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UK PRESS INFORMATION:
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PRESS INFORMATION

Pro Pool: first true pool sim for Game Boy Color.

Pool sharks can take the action anywhere they go with **Codemasters**' first Game Boy Color offering, **Pro Pool**. Developed by Blade Interactive Studios, **Pro Pool** is the first true pool simulation for the Game Boy and will be available in June 2000.

Pool fans can experience all of the tabletop action in the palm of their hand with **Pro Pool**. Designed with the pick up/put down playing style in mind, **Pro Pool**'s auto-save capability remembers the current game position – after each and every shot, allowing players to continue gameplay over any number of short or long sessions. The game's deep and detailed system of artificial intelligence (AI) allows for particularly accurate play.

With eight different rule sets, including 8 Ball, 9 Ball, 6 Ball, 3 Ball, Straight and Speed, players can perfect their accuracy and also refine their agility. **Pro Pool** also offers a multitude of options such as table shapes -- both the standard rectangle and a hexagon; 64 AI opponents with varying abilities such as long shot, short shot, fine cut and bank shots; and three different play modes such as match, Single-player Speed Pool and Hustle.

Match mode allows for single matches to be played comprising of one-on-one game variants against either one of the AI opponents or a friend. Single-player Speed Pool helps sharp-shooters work on their pace. Hustle mode pits player against the odds, placing bets to win money, which allow for progression onto new locations where the stakes are much higher. (Winning the final "hustle" allows the player to own his/her own bar.)

Pro Pool's impressive physics allow for ball-on-ball and ball-on-cushion collisions. Players can also have full control on swerve directions, straight spins, side spins and back spins. Fully controllable butt angles allow for maximum swerve as well.

PRESS INFORMATION

Player-friendly features allow for even first-time pool fans to get into the action. **Pro Pool** has easy-to-use aiming and power systems and its top-down pool simulation provides an accurate view of the action.

ENDS

KEY GAMEPLAY ELEMENTS

- ✪ Motion-Captured Characters
- ✪ Accurate 3D Ball Movement
- ✪ Advance Collision Physics
- ✪ Six Rules Sets
- ✪ 64 AI Opponents

WEB SITE

- ✪ www.codemasters.com

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ADDITIONAL ARTWORK:
Screenshots, packshot and logos can be downloaded from:
http://www.codemasters.com/022800/ProPool.zip

| Notes to Editors:

Established in 1986, Codemasters is a leading developer and publisher of best-selling interactive entertainment products for a global audience on current and future gaming platforms and channels. Codemasters' genre-leading brands include Colin McRae Rally, Touring Cars, Micro Machines/Maniacs, and LMA Manager. With an annual turnover in excess of $100 million, the company is headquartered in Southam, Warwickshire, UK where it employs over 400 staff, and maintains European operations in Germany, France, Spain, Benelux and plans to set up operations in Scandinavia. The company entered the US publishing market in 1999 and has an online gaming US-based development

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facility in Oakhurst, CA. More information about the company and its products is available online at ttp://www.codemasters.com.