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FOR IMMEDIATE RELEASE

CHIP INTO THE MOST REALISTIC GOLF GAME ON THE PC WITH ULTIMATE GOLF

LONDON - (September 5th 1999) ECTS - **ULTIMATE GOLF** will be the first PC golf game to offer you a first person perspective, real-time 3D graphics, real-world dynamics and innovative *real feel* analogue control technology, that will put you in the greatest golfers place.

- A never-seen before first person perspective with other optional cameras.
- A fantastic 3D Real Time environment.
- **ULTIMATE GOLF** gives you a level of freedom never reached before in a golf game : for the very first time, a golf game lets you turn around the ball to position your character while the background scrolls smoothly. You can also walk around the hole (with a Quake-like view) to examine the ground undulations closely or even lean over the ground for more precision. Why not even do the whole swing and follow the ball from shot to landing with your character's eyes !
- **Superb 3D graphics**: beautiful 16 bits textures, 500 polygons used for modeling the character, over 2000 per hole. ULTIMATE GOLF is the very first golf simulation that provides a complete 3D environment in which your 3D character looks fully integrated.
- **Golfer swing animation in real-time** with button control : the player is freed from the traditional 3-clicks system, with pre-calculated animation, used in almost all other golf games. You will now see your character lift his club and shoot at the ball in the same time as you reproduce the swing movement with your mouse !
- **Incredible TV style I-CAM camera movement** : the cameras implemented in the game make the most out of the 3D environment. Dynamic cameras that pan and move accordingly with the ball enable the player to see each shot from nearly every possible point of view.
- **A new idea of golf games ...**
- **A faster pace for a total immersion** : you will never have to wait for your 2D screen to redraw any more ! As no loading time is required for each shot, RFG lets you play shot after shot without ever waiting for some action. Whether you are controlling your swing in Real Time, walking by the hole to carefully plan your next shot or following the ball flight through multiple angle cameras, you will never be left by yourself !
- **Innovative "Real-Feel" control method** - No power meter : RFG introduces a brand new, innovative control method that accurately simulates the swing motion by controlling the rotation of the golfer's shoulders and wrists in real-time (if you use an analogue joystick the swing feeling is just amazing !!!)
- However, the traditional 3-click method remains as an option.
- **3 original non-digitized golf courses** : England (forest), Arizona (canyon) and Hawaii (island), with exciting course design (you may for instance have to choose between 2 fairways with different shapes, or to try aiming at a green set on a small island in the middle of a lake !).
- Realistic ball dynamics, with 4 different types of balls.
- 7 types of games : stroke play, match play, tournament, Grand Tournament, fourball, foursome, practice.
- Realistic user-definable weather effects (wind, fog, rain, changing luminosity).
- Realistic club dynamics with a club-design option (modify your clubs head or shaft at will).
- Select a player from 8 predefined characters and modify its clothing.
- Innovative "V-Flow" contour display tool : this brand new feature shows the contours of the ground very accurately by displaying a moving grid.

Platform, Pricing, Availability

Ultimate Golf will be available for PC CD-ROM in September 1999