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FOR IMMEDIATE RELEASE**UBI SOFT'S *SPEED BUSTERS* FULFILLS THE NEED FOR SPEED**

Speed Demons Will Own the Road in Fall 1998

ATLANTA- (May 28, 1998) E3 Booth #7116—**Speed Busters**, a soon-to-be released racing game from Ubi Soft Entertainment, will break through the racing clutter to deliver a thrill ride like no other. The object of this racing game is to play it fast -- real fast -- and push yourself, your specially designed vehicle and your 3D environments to their all-time limit. In *Speed Busters*, gamers will be encouraged and rewarded for pushing the pedal to the metal while taking on a variety of terrain in six different animated racing environments based on real locations. Challenges abound as gamers grip the wheel for spinning out in desert sand, tackling slippery mountain curves and fighting through harrowing city streets. This is no sissy simulator game. Drivers wanted. No license required.

“Our goal was to create a sensory overload racing game that locks and loads the player into a stimulating world of fast track environments where skill and heart-pounding original rock sound tracks drive the game. When gamers finish with *Speed Busters*, every muscle should be vibrating.” said Yves Guillemot, President of Ubi Soft. “And just to keep things interesting, we’ve added touches of humor, pop culture references and plenty surprises.”

Speed Busters goes the distance with four different game modes: arcade, championship, multiplayer and online, each offering its own unique challenges. Players can choose from one of six specially designed cars plus a special one used on the hidden track and, if they win a purse, they can use the money to customize their own racing machine. And, for the first time ever in a PC game, *Speed Busters* will provide the ultimate weapon for speeding drivers: a 3D-cockpit, with all the controls so players can see when they’re going full throttle. But when a driver is pushed beyond his limits and the car and the track collide, the player will see the damage, from scratches, to bumps to falling parts. Now that’s cool!

Platform, Availability

Speed Busters will get the green light for release in October. Minimum system requirements are a Pentium 166, 16 MB RAM, 3D graphic card compatible to Direct 3X, optimized for 3Dfx graphic card.

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 514/490-0886 or 800/UBI-SOFT or visit the company web site at <http://www.ubisoft.com>.

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