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TEE OFF IN STYLE WITH UBI SOFT'S *REAL FEEL GOLF*
New Real-time 3D Game for the PC Delivers Realistic New Control Method

ATLANTA**-** (May 28, 1998) E3, Booth #7116—Most computer golf games are as slow and unexciting as a ball stuck in a sandtrap.   That will change with *Real Feel Golf,* the tentative title of a super-realistic, fast-paced arcade-style PC golf game developed by British-based Vertex Multimedia and scheduled to be released by Ubi Soft Entertainment in Q4, 1998.

Real Feel Golf combines real-time 3D graphics, real-world dynamics and an innovative new "real feel" analogue control technology that simulates the sensation of making a putt or doing a backswing better than anything else on the market.   All these features enable the game to come closer to the speed and excitement of real golf than any golf game to date.

The game also features extraordinarily realistic 3D player animations, a shadow pro to challenge the player, remarkable TV-style I-cam camera movements, and outstanding course accuracy.   There are also various weather options, customizable golfers and equipment, an in-game professional golfer advising the player, and a multiplayer option that enables eight players to take part in a tournament simultaneously via Internet through Ubi Soft's game service.

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, Spain, Italia, Japan and China, and sells its products in a total of 47 countries.

The company is best known 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.

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