



Activision Summons more Magic and Mayhem on the Nintendo GameCube™ with Lost Kingdoms II

Santa Monica, CA - November 13, 2002 - The fate of a kingdom at war against an evil conspiracy lies in the hands of a lone heroine ready to battle against an army of darkness in Activision, Inc.'s (Nasdaq: ATVI) Lost Kingdoms II, the sequel to the highly acclaimed real-time action RPG for the Nintendo GameCube™. Propelled by a dramatic storyline, players take the role of a new young heroine with the ability to summon powerful creatures using magical Guardian Creature Cards. Like its predecessor, Lost Kingdoms II is being developed by FromSoftware, Inc. The game is expected to be available next spring and has not yet been rated by the ESRB.

"Lost Kingdoms II's eye-popping pyrotechnics, explosive real-time battles and a sweeping storyline make the game one of the most fun and unique titles ever," states Larry Goldberg, executive vice president, Activision Worldwide Studios. "FromSoftware has taken what was great about the original and upped the ante with more monsters to summon, battles to fight and worlds to explore."

Set 200 years after the events of the original game, Lost Kingdoms II challenges gamers once again to defend the realm of Argwyll from a new insidious evil plaguing the land. As they explore over 26 unique 3-D worlds, players will be able to find and collect more than 200 Guardian Creature Cards, including 100 all new cards that can be used to summon incredible beings, both mystical and mechanical, to fight the hordes of evil in real-time battles. In addition to summoning creatures to do their bidding, players will be able to transform into various fantastic beasts to launch new attacks, overcome obstacles, or solve diabolical puzzles. Gamers can also take their card collections into unlimited battle arenas for single player action or multiplayer mayhem by challenging a friend to battle in Versus Mode.

Established in 1986, FromSoftware is one of Japan's premier software companies developing interactive entertainment products across all major platforms. FromSoftware's office is located in central Tokyo, Japan. More information regarding FromSoftware can be found on the company's World Wide Web site www.fromsoftware.co.jp.

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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