



***Evolution Worlds* Brings Epic Storytelling and Turn-Based Combat to Nintendo GameCube™**

SAN FRANCISCO, CA – May 21, 2002 – Ubi Soft®, one of the world’s largest video game publishers, announces *Evolution Worlds* for Nintendo GameCube™, a traditional RPG combining the stories from the best-selling *Evolution* and *Evolution 2*. The game is scheduled to be the first traditional RPG to launch on Nintendo GameCube featuring a state-of-the-art, turn-based battle system and epic tale of survival. *Evolution Worlds* is scheduled to ship to retail shelves in Fall 2002.

“*Evolution Worlds* fills a gap for traditional RPGs on Nintendo GameCube, and both *Evolution* and RPG fans can experience this popular series with full voice parts and updated graphics,” said Dexter Chow, executive producer of *Evolution Worlds*. “The thousands of gamers who made the first two installments of this stunning RPG series a success on the Sega Dreamcast™ will want to complete the collection with *Evolution Worlds*.”

“Nintendo GameCube’s next-generation power allows our development team to breath new life into *Evolution Worlds* and showcase the characters the way we always intended,” said Yoshihisa Tomita, development director of *Sting*, *Evolution Worlds* developer based in Tokyo, Japan. “Whether gamers are familiar with or new to the *Evolution* series, they will want to see *Evolution World’s* colorful characters Mag, Linear, Gre and others literally jump off the screen.”

Continuing the Epic Adventure

Evolution Worlds chronicles the stories from *Evolution* and *Evolution 2* into one epic adventure with exploration and battles tuned for one long adventure. Gamers utilize Cyframe technology -- enchanted mechanical body weaponry – to defeat enemies and uncover truths about the World of *Evolution*. The turn-based combat system will be unique to Nintendo GameCube at launch and makes combat a strategic challenge with positioning of characters and distance affecting the action. Additional features will include:

- Improved visuals allow for total immersion in the game, with free controllable camera
- Innovative Cyframe technology combines extraordinary weaponry and magical abilities to create a unique combat experience
- Interaction with more than 100 characters with 60+ hours of gameplay

About Sting

STING Co., Ltd. is a software developer company based in Tokyo, Japan. Established in 1989, STING has memberships with Entertainment Software Publishing Inc. and has developed titles such as, Evolution series, Baroque series, and Treasure Hunter in the interactive entertainment industry.

About Ubi Soft Entertainment

Ubi Soft Entertainment is a global producer, publisher and international distributor of interactive entertainment products. A leading company in the industry, Ubi Soft's strong and diversified lineup has grown considerably. As well as developing original properties, Ubi Soft has also steadfastly partnered with several high-profile companies and is dedicated to delivering consumers with quality videogame titles while offering blockbuster franchises. Founded in 1986, the company has offices in 20 countries including the United States, Canada, France, Germany and China and sells its products in over 50 countries. For more information about Ubi Soft, visit <http://www.ubi.com>.

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