



## Global VR Debuts Video Pinball; Plans 'Aliens,' NASCAR Content

SAN JOSE, CA — Video pinball is a successful genre for the consumer game market and coin-op game manufacturer Global VR believes that the concept will also prove a hit in arcades and street locations with its new video game, Ultrapin. Featuring video simulations of 12 classic

**THE LATEST:** At left, pinball authorities put Ultrapin through its paces during recent Amusement Showcase International in Chicago.

Williams and Bally flipper titles from a variety of eras, the unit features one monitor on the backboard and a 32-in. monitor on the playfield. Players use a real plunger to control the video depiction of a ball. Tilt and shake features are programmed into the game's computer so that the video simulator reacts to player-cabinet interaction just like an electromechanical game.

GVR will ship the product in April and plans to release different video simulations

of more than 100 additional classic pinball games as future update kits for Ultrapin. "We are creating the suspension of disbelief," stated GVR's David Foley, whose company, Ultracade Technologies, was developing this product prior to Ultracade's merger with GVR late last year.

On the more traditional video front, GVR plans to release an innovative new coin-op video game based upon the hit movie title "Aliens," under a license with Twentieth

Century Fox. The movie of that name was the second entry in one of the most successful film franchises of all time. "Aliens" has also been one of the most successful video games based on a movie title, GVR officials said, pointing to a series of consumer and coin-op predecessors including Konami's and Sega's arcade versions in the early 1990s. Play Mechanix will work with GVR on development of a new coin-operated video version. Founded in 1995 by George Petro, a former game designer for Midway Games, Play Mechanix is now one of the industry's leading developers.

GVR also plans a new video game based on Far Cry Instincts, one of the most successful first-person shooter titles in the consumer video game market. Far Cry, published by Ubisoft, was first introduced in

2004; the sequel Far Cry Instincts: Paradise Lost arrived in 2005. GVR's coin-op version of that title will feature Jack Carver, a superhero/secret agent character who is stranded on a mysterious Pacific Island while searching for his female companion, CIA Agent Valerie Cortez. Players will explore a detailed and beautiful virtual world, with a total of 50 missions to be available on five different islands. The character of Cortez will join Carver in gameplay on deluxe units during cooperative play modes.

The game platform will include high definition monitor on deluxe systems and surround sound. GVR game producer Jeff Shotwell said the coin-op version will provide players with an opportunity to "engage in totally immersive gameplay not possible in the home version."

Continuing its licensed content expansion, GVR has signed an exclusive agreement with Electronic Arts to develop and manufacture a coin-operated video game based on EA's popular NASCAR racing game, which has sold platinum-level quantities to the consumer market. Players will select from today's most popular drivers, including Jeff Gordon and Jimmie Johnson, drive in official cars and select from famous tracks such as Indianapolis and Daytona.

The company's chief executive, Jim DeRose, said GVR has "assembled a team of developers who are avid gamers as well as NASCAR fanatics" to develop the property. The National Association for Stock Car Auto Racing began in 1948 and is the sanctioning body for America's most popular spectator sport.