



Activision® Announces The Ultimate Mutant Marvel Team-Up With X-MEN™: Legends

Santa Monica, CA - April 21, 2003 - Activision, Inc. (Nasdaq: ATVI) and Raven Software are giving gamers and Marvel fans the world over the chance to build their X-Men™ dream team with the announcement of **X-Men™: Legends** for the PlayStation®2 computer entertainment system, Xbox™ video game system from Microsoft and Nintendo GameCube™. In this ~~team~~ RPG, players get the chance to assemble, train and lead their own X-Men fighting force in a battle against some of the deadliest foes in the Marvel Universe including the Morlocks™, the Brotherhood of Mutants™ and robotic Sentinels™. To be successful players will have to draw on the powers of a diverse pool of X-Men and use teamwork to unleash the full power of their squad. **X-Men: Legends** is expected to ship in 2004 and has not yet been rated by the ESRB.

"**X-Men: Legends** is the first game to capture the complete essence of the X-Men by allowing players to control multiple characters that fight together as a team," states Larry Goldberg, executive vice president, Activision Worldwide Studios. "The game will blend the best parts of the movies, comic books in a fantastic new adventure that allows the you to develop your specialized powers as you succeed through your missions."

Penned by Man of Action, a studio of comic industry veterans, **X-Men: Legends** begins with the rescue of a young mutant and takes players through an engrossing plot that could unite mutant-kind, yet destroy the human race in the process. Along the way, players will be able to assemble their ideal X-Men crew from over 15 of the most popular characters from the last 40 years, including Wolverine™, Cyclops™, Storm™, Nightcrawler™, Colossus™, Gambit™ and Beast™, to name a few. H before players load-up their squad with heavy hitters, they will have to take their foes' abilities into consideration as certain situations may benefit from the abilities of specific X-Men. While Cyclops' optic blasts and Colossus' immense strength are great for clearing a path through hordes of enemies, players can opt to bring Wolverine and Nightcrawler along on a stealth intensive mission to help circumvent detection devices. Once the action begins, players can take control of any member of their squad and even execute multi-character combinations such as the famous Wolverine/Colossus Fastball Special. As they progress through the game, characters will gain experience points that players can use to upgrade the X-Men's abilities and even learn new fighting styles.

Four-player co-operative mode is also planned, allowing multiple players to partner-up in X-Men: Legends. With dynamic joining, new players can join the adventure at any time, or gamers can take a break and pit their heroes against each other in the X-Men's famed Danger Room.

About Marvel Enterprises, Inc.

Marvel Enterprises, Inc. (NYSE: MVL) is a leading global character-based entertainment company that has developed and owns a library of more than 4,700 characters, which have entertained generations around the world for over 60 years. Marvel's operations are focused in entertainment and consumer product licensing and comic book publishing. Marvel Studios supports the development of feature films, DVD/video products and TV series. Marvel's creative team also supports the creation of video games and toy lines based on its characters as well as for a broad and growing range of consumer products and services including apparel, collectibles, foods and promotions. Marvel's comic book division is a leading publisher in the global marketplace while also serving as an invaluable source of intellectual property. Marvel's Toy Biz division is a recognized creative force and leader in toy design, sales and marketing, developing and overseeing both licensee and in-house toy lines. For additional information visit <http://www.marvel.com>. For additional information visit <http://www.marvel.com>. Marvel, X-Men and related characters are trademarks of Marvel Characters, Inc. and are used with permission: ™ & © 2003 Marvel Characters, Inc. All rights reserved.

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, 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, 2001, 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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