

ACTIVISION INC /NY

FORM 8-K (Unscheduled Material Events)

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Address	3100 OCEAN PARK BLVD STE 1000 SANTA MONICA, California 90405
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Industry	Software & Programming
Sector	Technology
Fiscal Year	03/31

SECURITIES AND EXCHANGE COMMISSION

Washington, D.C. 20549

FORM 8-K

**CURRENT REPORT
PURSUANT TO SECTION 13 OR 15(d) OF THE
SECURITIES EXCHANGE ACT OF 1934**

Date of report (Date of earliest event reported) October 11, 2002
(October 4, 2002)

ACTIVISION, INC.

(Exact Name of Registrant as Specified in Charter)

Delaware	0-12699	95-4803544
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State or Other Jurisdiction of Incorporation)	(Commission File Number)	(IRS Employer Identification No.)

3100 Ocean Park Blvd., Santa Monica, CA 90405
(Address of Principal Executive Offices) (Zip Code)

Registrant's telephone number, including area code (310) 255-2000

(Former Name or Former Address, if Changed Since Last Report)

Item 7. Financial Statements, Pro Forma Financial Statements and Exhibits.

(c) Exhibits.

99.1 Press Release of Activision, Inc., dated October 4, 2002.

99.2 Press Release of Activision, Inc., dated October 11, 2002.

Item 9. Regulation FD Disclosure.

On October 4, 2002, Activision, Inc. issued a press release announcing a buyback program under which the company can repurchase up to \$150 million of its common stock, which press release is attached hereto as Exhibit 99.1.

On October 11, 2002, Activision, Inc. issued a press release announcing its acquisition of Luxoflux Corporation, a Santa Monica-based software developer, which press release is attached hereto as Exhibit 99.2.

SIGNATURES

Pursuant to the requirements of the Securities Exchange Act of 1934, as amended, the registrant has duly caused this report to be signed on its behalf by the undersigned hereunto duly authorized.

Date: October 11, 2002

ACTIVISION, INC.

By: /s/ *Ronald Doornink*

Name: *Ronald Doornink*
Title: *President*

FOR IMMEDIATE RELEASE Contacts: Kristin Mulvihill Southey Vice President, Investor Relations (310) 255-2635
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ACTIVISION ANNOUNCES \$150 MILLION REPURCHASE PROGRAM

Santa Monica, CA - October 4, 2002 - Activision, Inc. (Nasdaq: ATVI) today announced that its Board of Directors has authorized a buyback program under which the company can repurchase up to \$150 million of its common stock. Under the program, shares may be purchased as determined by the company from time to time in the open market or in privately negotiated transactions, including privately negotiated structured call option transactions, and through transactions in the options markets. Depending on market conditions and other factors, these purchases may be commenced or suspended at any time or from time-to-time without prior notice.

Activision also reaffirmed its previously released earnings per share guidance of \$0.09 and revenue guidance of \$155 million for the fiscal quarter ended September 30, 2002. The company expects to issue its earnings release on October 29, 2002.

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.

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FOR IMMEDIATE RELEASE For Information, Contact:

Maryanne Lataif Vice President, Corporate Communications Activision, Inc. (310) 255-2704 mlataif@activision.com

ACTIVISION ACQUIRES SOFTWARE DEVELOPER

LUXOFLUX CORPORATION

Luxoflux is Currently in Development with

True Crime(TM): Streets of LA(TM) and Sequel to "Shrek"

Santa Monica, CA - October 11, 2002 - Further enhancing its internal console development capabilities, Activision, Inc. (Nasdaq: ATVI), today announced the acquisition of software developer Luxoflux Corporation.

Activision and Luxoflux have collaborated since 1997 most recently on LucasArts Entertainment's Star Wars Demolition. Luxoflux is currently in development on Activision's upcoming title True Crime: Streets of L.A and a game based on the sequel to DreamWorks Pictures' blockbuster Academy Award(R) winning feature film "Shrek" which is being co-developed and co-published by TDK Mediactive, Inc. and Activision.

Founded by Adrian Stephens and Peter Morawiec, Luxoflux operates a 30-person studio in Santa Monica, CA. The company has proprietary technology that can be used to create compelling interactive entertainment experiences across multiple console platforms. Under the terms of the agreement, Luxoflux has become a wholly owned subsidiary of Activision. As part of the transaction, Luxoflux's management team and key employees have signed long-term employment contracts with Activision.

Activision's Executive Vice President of Worldwide Studios, Larry Goldberg, said, "Luxoflux's strong and diverse talent pool further enhances our product development capabilities and will play a key role in Activision's continued leadership on the console platforms. Luxoflux has a proven track record in developing fun and compelling games and we are confident that their best work is yet to come."

"We are delighted to become a part of the oldest independent video game publisher in the world," states Adrian Stephens, president of Luxoflux. "We look forward to continuing to contribute to the company's success with our unique brand of original gameplay and technology."

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End of Filing

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