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## FOR IMMEDIATE RELEASE

## BATTLE TO THE DEATH WITH UBI SOFT'S SHADOW GUNNER

Robot War Metal Carnage in New Sony PlayStation Title from Ubi Soft

ATLANTA — (May 27, 1998) E3 Booth #7116 — Shadow Gunner, from Ubi Soft and Vertex Multimedia, makes you put your metal where your mouth is. This heavy-metal 3D robot action shooting game for Sony PlayStation puts awesome animations and graphics together with pure battle action. Players will marvel at the ultra-real animations of their battle robots including unique forward style, weapons firing with shoulder recoil, swiping, stumbling and death throes.

Take your Shadow Gunner robot into battle in three huge world areas—Snow Canyon, the Dockyard and the City—each world divided into 15 battle arenas with defined mission objectives. You'll have to choose among 10 different weapons to battle 17 different types of enemies. With its third-person viewpoint you can see all the action, all the explosions, and all the carnage – making Mechwarrior look like a bedtime story.

All Shadow Gunner robots have their own individual behavior and style of motion. You'll have to learn to control your robot's motion and learn its unique capabilities to combat increasingly wiser enemies. Easy to learn, but difficult to master, Shadow Gunner will keep players riveted to the screen as they attempt to blast each advancing enemy and preserve their metal skins for one more battle.

Your robot is equipped with different kinds of weapons, enabling it to battle at any possible distance, from long-range to point blank. Strike a pre-emptive blow from a safe distance using your radar, move to a messy middle distance, or pound your opponent into the ground with you bare metal fists.

As you fight, you can destroy almost the entire environment around you, but be careful not to damage valuable power-ups that you'll need to advance. Shadow Gunner's impressive explosions and 3D graphics meld with realistic sound effects to give the game an eerie atmosphere and tension. The sheer fun of crushing your enemies will keep you coming back for more.

## Platforms, Pricing, Availability

Shadow Gunner for the Sony PlayStation will be released Summer 1998 at an MSRP of \$49.95.

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 415/547-4000 or 800/UBI-SOFT or visit the company web site at http://www.ubisoft.com.