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## **UBI SOFT LAUNCHES *ULTIMATE GOLF* – THE FIRST 3D REAL-TIME GOLF SIMULATION FOR PC!**

*IMMERSIVE GAMEPLAY, SIMULATION AND A REAL-TIME 3D  
ENVIRONMENT BRING PLAYERS RIGHT TO THE PUTTING GREENS*

### **FOR IMMEDIATE RELEASE**

**LOS ANGELES, CALIFORNIA** - (May 13, 1999) E3, Booth #1346 — Ready to compete? Take a swing at the newest golf simulation - *Ultimate Golf* in Q2 2000. Developed by Vertex Multimedia and published by Ubi Soft Entertainment *Ultimate Golf* (working title) is sure to bring this genre to a whole new level. Based on real-time 3D graphics, real-world dynamics and innovative simulation control technology players will experience first person golf on the PC as never before with amazing real-life golfing sensations and fun.

“Let’s face it - from coast to coast, we are all golf-crazy,” says Sebastien Provencher, Marketing Manager, Ubi Soft Entertainment. “*Ultimate Golf* delivers the all of the rush and excitement of putting a hole in one!”

“Real-time swing, putting animation control, real-time special effects, soft-jointed character animation system and original golf courses are just some of the features that we have integrated into *Ultimate Golf*,” says N. Ishihara, Producer, Vertex Multimedia. “Our goal is to bring the outdoor features of golf indoors and deliver a revolutionary accessible, playable and fun golf game backed up with our innovative technology and creativeness.”

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## ***ULTIMATE GOLF'S FANTASTIC 3D ENVIRONMENT & 1ST PERSON PERSPECTIVE***

*Ultimate Golf* gives you a level of freedom never reached before in a golf game. For the first time, players can turn around the ball to position your character while the background scrolls smoothly. You can also walk around the hole to closely examine the ripples and bumps in the ground or lean over for even more precision. The first person point of view featured in *Ultimate Golf* heightens the players' sense of immersion within the golf simulation. Now, golfers can follow the movement of the ball through the air from the swing to the landing with their own virtual eyes!

*Ultimate Golf* 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. And, for the first time ever, players are free of the traditional 3-clicks system, with pre-calculated animation, used in almost all other golf games. Now, players can see the characters lift the club and swing at the ball while simultaneously reproducing the swing movement with a mouse!

Realistic user-definable weather effects such as wind, fog, rain and changing brightness heighten the realism of the *Ultimate Golf* experience. And that's not all! Golfers also putt with realistic club dynamics and benefit from a "club design" option that allows you to modify your club's head or shaft. You can even select players from eight unique predefined characters and modify your cool golf clothing!

## **AN ALL NEW EXPERIENCE AND CONCEPT IN GOLF GAMES**

The superb 3D graphics using 16-bit textures, 500 polygons per character and over 2000 polygons per hole make *Ultimate Golf* the very first golf sim that generates a complete 3D environment where characters look fully integrated.

With a faster pace for total immersion, players will never have to wait for a 2D screen to redraw anymore! As no loading time is required for each shot, *Ultimate Golf* lets you play shot after shot without ever waiting for the 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 be fully involved with the game! Unparalleled real-time 3D acceleration keeps you playing, not waiting.

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Highlighted by seven different types of games including the stroke play, match play, tournament, Grand Tournament, four ball, foursome and practice and with realistic ball dynamics and four different types of balls, players have the same choices and freedom of playing a real golf match. Plus, featuring three original golf courses in as varied locales as England, Arizona and Hawaii you may find yourself having to choose between two fairways - one in the middle of a desert canyon and the other on small island in the middle of a lake!

#### **AVAILABILITY, PRICING & SYSTEM REQUIREMENTS**

The game will be released in Q1 2000 for PC CD-ROM at an SRP of \$34.99. Minimum system requirements include a Pentium 166 MMX with 32MB RAM and a Glide or DirectX-compatible 3D card.

#### **ABOUT VERTEX MULTIMEDIA**

Vertex Multimedia was formed in 1996 with aim to develop entertainment software. This dynamic development team is very keen on pursuing technology as well as playability and creates software that has identity. The development teams shares experience in disciplines as varies as as theoretical astrophysicist, mathematics, business software programming and have experience in such companies as DMA, Psygnosis and Core Design. This mixture of creative, mathematical and logical talents enhances the team ability to pursue technology and playability. The titles that members worked in the past includes *Grand Theft Auto*, *Newman Haas Racing*, *Conflict of Nations*, *Golf Pro* and *Shadow Gunner*.

#### **ABOUT UBI SOFT ENTERTAINMENT**

Ubi Soft Entertainment is a European-based producer, publisher and international distributor of interactive entertainment products. The company has offices in 13 countries including France, the United States, Canada, Germany, England, and China and sells its products in a total of 47 countries. Ubi Soft 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 514/490-0887 or 800/UBI-SOFT or visit the company web site at <http://www.ubisoft.com/usa>.