



FOR IMMEDIATE RELEASE

## ACTIVISION ASSEMBLES THE FLEET FOR *STAR TREK*® *ARMADA II*

Santa Monica, CA - February 14, 2001 -Armchair admirals can once again take command of a fleet of starships with the announcement of Activision, Inc.'s (Nasdaq: ATVI) ***Star Trek*™: *Armada II*** for the PC. The game is being developed for Activision by Mad Doc Software, a new studio comprised of former employees from Looking Glass Studios and members of the *Star Trek: Armada* production team from Activision.

"As one of the best-selling *Star Trek* games of all time, *Star Trek: Armada* stood out from the competition with its cutting edge graphics, top-shelf production values and excellent gameplay," said Larry Goldberg, executive vice president, Activision Worldwide Studios. "***Star Trek: Armada II*** is poised to continue the success of the franchise with the addition of true 3D combat and a host of new innovations."

Set in The Next Generation universe, ***Star Trek: Armada II***'s story unfolds through three separate single-player campaigns played as the Federation, Klingons and Borg. Through 27 action packed-missions, players battle against the Cardassians, Romulans, Borg and Species 8472, each with it's own distinct play style, weapons, ships and base facilities.

***Star Trek: Armada II*** adds a number of new strategic options and enhancements to *Armada*'s winning gameplay mix. Maps in ***Star Trek: Armada II*** now have 3-D depth, and have been increased in overall size. To make optimum use of the added dimension, the game offers players a new *Tactical View* in which the battle unfolds in true 3D. Ships can also be placed into 3D formations for different firepower configurations, and to further immerse the player in the action. Damage modeling has also been revised for ***Star Trek: Armada II***. In true *Star Trek* fashion, player's weapons can now damage different locations and sub-systems on targeted ships.

***Star Trek: Armada II*** features an extensive range of multiplayer options, including up-to-eight-player competitions over LAN and the Internet where gamers can play as the Federation, Klingons, Borg, Cardassians, Romulans or Species 8472. Several additional multiplayer game types will also be available including variations of Capture -the-Flag, King of The Hill, and Co-Op style gameplay.

***Star Trek: Armada II*** is expected to be available in the winter of 2001. This game has not yet been rated by the ESRB. For additional information on **Mad Doc Software** go to <http://www.maddocsoftware.com>.

For all of the latest *Star Trek* news and information, visit the official Internet home of *Star Trek* at [www.startrek.com](http://www.startrek.com).

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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 \$572 million for the fiscal year ended March 31, 2000.

Activision maintains operations in the US, 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 <http://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, 2000, 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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