



Everybody Runs...to Retail for the Release of Activision's "Minority Report" Video Game

Santa Monica, CA - November 21, 2002 - Console gamers are on the run with the announcement that the Minority Report™ video game from Activision, Inc. (Nasdaq: ATVI) is now available in retail stores nationwide. Based on Steven Spielberg's futuristic thriller, Minority Report takes gamers on a one-way ticket into an explosive third-person cinematic action/adventure that includes advanced weapons, devices and environments straight out of the movie. Minority Report for the PlayStation® 2 computer entertainment system, the Xbox™ video game system from Microsoft, Nintendo GameCube™ and GameBoy Advance is rated "T" (Teen -- violence) by the ESRB. The console games carry a suggested retail price of \$49.99 and the handheld version is available for a suggested retail price of \$29.99.

"Fans of the movie and action gamers alike will be blown away by Minority Report's non-stop action, incredible environments and cinematic sequences," said Larry Goldberg, executive vice president, Activision Worldwide Studios. "Players will relive the movie experience in an all new adventure as they take on enemies in hand-to-hand combat, battle hunter spyderbots and soar through environments using the movie's signature jet packs."

In Minority Report, players take the role of the movie's hero Precrime officer John Anderton, head on an elite police force in the year 2054. As commander of the team, gamers are on the hunt to stop criminals before they can commit their crimes. However, when the tables are turned and Anderton becomes a wanted man, players are thrust into the adventure of their lives against one-time allies in a quest to clear their name and stop an even graver conspiracy before it's too late.

Minority Report propels players through more than 40 levels, as they battle human and robotic enemies with hand-to-hand combat moves and an explosive arsenal of weapons, including riot shotguns, concussion rifles and electro-pulse grenades. With a full range of cinematic action abilities and a hyper-realistic rigid-body physics system, players can vault over barricades, throw enemies through plate glass windows and don Jet Packs to fly through environments and avoid pursuers.

About Fox Interactive

Fox Interactive, an operating unit of Fox Filmed Entertainment, a News Corporation company, is committed to producing a full range of bold and engaging interactive entertainment. The company produces and co-publishes computer and video game software based on Fox franchises as well as new and original properties. Fox Interactive games feature a number of the company's television and movie properties including The Simpsons, Buffy the Vampire Slayer, Aliens, Die Hard, and the X-Files. Original properties such as No One Lives Forever have garnered critical acclaim and received Game of the Year awards from enthusiasts' magazines worldwide.

About DreamWorks

DreamWorks SKG was formed in October 1994, by its three principal partners - - Steven Spielberg, Jeffrey Katzenberg and David Geffen - - to produce live-action motion pictures; animated feature films; network, syndicated and cable television programming; home video entertainment; records; books; toys; and consumer products.

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, 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.

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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