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GAMERS: GET READY FOR TOTAL CHAOS
New Ubi Soft 3D Action Game will Rock Gamers' World in Fall 1998

ATLANTA- (May 28, 1998) E3 Booth #7116—In an orderly universe Chaos is inevitable! In Ubi Soft Entertainment's tentatively titled Chaos, a story-driven 3D action game for the PC, the player will be fully engaged as a special services operative on an idyllic planet in the midst of a Galaxy war against an alien enemy. Developed by Argonaut, the producers of the enormously successful Star Gliders for Atari, the original Star Fox for Nintendo's Super NES system, and Croc for Nintendo 64, Chaos is destined to change the way hard core gamers approach action gaming. But be forewarned, when Chaos hits retailers in the fall of 1998, it is not for the cerebrally challenged; it's an intense interactive action game featuring complex character behaviors requiring superior strategic thinking.

The Chaos experience will revolve around full interaction with nearly 10 detailed landscapes and accessible interiors, offering players a rich and involving story divided into 20 uniquely challenging missions. Played individually or as a network multiplayer game, Chaos will deliver a swarm of "intelligent" enemies to contend with, a variety of weapons, a selection of vehicles offering different armament and functions, and several different character actions to choose from when stalking or hiding from the enemy. And with more than 30 full-motion video and in-game animation sequences driving the storyline, players will gain better insight into what motivates the enemy and how he thinks.

"Chaos will set a new standard in the world of action gaming because it combines all the cool stuff games should have like a solid storyline, intelligent characters that react to each situation, and innovative 3D environments," said Yves Guillemot, President, Ubi Soft Entertainment. "We're excited to be the ones to bring Chaos to the gaming community -- it's like nothing we've ever seen or experienced before."

Platform, Availability

Chaos will be released on PC CD-ROM for Pentium processors 166 MHz and higher and is scheduled to be unleashed in September 1998.

Argonaut is a privately owned growth oriented interactive entertainment and technology company based in London. Argonaut develops games for mass market platforms such as the Pentium, Sony Playstation, Sega Saturn, Nintendo 64, and the Internet. Argonaut licenses its games to a select number of world class publishers such as Sega, Nintendo, Virgin, Koei, Mitsui, Ubi Soft, GT Interactive, Electronic Arts, and 20th Century Fox.

Ubi Soft Entertainment is a European-based producer, publisher and international distributor of interactive entertainment products. The company has offices in 13 countries including France, the United States, Canada, Germany, England, and China and sells its products in a total of 47 countries.

The company is best known in the U.S. for Rayman, a blockbuster action/adventure game for all ages that debuted in 1995, and POD, a revolutionary online multiplayer racing game that enables up to eight players to compete directly over the Internet. Products are available through a nationwide network of resellers and distributors. For more information, call Ubi Soft at 514/490-0887 or 800/UBI-SOFT or visit the company web site at www.ubisoft.com.

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