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***ARCATERA* – AN ADVENTURE GAME LIKE NO OTHER!**

*UBI SOFT ENTERTAINMENT LAUNCHES NEW ADVENTURE
GAME DESIGNED FOR ALL HARD-CORE GAMING FANS*

FOR IMMEDIATE RELEASE

LOS ANGELES, CALIFORNIA - (May 13, 1999) E3, Booth #1346 — Developed by Westka Kommunikations, *Arcatera* is a real-time adventure game set in the heroic-fantasy world of *Arcatera*. It is based on a complex criminal investigation where the hero has only 3 weeks (in-game time) to counter the evil deeds of the Dark Brotherhood, a satanic organization that is trying to overthrow the Prince of the city and bring turmoil to its inhabitants. Combining adventure and RPG elements, this game is sure to grab the attention of Adventure, RPG and Fantasy fans alike while the intrigue of the game will even generate the interest of the casual gamer.

“This amazing new hard-core title, *Arcatera*, highlighted by elements of danger and mystery is Ubi Soft’s venture back into a universe that demands first rate gaming graphics and gameplay. You have it all in *Arcatera*!” says Jean-Bernard Jacon, *Arcatera* Project Manager, Ubi Soft Entertainment.

ABOUT ARCATERA

Based on a non-linear story line, the game may lead to various outcomes depending on the player's actions and attitude towards others. Not only does the player have complete freedom of action, but they also live in realistic pre-rendered environments where all inhabitants of the city have an AI-determined behavior-type so that they

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can be seen eating, sleeping or moving in the city according to their needs. With different ways to solve each quest, sub-quest and obstacle players are free to solve the enigmas in whichever order they choose. The game also contains RPG elements including magic, combat with group tactics, party personalization and progression (experience points, levels). With beautiful 2D pre-rendered graphics, over 100 locations, 120 interactive characters and an open-end plot that varies from one game to another, *Arcatera* offers a unique experience every time you play.

SYSTEM REQUIREMENTS & AVAILABILITY

The game is scheduled to be released in Q1 2000 for PC CD-ROM. Minimum system requirements include a Pentium-II 233 MHz with 32MB and is recommended for a Pentium II 350 MHz with 64 MB RAM.

ABOUT WESTKA KOMMUNIKATION

Westka K. was founded in Cologne Germany in 1993 as a specialist production firm for promotional PC games. Its partners are Christophe Kabelitz, Helmut Bauer and Thomas Wendt. Since its founding, Westka has realized more than 10 promotion games for major German companies such as Ritter Sport, Eckes Granini, Geroldsteiner and Vobis. After 5 years of producing promotional games, the company grouped 16 people to develop the game *Arcatera* under a separate, internationally focused label. Most team members have experience in game development and have worked for companies such as Blue Byte or Factor 5 (LucasArt).

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. 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 514/490-0887 or 800/UBI-SOFT or visit the company web site at <http://www.ubisoft.com/usa>.