RACING GOES GLOBAL WITH CODEMASTERS' *WTC, WORLD RACING CHAMPIONSHIP*

Intercontinental Racing Game Features Unique Engine Prediction Systems, 42 Cars From Around The World and 23 International Tracks

Warwickshire, England, UK – April 17, 2000 -- Racing fans won't need their passports to race on the most exciting tracks in the world with Codemasters' **WTC, World Racing Championship** for PlayStation. **WTC** is the first racing game to feature special momentum prediction engines for superior handling that allows the player to feel the road, and often "feel" the other cars, as well. High speeds, collisions and near-misses are all part of the multi-national experience in **WTC**, available late June 2000 for the suggested retail price of $39.99.

WTC's intercontinental racing action explores five different continents including Europe, North America, South America, Australia and Japan, home to some of the most challenging racetracks in the world. There are 23 internationally recognized tracks to choose from, such as Laguna Seca, Hockenheim and Bathurst. Racers can conquer these tracks with their choice of 42 famous make cars from Audi, Dodge, BMW, Alfa and Chrysler.

Racing enthusiasts will revel in **WTC**'s realistic special effects. **WTC** racing car engines feature momentum prediction systems for premium handling and crash dynamics creating an exhilarating racing experience. All **WTC** car sounds have been recorded at an industry standard sound analyzing laboratory to make players feel like they're next to the real thing. Cars also reflect wear and tear with dynamic polygon deformation damage systems. Spectators can experience the action along with players with reactive replay cameras, which offer 360 degree time slicing.

ABOUT CODEMASTERS

Established in 1986, UK-based Codemasters has become one of Europe's best-selling and profitable game-makers, developing and publishing titles for the console platform as well as for PCs. Frequently honored within the European games industry, the company was named "Publisher of the Year" for 1998 by Edge Magazine. The company is currently extending its proven successful business model into the United States, bringing the Codemasters portfolio of hit games to other markets. Holiday 1999 marked the first Codemasters products to appear on US retail shelves. These products are *Touring Car Challenge, MTV Music Generator* and *No Fear Downhill Mountain Bike Racing*. It is the company founders' belief in the need to understand what game players want that has translated into a continuous string of hit games that have delighted gamers and earned the respect of the industry and yielded consistent profits. Codemasters can be found at http://www.codemasters.com.

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