



Activision and Gray Matter Studios are Set to Bring Out the Big Guns with the Announcement of Trinity®

Santa Monica, CA - April 25, 2003 - Activision, Inc. (Nasdaq: ATVI) is unleashing a one-man cybernetic wrecking crew with the announcement of TRINITY, a new first person action game for the PC and Xbox™ video game system from Microsoft. Set in the year 2013, TRINITY transports players into a dark alternate future where a deadly plague threatens to destroy the city of New Orleans. As the mysterious "Nightstalker," a bio-technically enhanced one-man vigilante force, players will cut a swath of destruction through the Big Easy as they attempt to uncover the source of the deadly virus, and save the city from impending disaster. The PC version of the game is being created by Gray Matter Studios the development team behind Return to Castle Wolfenstein. The Xbox version is being developed by Vicarious Visions. TRINITY is expected to ship in 2004 and has not yet been rated by the ESRB.

"TRINITY brings an all new intensity and cinematic quality to the first-person action genre," states Larry Goldberg, executive vice president, Activision Worldwide Studios. "Run-and-gun gameplay takes on a whole new dimension when players can warp around the map in the blink of an eye, see through walls and tackle enemies with deadly acrobatic maneuvers."

As the "Nightstalker," players possess an incredible array of enhanced bio-technical and neurological abilities including special "Flash" powers that enable the character to jump, run and fight with inhuman speed and skill. Additionally, "FlashTime" adds another layer to the action by allowing the character to perform superhuman feats of acrobatics to evade foes or unleash devastating attacks. Additionally, a deadly assortment of weapons including pistols, machine guns, grenade launchers, shot-guns and sniper rifles will be on-hand to help players to turn the tide against overwhelming hostile forces.

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.