

id Software's Wolfenstein™ to Co-Sponsor the 'Inglourious Basterds' Premiere

--Historic Gaming Franchise Set to Join Forces with Quentin Tarantino to Fight the Third Reich

SANTA MONICA, Calif., July 28, 2009 /PRNewswire-FirstCall via COMTEX News Network/ -- <u>Activision Publishing</u> (Nasdaq: ATVI) and id Software have signed-on for the highly-anticipated Wolfenstein to be a title sponsor of The Weinstein Company and Universal Pictures International's upcoming feature film by Quentin Tarantino, "Inglourious Basterds."

As an official sponsor, Activision will conduct a contest for two lucky winners to attend the "Inglourious Basterds" Hollywood premier at the historic Grauman's Chinese Theater on August 10. The prize pack includes two roundtrip tickets for a four day - three night stay in Los Angeles, two tickets to the premier and two tickets to the star-studded after party at Mondrian in West Hollywood. Check http://www.GameSpot.com for contest details, which begins today.

The assault on the Third Reich kicks-off with the newest chapter of the famed Wolfenstein franchise hitting U.S. store shelves on August 18, and a second wave continues the fight with "Inglourious Basterds" going nation-wide in theaters August 21.

About Wolfenstein

Wolfenstein brings the Nazi's dark obsession with the occult to life, by intertwining fast-paced, intense story-driven combat with a diverse sci-fi experience. As BJ Blazkowicz, a highly decorated member of the Office of Secret Actions (OSA), you are sent on a special mission into the heart of the Third Reich to investigate evidence that the SS hierarchy may possess a new and mysterious power. Wolfenstein is rated M for Mature and will be on store shelves August 18 on Xbox 360, PlayStation 3 and PC.

About Inglourious Basterds

In the first year of the German occupation of France, Shosanna Dreyfus (Melanie Laurent) witnesses the execution of her family at the hand of Nazi Colonel Hans Landa (Christoph Waltz). Shosanna narrowly escapes and flees to Paris where she forges a new identity as the owner and operator of a cinema. Elsewhere in Europe, Lieutenant Aldo Raine (Brad Pitt) organizes a group of Jewish American soldiers to perform swift, shocking acts of retribution. Later known to their enemy as "the basterds," Raine's squad joins German actress and undercover agent Bridget von Hammersmark (Diane Kruger) on a mission to take down the leaders of the Third Reich. Fates converge under a cinema marquis, where Shosanna is poised to carry out a revenge plan of her own.... Employing pulp and propaganda in equal measure, Quentin Tarantino's INGLOURIOUS BASTERDS weaves together the infamous, oppressed, real and larger-than-life stories of WWII.

About id Software

id Software, part of the ZeniMax Media Inc. family of companies, has provided technical, design and artistic leadership as a world-renowned game developer and technology innovator since its founding in 1991. id Software's iconic brands such as Wolfenstein, DOOM, QUAKE and Enemy Territory have become staples of popular culture for generations of gamers. More information on id Software can be found at www.idsoftware.com. id Software, Wolfenstein, DOOM, QUAKE, Enemy Territory and related logos are registered trademarks or trademarks owned by ZeniMax Media Inc.

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, www.activision.com.

Cautionary Note Regarding Forward-looking Statements: Information in this press release that involves Activision Publishing's expectations, plans, intentions or strategies regarding the future are forward-looking statements that are not facts and involve a number of risks and uncertainties. Activision Publishing generally uses words such as "outlook," "will," "could," "would," "might," "remains," "to be," "plans," "believes," "may," "expects," "intends," "anticipates," "estimate," future," "plan," "positioned,"

"potential," "project," "remain," "scheduled," "set to," "subject to," "upcoming" and similar expressions to help identify forwardlooking statements. Factors that could cause Activision Publishing's actual future results to differ materially from those expressed in the forward-looking statements set forth in this release include, but are not limited to, sales levels of Activision Publishing's titles, shifts in consumer spending trends, the impact of the current macroeconomic environment, the seasonal and cyclical nature of the interactive game market, Activision Publishing's ability to predict consumer preferences among competing hardware platforms (including next-generation hardware), declines in software pricing, product returns and price protection, product delays, retail acceptance of Activision Publishing's products, adoption rate and availability of new hardware and related software, industry competition, rapid changes in technology and industry standards, protection of proprietary rights, litigation against Activision Publishing, maintenance of relationships with key personnel, customers, vendors and third-party developers, domestic and international economic, financial and political conditions and policies, foreign exchange rates, integration of recent acquisitions and the identification of suitable future acquisition opportunities, Activision Blizzard's success in integrating the operations of Activision Publishing and Vivendi Games in a timely manner, or at all, and the combined company's ability to realize the anticipated benefits and synergies of the transaction to the extent, or in the timeframe, anticipated, and the other factors identified in Activision Blizzard's most recent annual report on Form 10-K and any subsequent quarterly reports on Form 10-Q. The forward-looking statements in this release are based upon information available to Activision Publishing and Activision Blizzard as of the date of this release, and neither Activision Publishing nor Activision Blizzard assumes any obligation to update any such forward-looking statements. Forward-looking statements believed to be true when made may ultimately prove to be incorrect. These statements are not guarantees of the future performance of Activision Publishing or Activision Blizzard and are subject to risks, uncertainties and other factors, some of which are beyond its control and may cause actual results to differ materially from current expectations.

"Wolfenstein(TM) (C) 2009 Id Software LLC, a ZeniMax Media company. Published and distributed by Activision Publishing, Inc. under license. Wolfenstein, ID and related logos are registered trademarks or trademarks of Id Software LLC in the U.S. and/or other countries. ZeniMax is a registered trademark or trademark of ZeniMax Media Inc. in the U.S. and/or other countries. All Rights Reserved."

SOURCE Activision Publishing

http://www.activision.com

Copyright (C) 2009 PR Newswire. All rights reserved