



Activision's Acclaimed Tenchu Series Strikes Again with Tenchu: Return from Darkness

Santa Monica, CA – March 9, 2004 – Activision, Inc's (Nasdaq: ATVI) *Tenchu* stealth ninja series is back with ***Tenchu: Return from Darkness*** on the Xbox videogame system from Microsoft. Based on the best-selling *Tenchu: Wrath of Heaven*, ***Tenchu: Return From Darkness*** brings the acclaimed series to Xbox gamers with several new enhancements including Xbox Live gameplay featuring two-player cooperative stealth ninja action and online death match with 20 playable characters across six maps. ***Tenchu: Return From Darkness*** has been rated "M" ("Mature" – intense violence, blood and gore - content suitable for persons ages 17 and older) by the ESRB and is available for \$49.99 at North American retail outlets.

"***Tenchu: Return From Darkness*** gives Xbox gamers the most authentic ninja stealth action adventure available on the platform," states Takehisa Abe, general manager, Activision Japan. "The addition of Xbox Live cooperative gameplay offers players a truly unique gaming experience."

The game features several new enhancements such as re-tuned enemy intelligence and placement, the ability to drag and hide dead bodies, an interactive training mode, restart and continue functions, new unlockable abilities such as wall camouflage and the Grand Master "viper drink," new bosses and two new single player maps - a Samurai mansion and three-story pagoda.

Developed by K2, Ltd. in conjunction with Prosoft Corp., ***Tenchu: Return From Darkness*** is set one year after the original *Tenchu* and players must assume the role of ninjas Rikimaru, Ayame or the mysterious Tesshu, an unlockable assassin, as they battle the evil Tenrai and his six lords of darkness. The game's authentic features, realistic lighting and weather effects, breakable items and character animations allows players the experience of being a real ninja in 16th century Feudal Japan.

[BradyGames' Tenchu: Return from Darkness Official Strategy Guide](#) is available at electronics, book, and software retailers nationwide, and online at bradygames.com.

About Xbox

Xbox (<http://www.xbox.com>) is the video game system from Microsoft that brings people together for the most exhilarating game and entertainment experiences. Xbox delivers an expansive collection of breakthrough games, powerful hardware and the unified Xbox Live online service. The new tagline, "it's good to play together," captures the spirit of Xbox as the social hub of the new digital entertainment lifestyle. Xbox is now available in North America, Asia, Europe and Australia.

About Xbox Live

Xbox Live, which launched in the United States Nov. 15, 2002, allows gamers to play multiplayer Xbox games with other gamers everywhere via a broadband connection. With a built-in hard drive and Ethernet port, the Xbox console is the only video game system built from the ground up for online gaming, negating the need to buy additional, costly peripherals or upgrades. Xbox Live enables gamers to easily find their friends; talk to other players during game play through the Xbox Communicator headset; download current statistics, new levels and characters to their Xbox hard drive; and play online—all exclusive features to Xbox Live.

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About Activision

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 net revenues of \$864 million for the fiscal year ended March 31, 2003.

Activision maintains operations in the U.S., Canada, the United Kingdom, France, Germany, Italy, 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.