

Press Release

September 28, 2007

TeliaSonera hosts huge Nordic gaming tournament for Enemy Territory Quake Wars

TeliaSonera participates in one of the major gaming events in the Nordic countries this year.

Activision Nordic has organised a major event in Sweden to give almost 400 Nordic gamers the chance to play “Enemy Territory Quake Wars” in a massive multiplayer tournament that will run from 28th September 2007 until 2nd December 2007.

A tournament of this scale and a game such as “Enemy Territory Quake Wars” demands gaming speed and no latency, so the choice of carrier is vitally important to both the gamers experience and for the reputation of both Activision and id software. Therefore, involvement of TeliaSonera in providing collocation and internet access means that everyone participating in the tournament can be assured of the best possible gaming experience and that it is skill alone that will decide the champion!

In announcing TeliaSonera’s participation in this gaming event Anna Mossberg, Vice President Product Management and Marketing, TeliaSonera International Carrier, said “Games such as Enemy Territory Quake War are incredibly exciting and fast paced games to play, but they are extremely demanding in terms of the quality and speed of internet access – just a tiny hint of latency can be enough to totally ruin the gaming experience. So we see Activision’s choice of TeliaSonera as the telecoms carrier for such a big event as a huge vote of confidence in our ability to provide a consistent and quality service”.

Responding on behalf of Activision Nordic Petra Tell, PR Manager said “The launch of Enemy Territory Quake Wars has been hugely anticipated and with good reason. The game is fast paced and very demanding in terms of internet speed. As a dip in latency can adversely affect the online gaming experience TeliaSonera’s expertise and reputation in this field coupled with a service which is very consistent, meant they were the obvious choice for server hosting and internet access.”

TeliaSonera is the leading telecommunications company in the Nordic and Baltic region, with strong positions within mobile communications in Eurasia, Turkey and Russia. At the end of 2006, TeliaSonera launched mobile services in Spain. We provide reliable, innovative and easy-to-use services for transferring and packaging voice, images, data, information, transactions and entertainment. In 2006, TeliaSonera’s net sales amounted to SEK 91 billion, and at the end of March 2007 the total number of customers exceeded 100 million in 15 countries. The TeliaSonera share is listed on the Stockholm Stock Exchange and the Helsinki Stock Exchange, and the company is included in the Dow Jones Sustainability Index. Simplicity and service are important tools for us in creating profitable growth and value for our customers and shareholders. Read more at www.teliasonera.com.

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About Teliasonera International Carrier

Teliasonera International Carrier is the leading European provider of quality, cross-border voice, IP and capacity services. We have a 20,000 km European network and 18,000 km fiber-based trans-American network. Teliasonera International Carrier is a wholly owned subsidiary to the Teliasonera Group. Please visit our website <http://www.teliasoneraic.com> for more information.

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 \$1.5 billion for the fiscal year ended March 31, 2007.

Activision maintains operations in the U.S., Canada, the United Kingdom, France, Germany, Ireland, Italy, Scandinavia, Spain, the Netherlands, Australia, Japan and South Korea. 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.

About id Software

id – defined by Freud as the primal section of the human psyche; id Software, located in Mesquite, Texas, was founded in 1991. From inception to present day, id Software has relentlessly provided technical, design and artistic leadership as an independent game developer and technology provider. Transcending the games industry, id'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.

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Statements made in the press release relating to future status or circumstances, including future performance and other trend projections are forward-looking statements. By their nature, forward-looking statements involve risk and uncertainty because they relate to events and depend on circumstances that will occur in the future. There can be no assurance that actual results will not differ materially from those expressed or implied by these forward-looking statements due to many factors, many of which are outside the control of Teliasonera.

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