

Deathrow™
The World's First True Combat Sport
Fact Sheet



Expected Ship: Fall 2002

Published by Ubi Soft Entertainment

Developed by Swedish game developer SouthEnd Interactive

Exclusively for the Xbox™ video game system from Microsoft

About *Deathrow*

In *Deathrow* there are no rules and full-contact aggression is not only legal, it's required! The fastest, toughest players are victorious and the slow and weak are defeated. The game combines the lightning-fast gameplay of third-person action games with the cooperative team play and gritty roughness of rugby, offering a unique combat sport experience.

The object of *Deathrow* is for you to win matches by whatever means necessary, either by scoring as many points as possible before time runs out, or by severely injuring your opponents and removing them from the field of combat. As the game begins, two teams of four players square off in a combat arena to compete in an intense, unmediated slugfest to determine the champion. As you engage in fierce hand-to-hand combat with highly intelligent AI opponents seeking retribution for not only themselves, but also for their fallen teammates, you'll soon understand the sacrifices necessary to become the supreme team of the league.

***Deathrow* Features:**

- Multiplayer support for up to 8 players
- Highly detailed characters, modeled using more than 55 bones each for life-like movement, and up to 7000 polygons each for a realistic character shape.
- Facial animation capable of blinking and talking, and expressing pain, anger, happiness and other moods
- More than 15 combat sports arena locations, each with their own unique architecture and gameplay elements
- 13 playable teams, each with their own background, special abilities, and motivation for competing
- Automatic victory if you remove all of your opponent's players from the field of combat
- Team management component allowing you to customize your own team according to your style of play. Build your players' statistics from match to match while gaining speed and power bonuses.
- Injured players can be healed between rounds if you have enough money, or you must save your winnings to buy them back.
- More than 130 unique characters
- Dozens of holds
- Over 800 base animations
- Xbox effects such as bump-mapping, specular lighting and bumped reflection mapping
- The ability for users to import their own music

About SouthEnd Interactive

SouthEnd Interactive is a Swedish game developer founded in 1998. Southend Interactive is dedicated to deliver exceptional computer games aimed at the serious gamer demanding high performance, cutting edge graphics and game play to match.

Their mission is to create the most visually stunning games ever seen with new innovative ways of delivering excellent playability. To aid this, SouthEnd Interactive is developing a highly advanced 3D engine and character animation system to suit today's as well as tomorrow's demands for visually compelling games. For more information about SouthEnd, visit <http://www.southend-interactive.com>

About Ubi Soft Entertainment

Ubi Soft Entertainment is a global producer, publisher and international distributor of interactive entertainment products. A leading company in the industry, Ubi Soft's strong and diversified line-up has grown considerably. As well as developing original properties, Ubi Soft has also steadfastly partnered with several high-profile companies and is dedicated to delivering consumers with quality videogame titles while offering blockbuster franchises. Founded in 1986, the company has offices in 21 countries including the United States, Canada, France, Germany and China and sells its products in over 50 countries. For more information about Ubi Soft, visit <http://www.ubi.com>.

©2002 Ubi Soft, Inc. All rights reserved. Ubi Soft Entertainment and the Ubi Soft logo are registered trademarks and *Deathrow* is a trademark of Ubi Soft, Inc. Xbox is a trademark and Microsoft is a registered trademark of Microsoft Corporation in the United States and/or other countries. All other trademarks are the property of their respective owners.

U.S. Press Contact:

Sean Kauppinen, Ubi Soft Entertainment, seank@ubisoft.com, (415) 547-4041