



Enemy Territory: QUAKE Wars(TM) for Next-Gen Consoles Invades Retail Stores Nationwide

SANTA MONICA, Calif., May 27, 2008 (BUSINESS WIRE) -- The alien invasion has begun with the announcement that id Software's Enemy Territory: QUAKE Wars(TM) published by Activision, Inc. (Nasdaq: ATVI) for the Xbox 360(TM) video game and entertainment system from Microsoft and the PLAYSTATION(R)3 computer entertainment system has shipped to retail stores nationwide. Set in the year 2065, Enemy Territory: QUAKE Wars pits the armies of Earth's Global Defense Force (GDF) against the invading alien menace, the Strogg, in an all-out struggle for the fate of the planet. Enemy Territory: QUAKE Wars is slated to arrive on European and Australian store shelves on May 30, 2008.

"Enemy Territory: QUAKE Wars raises the bar for next-gen console games with its variety and intense combat," said Kevin Cloud, Executive Producer, id Software. "Whether you're playing online with fifteen friends, or playing a single-player campaign against amazing AI, Enemy Territory: QUAKE Wars delivers a new level of team play and combat strategy to the PS3 and 360."

Set within the expansive QUAKE(R) universe in the year 2065, Enemy Territory: QUAKE Wars is the ultimate team and mission-based multiplayer warfare game offering console gamers distinct classes, vehicles and weapons to choose from, giving players countless ways to join the battle. Players work as a team to defeat the enemy and achieve objectives either online against other players or battle offline with surprisingly lifelike AI. Across multi-mission campaigns, players earn experience and promotions while stats are recorded globally for players to track their rank and prestige in the community at www.enemyterritory.com.

Based on the critically acclaimed game from id Software and Splash Damage for Windows(R) PC that has received over eighty awards and nominations, Enemy Territory: QUAKE Wars was developed for the Xbox 360 by Nerve Software.

Enemy Territory: QUAKE Wars has been rated "T" for Teen by the ESRB. For more information about Enemy Territory: QUAKE Wars, please visit: www.enemyterritory.com.

About id Software

id - defined by Freud as the primal section of the human psyche; id Software, located in Mesquite, Texas, was founded in 1991. From inception to present day, id Software has relentlessly provided technical, design and artistic leadership as an independent game developer and technology provider. Transcending the games industry, id's iconic brands such as Wolfenstein, DOOM, QUAKE and Enemy Territory have become staples of popular culture for generations of gamers. More information on id Software can be found 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 \$2.9 billion for the fiscal year ended March 31, 2008.

Activision maintains operations in the U.S., Canada, the United Kingdom, France, Germany, Ireland, Italy, Sweden, Spain, the Netherlands, Australia, Japan and South Korea. More information about Activision and its products can be found on the company's website, www.activision.com.

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