



Activision®'s X2 Wolverine's Revenge™ Explodes Onto Retail Shelves Nationwide

Title Launches Simultaneously On All Five Platforms In Time For Twentieth Century Fox's Highly Anticipated

Santa Monica, CA - May 2, 2003 - It's payback time! The clock is ticking and it's up to gamers to uncover Wolverine's™ mysterious past in Activision, Inc.'s (Nasdaq: ATVI) **X2 Wolverine's Revenge™**. Inspired by "X2: Men United," the next adventure in the X-Men™ motion picture saga, and written by comics legend Larry Hamill, **X2 Wolverine's Revenge** pits Wolverine's razor sharp instincts and super human abilities against familiar foes from Marvel Comics' X-Men™ comic book series and "X2" including Lady Deathstrike™ and Magneto™. Currently available at North American retail outlets, X2 Wolverine's Revenge carries a suggested retail price of \$49.99 for the PlayStation™ computer entertainment system, the Xbox™ video game system from Microsoft and the Nintendo GameCube™, and \$29.99 for the PC and Game Boy™ Advance versions. All platforms carry a "T" (Teen - Blood, Violence - content suitable for persons ages 13 and older) rating by the ESRB and the Nintendo Game Boy Advance carries an "E" (Everyone - Violence - content suitable for persons ages 6 and older) rating by the ESRB.

"**X2 Wolverine's Revenge** gives X-Men fans something they've been waiting years for - an opportunity to delve further into the depths of Wolverine's mysterious past," said Larry Goldberg, executive vice president, Activision Worldwide Studios. "The game's gripping storyline and combination of stealth and action will allow everyone to experience what it means to be Wolverine."

X2 Wolverine's Revenge takes fans back to the Weapon X facility in 1968 when Wolverine's horrific skeletal adamantium bonding experiment had been performed. Players then fast forward to the present and find Wolverine in fellow X-Men comrade Beast's™ lab undergoing tests, when Beast and Professor X™ tell Wolverine that a viral time bomb has been activated in his body and he has only 48 hours to find an antidote by returning to the one place it all began - the Weapon X facility.

In his quest to save his life, Wolverine has the added challenge of encountering familiar foes such as Lady Deathstrike, Sabretooth™, Wendigo™, Juggernaut™ and Magneto. Armed only with his signature adamantium claws, superior sense, advanced stealth techniques and a variety of martial arts moves, Wolverine also enlists the aid of allies such as Colossus™ and Rogue™ as he travels across the Canadian wilderness and finds himself in and out of danger in various Department H facilities and boss battles. **X2 Wolverine's Revenge** also features the voices of Patrick Stewart as Professor X and Mark Hamill as Wolverine.

About Marvel Enterprises, Inc.

Marvel Enterprises, Inc. is a leading global character-based entertainment company that has developed and owns a library of over 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's creative teams at its Marvel Studios, Marvel Comics and Toy Biz divisions support the development of feature films (and DVD/video), video games, TV series and toy lines based on its characters. Marvel also licenses its characters for use in a broad and growing range of consumer products and services including apparel, collectibles, foods and promotions. Marvel Comics is a leading global comics publisher and an invaluable source of intellectual property; Marvel Studios works with studios to develop feature film and entertainment projects; and Toy Biz is a recognized creative force and leader in toy design, sales and marketing that develops and oversees both licensee and in-house toy lines. Marvel, X-Men and related characters: ™ © 2003 Marvel Characters, Inc.

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, 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.

Lisa Fields
Sr. Publicist, Corp.
Communications
Activision, Inc.
310.255.2227
lfields@activision.com