

## CONTACT

Sandra Yee  
Ubi Soft Entertainment  
415/547-4022  
415/547-4001 fax

Bruce Oberg  
Sucker Punch Productions  
425/649-2192, ext. 126  
425/614-7295 fax

[sandray@ubisoft.com](mailto:sandray@ubisoft.com)

[bruceo@suckerpunch.com](mailto:bruceo@suckerpunch.com)

## UBI SOFT ENTERTAINMENT AND SUCKER PUNCH PRODUCTIONS SIGN LICENSING AGREEMENT

### *Revolutionary physics engine, fun gameplay and rich graphics introduce new 3D platform game on the Nintendo 64 system*

**SAN FRANCISCO** - (July 16, 1999) -- Ubi Soft Entertainment® and Sucker Punch Productions© announced today their licensing agreement to publish *Sprocket* for the Nintendo® 64. Launching this fall, the 3D real-time action/adventure game starring Sprocket, a unicycle robot, will engage gamers in imaginative worlds and unique gameplay.

*Sprockets* revolutionary «fun physics» game engine implements amazing real-time physics simulations. Objects topple, tumble and teeter creating a realistic feel that is rarely seen in video games. Innovative and fun gameplay has Sprocket maneuvering objects with the use of his tractor beam and exploring various terrains with an array of vehicles to discover hidden areas. Cited at E3 for its originality and humor, *Sprocket* offers seven surprised filled worlds as our hero attempts to save the intergalactic amusement park, Whoopie World.

«Sprocket delivers a high level of interaction and playability within a 3D environment for a unique and refreshing gaming experience,» says Yves Guillemot, CEO, Ubi Soft Entertainment.

«We are very excited to partner with pioneering video game developers, bringing unique and stimulating titles to the video game market.»

«Sprocket is simply one of the most unique games to cycle onto the Nintendo 64,» says Bruce Oberg, Partner, Sucker Punch Productions. «We are very enthusiastic about our relationship with Ubi Soft - together we will be introducing of a whole new level of fun for 3D platform gaming.»

Sucker Punch Productions is an entertainment software company located in Bellevue, WA. It was founded in October of 1997 with one goal - to make great games. The developers, artists and designers at Sucker Punch have over eighty years combined experience in the video game and consumer software industries. For more information, call Sucker Punch at 425-649-2192 or visit the company web site at <http://www.suckerpunch.com>.

Ubi Soft Entertainment is a European-based producer, publisher and international distributor of interactive entertainment products. The company has office in 16 countries including France, the United States, Canada, Germany, England and China and sells its products in a total of 57 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 514.490.0887 or visit the company web site at <http://www.ubisoft.com>.

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Sandra Yee  
Public Relations Manager  
Direct: 415-547-4022

Ubi Soft Entertainment  
625 Third Street, 3rd Floor  
San Francisco, CA 94107

(415) 547-4000 / FAX (415) 547-4001