

Activision Unleashes X-Men Origins: Wolverine Video Game on Retail Stores Worldwide

SANTA MONICA, Calif., May 1, 2009 /PRNewswire-FirstCall via COMTEX News Network/ -- The X-Men's fiercest hero digs his claws into retail stores globally with the release of the X-Men Origins: Wolverine(TM) video game from Activision Publishing, Inc. (Nasdaq: ATVI) and Marvel (NYSE: MVL). Developed by critically acclaimed studio Raven Software, the game allows players to harness Wolverine's brute strength, regenerative mutant abilities, and indestructible adamantium claws as they battle powerful forces and uncover the mysteries behind his origin. Inspired by the feature film from Twentieth Century Fox released in theaters everywhere on the same date, the X-Men Origins: Wolverine video game also features the voices of some of the film's leading men: Hugh Jackman (Wolverine), Liev Schreiber (Sabretooth) and will.i.am (John Wraith).

"X-Men Origins: Wolverine features the most authentic Wolverine experience ever in a video game," said Rob Kostich, vice president of global brand management, Activision Publishing, Inc. "The game captures the uncaged nature of Wolverine and allows players to uncover an incredible storyline that will appeal to comic book and gaming enthusiasts, as well as fans of the action-packed feature film."

X-Men Origins: Wolverine is an epic action-adventure game featuring a true-to-character Wolverine gameplay experience that takes gamers through and beyond the movie's storyline. Set in a variety of vivid real-world locales, the title challenges players to hone their animal instinct as they uncover hidden dangers, hunt and defeat enemies, and take on seemingly insurmountable situations while discovering the truth about Wolverine's tragic past. With razor-sharp adamantium claws unsheathed, the future X-Man enacts lightning-quick combat, evasive maneuvers, in-depth combo attacks, and an array of brutal finishing moves. Wolverine doesn't just deliver massive damage, either - he also takes it, thanks to his mutant regenerative power that heals him in real time right before the player's eyes.

Developed by Raven Studios, X-Men Origins: Wolverine Uncaged Edition is available on Xbox 360(TM) video game and entertainment system, PLAYSTATION(R)3 and Games for Windows. Also available now are unique versions of the X-Men Origins: Wolverine video game, developed by Amaze and rated "T" (for Teen) by the ESRB, on PlayStation(R)2 computer entertainment system, PSP(R) (PlayStation(R)Portable) system and Wii(TM) home video game system, and E10+ on the Nintendo DS(TM). Fans can learn more about the X-Men Origins: Wolverine video game by visiting www.uncaged.com.

X-MEN ORIGINS: WOLVERINE, rated PG-13, is the first chapter in the X-Men motion picture saga. The film unites Wolverine with several other legends of the X-Men universe, in an epic revolution that pits the mutants against powerful forces determined to eliminate them.

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Marvel Entertainment, Inc. is one of the world's most prominent character-based entertainment companies, built on a proven library of over 5,000 characters featured in a variety of media over seventy years. Marvel utilizes its character franchises in licensing, entertainment (via Marvel Studios and Marvel Animation) and publishing (via Marvel Comics). Marvel's strategy is to leverage its franchises in a growing array of opportunities around the world, including feature films, consumer products, toys, video games, animated television, direct-to-DVD and online. For more information visit <u>www.marvel.com</u>.

About Activision Publishing, Inc.

Headquartered in Santa Monica, California, Activision Publishing, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products.

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

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