Larry Goldberg, executive vice president, Activision Worldwide Studios. "With all-new features and gameplay enhancements, fans can wreak more havoc than ever in this highly interactive, fully detailed world."

WRECKLESS: The Yakuza Missions immerses gamers in the unpredictable underworld of Hong Kong by allowing players to choose from two distinct storylines -- either as part of an elite task force assigned to take down the Hong Kong mafia or as a high-level government agent trying to uncover links between the mafia and the police. The game lets players take full control of the action as they pursue Yakuza thugs amidst busy traffic patterns in 20 hair-raising missions and 20 sub-missions that unlock game enhancing cheats. Gamers choose from 30 different vehicles as they race through a free-roaming interactive city and maneuver real traffic patterns, tear through parks and drive on sidewalks to complete their mission.

All-new two-player action lets gamers go head-to-head as they face a variety of tough objectives such as chasing Yakuza transport cars, rescuing a police captain trapped in a destroyed tunnel, smashing into mob cars attempting to escape crime scenes and clearing a hijacked bus' path so that it won't crash and explode with the bomb that has been planted inside. The two-player action also includes non-stop action versions of "tag" and "capture the flag".

WRECKLESS: The Yakuza Missions for the PlayStation 2 was created using the Traveller's Tales game engine.

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, 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.

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