



id Software's Return to Castle Wolfenstein: Tides of War™ Hits Stores Nationwide

Santa Monica, CA - May 6, 2003 - Activision, Inc. (Nasdaq: ATVI) has announced that id Software™ **Return to Castle Wolfenstein: Tides of War™** for the Xbox video game system from Microsoft is now available at retail outlets nationwide. id's new hit for Xbox features the definitive multiplayer experience, including squad-based warfare over Xbox™ Live or System Link, along with an action-packed storyline for single player and two-player split-screen cooperative action. The title has already received critical acclaim including a 9.2 rating and "Editor's Choice" award from Official Xbox Magazine, and "five out of five stars" from Maxim and FHM. Developed by Nerve Software, **Return to Castle Wolfenstein: Tides of War** carries a suggested retail price of \$49.99 and is rated "M" for mature by the ESRB.

"It just doesn't get any better than the intense single-player, cooperative and multiplayer action in **Return to Castle Wolfenstein: Tides of War**," said Todd Hollenshead, CEO, id Software. "With an epic single player and co-op campaign, as well as squad-based multiplayer warfare, full support for all of the Xbox Live features like buddy lists, the Xbox Live Communicator, and downloadable maps, **RTCW: Tides of War** is the ultimate action title for every Xbox owner."

"**Return to Castle Wolfenstein: Tides of War** has been created from the start with one goal in mind, to be the best first-person action game on Xbox," said Larry Goldberg, executive vice president, Activision Worldwide Studios. "With **RTCW: Tides of War's** breathtaking campaigns and new prologue missions, whether in single-player or two-player co-op, gamers will have a blast right out of the box. But nothing will prepare them for the instant action and overall rush of **Tides of War's** multiplayer warfare that will keep players glued to their Xbox."

Set against the backdrop of WWII, **Return to Castle Wolfenstein: Tides of War** enlists players into a whirlwind of action, espionage and covert operations. Taking the role of badass Army Ranger, B.J. Blazkowicz, players are tasked with infiltrating the heart of Nazi Germany and stopping the darkest plans of the Third Reich. Throughout the game, players are locked in combat against hordes of Nazi storm troopers, undead Teutonic knights and the twisted products of genetic experimentation in campaigns that stretch from the deserts of Egypt and forests of Germany to icy compounds in Norway. Delivering Dolby 5.1 audio, 480p High Definition television support, new monsters, weapons and useable items, **Return to Castle Wolfenstein: Tides of War** further draws the player into the Occult-filled Nazi nightmare with an unfolding story that plays out like a heart-stopping action movie.

Return to Castle Wolfenstein: Tides of War also includes an all-new Egyptian campaign, where players meet with Agent One, the OSA's most senior operative. In the game's exclusive cooperative mode, gamers partner together as B.J. and Agent One to kick Nazi ass as WWII's toughest duo - battling through the entire single-player campaign in exciting split-screen action.

With battlefields designed specifically for Xbox, **Return to Castle Wolfenstein: Tides of War** players can wreak multiplayer havoc in teams of up to eight versus eight for fast and furious 16-player combat. The title features four distinct character classes that must coordinate their individual skills to be victorious in the numerous gameplay modes including objective, elimination and checkpoint. Xbox Live players can utilize their Friends list or Xbox Live matchmaking for instant action. The warfare really heats up with the use of the Xbox Live Communicator, with full voice-masking capabilities, allowing combatants to verbally coordinate attacks, communicate enemy positions, scream for a medic or simply taunt their fallen opponents.

Return to Castle Wolfenstein: Tides of War is developed by Nerve Software and is executive produced by id Software. The Xbox game is based on the award winning PC title, **Return to Castle Wolfenstein**, originally developed by Gray Matter Interactive studios, and Nerve Software.

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®, DOOM®, DOOM II™, QUAKE® and QUAKE II™. 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. And, in keeping with tradition, id Software has amplified the world of adrenaline pumping 3-D gaming with the release of their latest action titles, QUAKE III Arena™, QUAKE III: Team Arena™ and Return to Castle Wolfenstein™. id's advanced DOOM III engine is leading the next revolution in 3-D interactive games with both single and multiplayer technology. Check out more about id Software at www.idsoftware.com.

About Activision

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.

About Xbox

Xbox (<http://www.xbox.com/>) is Microsoft's future-generation video game system that delivers the most powerful games experiences ever. Xbox empowers game artists by giving them the technology to fulfill their creative visions as never before, creating games that blur the lines between fantasy and reality. Xbox is now available in the continents of North America, Europe, Asia and Australia.

About Xbox Live

Xbox Live, which launched in the United States Nov. 15, 2002, allows gamers to play multiplayer Xbox games with other gamers everywhere via a broadband connection. With a built-in hard drive and Ethernet port, the Xbox console is the only video game system built from the ground up for online gaming, negating the need to buy additional, costly peripherals or upgrades. Xbox Live enables gamers to easily find their friends; talk to other players during game play through the Xbox Communicator headset; download current statistics, new levels and characters to their Xbox hard drive; and play online-all exclusive features to Xbox Live.

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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