



UBISOFT TO PUBLISH STAR TREK®

Ubisoft to publish new Bethesda Star Trek® games in Europe this December

Paris, FRANCE – October 24th, 2006 – Today Ubisoft, one of the world's largest video game publishers announced it has entered an agreement with Bethesda Softworks® to publish **Star Trek®: Legacy™** on the Xbox 360™ video game and entertainment system from Microsoft and Games for Windows, **Star Trek: Tactical Assault™** on Nintendo DS™ and Sony PlayStation® Portable, and **Star Trek®: Encounters** for the PlayStation®2 computer entertainment system. All three titles are scheduled for a European launch in December.

Star Trek: Legacy™ places you in the role of the Admiral of a task force of warships and tries your strategic and tactical skills in real-time combat featuring authentic spaceships, full damage modelling and spectacular visual effects. The storyline spans the entire Star Trek universe, including the Original Series, STAR TREK: The Next Generation®, STAR TREK: Deep Space Nine®, STAR TREK: Voyager® and STAR TREK: Enterprise™ eras. Taking advantage of next-generation consoles, **Star Trek: Legacy** features dynamic three-dimensional battlefields with graphically stunning space environments and full multiplayer support. **Star Trek: Legacy** is being developed by Mad Doc Software, creators of the highly successful and critically acclaimed Star Trek Armada II.

Star Trek: Tactical Assault™ features real-time spaceship combat from the universe of Star Trek: the Original Series shows and films. With a wide array of authentic STAR TREK races, ships, and weaponry, you can engage in single-player battle through either the Federation or Klingon campaigns or in head-to-head wireless multiplayer combat. **Star Trek: Tactical Assault** is being developed by Quicksilver Software, creators of the highly popular Star Trek: Starfleet Command.

STAR TREK®: Encounters is a shoot 'em-up arcade style space combat game featuring ships, characters, and weapons from the 40-year history of STAR TREK. Take command of your starship and blast through the universe, defending your vessel and demolishing your opponents' in fast paced-action battles. **STAR TREK: Encounters** is being developed by Scotland-based, 4J Studios.

About Ubisoft:

Ubisoft is a leading producer, publisher and distributor of interactive entertainment products worldwide and has grown considerably through its strong and diversified lineup of products and partnerships. Ubisoft has offices in 21 countries and sales in more than 50 countries around the globe. It is committed to delivering high-quality, cutting-edge video game titles to consumers. Ubisoft generated revenue of 547 million Euros for the 2005–2006 fiscal year. To learn more, please visit www.ubisoftgroup.com.

About Bethesda Softworks

Headquartered in Rockville, MD, Bethesda Softworks LLC, a subsidiary of ZeniMax Media Inc., is a premier developer and publisher of interactive entertainment software and has produced numerous award-winning titles, most recently with The Elder Scrolls® IV: Oblivion™ and the 2002 PC and Xbox® Game of the Year and RPG of the Year, The Elder Scrolls III: Morrowind®. Among Bethesda's more popular franchises are The Elder Scrolls® series and Fallout®, as well as its licensed properties, Pirates of the Caribbean™ and Star Trek®. Its product line spans the sports, racing, RPG, strategy, and action genres. For more information on Bethesda Softworks' products, visit www.bethsoft.com.

About CBS Consumer Products

CBS Consumer Products, a unit of CBS Enterprises, manages the worldwide licensing, merchandising and video activities for a diverse slate of properties owned or controlled by the CBS Corporation. Additional information is available by visiting www.CBS.com.

About Xbox and Xbox 360

Microsoft revolutionized the gaming industry with the November 2001 launch of Xbox (<http://www.xbox.com>), its first-generation video game and entertainment system, now sold in 26 countries. Microsoft introduced its next-generation system, Xbox 360, in the 2005 holiday season in Europe, Japan and North America, and launched the system in Australia, Colombia, Hong Kong, Korea, Mexico, New Zealand, Singapore and Taiwan in 2006. Xbox 360 (<http://www.xbox.com/xbox360>) is the most powerful video game and entertainment system, delivering the best games, the next generation of the premier Xbox Live online gaming service, and unique digital entertainment experiences that revolve around gamers.

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