

Ubi Soft Entertainment  
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### **FOR IMMEDIATE RELEASE**

### **WILDWATERS WHITE WATER RAFTING MAKES A NINTENDO 64 SPLASH**

LONDON - (September 5<sup>th</sup> 1999) ECTS. Ubi Soft Entertainment is currently working with third-part developers Looking Glass Studios to deliver all the thrills and excitement from the world of kayak racing to the Nintendo 64 with **WILDWATERS**.

**WILDWATERS** comprises a unique blend of fast-paced racing and dazzling visual water effects, maximising the potential of graphical water effects on the N64 console and bench-marking new standards to water racing challenge. Set in the impressive atmosphere of the natural water world, **WILDWATERS** manages to condense the unique, intense, nervous sensation of shooting and running an immense rapid. Whether you're into slalom, marathon, wild water racing, or just a plain old sprint down river, there's incredible gameplay and visual excitement coming your way. This is expedition boating at its finest.

#### **Game Play/Key Features**

- Players take on the guise of one of six fearless Manga-style characters each with their own individual personality. Paddlers are also defined by a number of characteristics essential for kayaking, including paddling strength, breath meter and an adrenaline meter, enabling intense down-river-speeds and boosting the complexity of mid-air stunts
- A range of 3 different kayaks are available for wilderness boating as the player progresses through the game with buoyancy, maneuverability, kayak responsiveness, navigation and straight-line control ratings. All Kayaks are constructed and controlled via with realistic kayak physics
- Being arcade-orientated, X-Stream is easy to begin but challenging to master, allowing all ages and levels of player to access and enjoy the game
- **WILDWATERS** challenges the player by truly testing his dexterity, skill and mettle by performing the wildest of tricks, spins, gyrations, endless cartwheels and all aspects of kayak skills
- Incredible scenery is recreated in 6 distinct river courses that provide varied racing experiences, ranging from Grade A fun in big whitewater county to running the canyon creeks
- Take a trip in the single paddle kayaks throughout the **five game modes**: race against the clock while learning the basic kayaking techniques with maximum fun in *Arcade* mode; set new kayaking records in the *Time Trial* mode down the short but oh-so sweet high-elevation runs; perform daring tricks and master new moves in *Stunt Challenge* and slither through slalom to compete for the World Kayak *Championship* medal places. Or pit your wits against another with the Vs mode's turn-based Stunt duel and speed through the simultaneous races.
- The 2 player mode's havens of slower water will provide a place to psyche up and observe the current performer. Watch where large river curves and smaller corners eddy - the backdrop stage for the amazing performance art that is kayak stunting
- Top-notch realistic water physics generated by the use of mathematical equations recreate the water flow of restless and timeless rivers - obeying the maxim of gravity, waterbed configurations and object junctions. For example, the slow waters of the river gather into a pool behind rocks while on the straight runs impressive speeds can be attained.
- Lots of replay value: unique and varied gaming environments; increased difficulty testing a player's knowledge of water and rock interaction and of the hundreds of combinations which rock and water can assume; multi-player action to ensure paddlers keep coming back for more.

#### **Platform, Pricing , Availability**

**WILDWATERS** will be available in January 2000 for Nintendo 64 with Ram-Pack and Rumble pack compatibility.

Category: Racing; No. of players: 1-2

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