

FOR IMMEDIATE RELEASE

Communications

For information, contact:
Aaron Grant
Publicist, **Corp.**
Activision, Inc.
310.255.2535
agrant@activision.com

HUGH JACKMAN, PATRICK STEWART, ALAN CUMMING AND SHAWN ASHMORE LEND THEIR VOICES TO ACTIVISION'S X-MEN: THE OFFICIAL GAME INSPIRED BY THE FILM SERIES BASED ON MARVEL'S LEGENDARY SUPER HERO FRANCHISE

Santa Monica, CA - April 24, 2006 - Hugh Jackman, Patrick Stewart, Alan Cumming and Shawn Ashmore will reprise their *X-Men* film roles and lend their voices to Marvel's world famous mutants - Logan/Wolverine, Professor Charles Xavier, Kurt Wagner/Nightcrawler and Bobby Drake/Iceman - in Activision Inc.'s ***X-Men: The Official Game***. The game catapults players into an original storyline that serves as a prelude to Twentieth Century Fox and Marvel Studio's upcoming film, '*X-Men: The Last Stand*,' and allows them to command the distinct powers of Wolverine, Nightcrawler and Iceman as they face off against formidable enemies, battle through massive environments and embark on an epic quest to save mutant-kind.

"Having these actors renew their movie characters in ***X-Men: The Official Game*** immerses gamers in the *X-Men* movie universe," said Will Kassooy, vice president of global brand management, Activision Publishing. "Players will experience epic battles and uncover the events behind Nightcrawler's mysterious disappearance and the roles the X-Men and Brotherhood play in the upcoming film."

Activision Announces Voice Talent for X-Men: The Official Game

Co-written by Zak Penn, one of the film's screenwriters, and legendary comic book writer Chris Claremont, ***X-Men: The Official Game*** enables players to assume the roles of Wolverine, Nightcrawler, and Iceman as they wield and upgrade their signature powers and maneuver through unique environments designed to showcase their Super Hero abilities. Assisted by other Marvel *X-Men* mutants, players use an advanced control scheme to master and evolve the characters as they unleash Wolverine's combat rage, experience Nightcrawler's acrobatics and teleportation powers, and tear through the air on Iceman's ice slide.

X-Men: The Official Game is being developed by Z-Axis for the PlayStation®2 computer entertainment system and the Xbox™ and Xbox™ 360 video game systems from Microsoft. The Nintendo® GameCube™ version is being developed by Hypnos Entertainment; the Nintendo DS™ version by Amaze Entertainment; the Game Boy® Advance version by Wayforward Technologies and Beenox Studios is developing the PC version.

The PC and console games are rated "T" (Teen - with violence) by the ESRB and the Game Boy Advance and Nintendo DS titles are rated "E-10+" for (Everyone 10 and older - with fantasy violence). ***X-Men: The Official Game*** will debut at retail outlets nationwide on Tuesday, May 16, 2006.

For more information on ***X-Men: The Official Game***, please visit www.x-mengame.com.

About Marvel Entertainment, Inc.

Activision Announces Voice Talent for X-Men: The Official Game

With a library of over 5,000 characters, Marvel Entertainment, Inc. is one of the world's most prominent character-based entertainment companies. Marvel's operations are focused on utilizing its character franchises in licensing, entertainment, publishing and toys. Areas of emphasis include feature films, DVD/home video, consumer products, video games, action figures and role-playing toys, television and promotions. Rooted in the creative success of over sixty years of comic book publishing, Marvel's strategy is to leverage its character franchises in a growing array of opportunities around the world. More information about Marvel can be found at www.marvel.com.

About Twentieth Century Fox

One of the world's largest producers and distributors of motion pictures, Fox Filmed Entertainment produces, acquires and distributes motion pictures throughout the world. These motion pictures are produced or acquired by the following units of FFE: Twentieth Century Fox, Fox 2000, Fox Searchlight Pictures and Twentieth Century Fox Animation.

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 net revenues of \$1.4 billion for the fiscal year ended March 31, 2005.

Activision maintains operations in the U.S., Canada, the United Kingdom, France, Germany, Italy, Japan, Australia, Scandinavia, Spain

Activision Announces Voice Talent for X-Men: The Official Game

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 made in this press release that are not historical facts are "forward-looking statements." These forward-looking statements are based on current expectations and assumptions that are subject to risks and uncertainties. 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. Such factors include, without limitation, product delays, retail acceptance of our products, industry competition, rapid changes in technology and industry standards, protection of proprietary rights, maintenance of relationships with key personnel, vendors and third-party developers, international economic and political conditions, integration of recently acquired subsidiaries and identification of suitable future acquisition opportunities. These important factors and other factors that potentially could affect the Company's financial results are described in our filings with the Securities and Exchange Commission, including the Company's most recent Annual report on Form 10-K and Quarterly Report on Form 10-Q. Readers of this press release are referred to such filings. The Company may change its intention, belief or expectation, at any time and without notice, based upon any changes in such factors, in the Company's assumptions or otherwise. The Company undertakes no obligation to release publicly any revisions to any forward-looking statements to reflect events or circumstances after the date hereof or to reflect the occurrence of unanticipated events.

Marvel, X-Men, and all related character names and likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. © 2006 Marvel Characters, Inc. All rights reserved. www.marvel.com. Super Hero(es) is a co-owned registered trademark.

© 2006 Twentieth Century Fox Film Corporation. All rights reserved.

#