

ultracade™

M U L T I - G A M E S Y S T E M

FAQ

1. What is ULTRACADE?

ULTRACADE is a dedicated, multi-game coin-op product that consists of three basic components:

- The ULTRACADE Cabinet-an upright cabinet with 27" VGA monitor and dual player control panel,
- The ULTRACADE System-which includes...
 - A special configuration of Quantum3D's Graphite™ coin-op PC with the Quantum3D JammaLinx™ coin-op I/O adapter
 - The ULTRACADE system software that runs the games, provides a graphical operator interface, manages the games loaded from CD-ROM Game Packs and stores them in a game library on the ULTRACADE system hard drive, and presents the available games to the player via the graphical player interface on the attract mode screen
- ULTRACADE Game Pack(s) - CD-ROMs published by Quantum3D on which ULTRACADE licensed games are distributed. Each ULTRACADE system comes with pre-installed Game Pack-- currently eight classic games licensed by Quantum3D from Capcom

2. How does ULTRACADE work?

Operators load the contents of each ULTRACADE Game Pack via ULTRACADE's easy-to-use graphical operator interface into the operator game library on the system's hard drive. Using the operator interface, operators then choose which games (up to eight) from the system's game library are presented to the player as available games for the attract mode screen. Operators can also change game settings such as coinage, difficulty level for each game, etc., using the operator interface. In the attract mode, players then choose which games they want to play (after coining up) from the player interface. Operators may purchase and load dozens or even hundreds of new games into each ULTRACADE system's game library by purchasing additional Game Packs.

3. What is the price for an ULTRACADE, and where can I buy it?

List price for single-unit, operator pricing for ULTRACADE is \$2,999, which includes the ULTRACADE Graphite system, 27" upright VGA cabinet and the initial Game Pack. Volume pricing for multi-site operators as well as distributors is also available. You can get more information on ULTRACADE by visiting the ULTRACADE web site at www.ultracade.com, or by emailing sales@ultracade.com or phoning Bob DeKett at (215)-483-1123.

4. How does the player choose a game?

The attract mode of the ULTRACADE player interface displays the game title, title marquee and the original title attract mode for each available game chosen by the operator. After coin-up, the player uses the joystick and buttons to select the game he or she wants to play. After game selection, ULTRACADE displays on screen the instructions for playing the specific game. Once the game is over, the player can then coin-up (if he/she is out of credits), re-select the same game, or select a different game for the next play. A unique feature of ULTRACADE is that players may also stop play during a game to change games; however they lose their current credit when doing so.

5. How does an Operator add new games?

An operator adds new games by inserting a Quantum3D ULTRACADE Game Pack CD-ROM into the Graphite system CD-ROM drive. Then, after pressing the operator test button (located by opening the coin mech door), the operator selects the Load Game Pack option from the operator menu. The ULTRACADE system software loads the new games onto the system's shock-mounted hard drive and the games become part of the game library, which can store literally thousands of ULTRACADE games. The operator is able to select any combination of up to eight games from the game library. These are shown in the Select Games option in the operator menu and then become the player attract mode screen available games. The selected games are automatically displayed on-screen for the player interface in the player attract mode with the individual game marquee, title, game rating and actual game attract mode. In addition to selecting the available games, the operator can also use the operator interface to set number of plays per credit, the cost of a single play, difficulty level per game, etc.- typical of coin-op games. The operator menu interface is so simple that loading a new Game Pack and setting up the available games only takes a couple of minutes.

6. What comes in an ULTRACADE Game Pack?

An ULTRACADE Game Pack includes a game CD and supporting documents for the operator. Adding new games to ULTRACADE is a simple process, keeps players coming back, and maximizes operator profits.

7. Will every ULTRACADE Game Pack CD have 8 games on it?

Not every one. Some Game Packs may have fewer, and some may have more. But the operator will always be able to select and display in the player attract mode any eight available games from the Game Library for players to choose from, making it easy for the operator to keep game choices fresh and maximize earnings.

8. How does an operator know which ULTRACADE games are getting the most plays?

ULTRACADE tracks the earnings of each game. The operator menu displays both the lifetime earnings for each title and how much the game has earned since the last re-set. This information makes it easy for the operator to keep higher-earning titles as options for players, and switch lower-earning games for new choices to keep players coming back.

9. What is the price for an ULTRACADE Game Pack?

ULTRACADE Game Packs will vary in price, depending on the number and type of games in the pack. Most Game Packs will include 8 games and feature an operator single unit list price of \$249 (US). Please note that all ULTRACADE units come with one ULTRACADE Game Pack pre-installed on the system, included in the ULTRACADE purchase price. Operators can buy additional ULTRACADE Game Packs separately - either at the time of system purchase or later, at their convenience. The Game Pack approach makes adding significant numbers of popular, proven games to ULTRACADE systems very affordable. The more game titles an operator has to choose from, the more options the operator has for selecting games for the player to choose from based on earnings, demographics, etc.

10. What kind of games will be in the Game Packs, and where are they from?

Quantum3D has already signed agreements with Capcom and Taito to license many of their existing arcade games, and we will shortly announce similar agreements with other leading arcade game manufacturers. The titles on the Game Packs include extremely popular, entertaining games that are typically low on graphic violence and have proven their popularity with all types of audiences worldwide over the last two decades.

11. How many ULTRACADE Game Packs will Quantum3D produce?

There are over 2,000 games that are suitable for Ultracade. Between manufacturer specific and genre specific Game Packs, we could literally produce hundreds of different Game Packs.

12. Will Quantum3D develop its own games?

Quantum3D is a platform provider in the out-of-home entertainment market. We primarily focus on building products for other coin-op companies who embed our products in their own, such as Smart Industries, Tsunami, Illusion, Digital Vehicles, Midway, Sega, etc. Quantum3D is NOT in the business of developing its own games. ULTRACADE is different from other products that we've introduced because it is a finished product designed for operators and distributors, instead of an embedded product for amusement manufacturers. But, because

ULTRACADE features licensed games from other companies, we still view it much as we do our other products. And even though Quantum3D does not develop games, we are interested in licensing additional content for distribution with the product. Developers interested in developing games for ULTRACADE should contact Bob DeKett at Quantum3D.

13. Can I get custom game packs for ULTRACADE?

The quality assurance steps, security, packaging and royalty reporting to our licensors that Quantum3D conducts for each game pack that we ship is time consuming and expensive, so we prefer NOT to do custom Game Packs. In addition, the Game Packs themselves are very low-cost, so we encourage operators to buy the Game Packs and mix and match accordingly. That being said, however, for orders of 1,000 or more units, we would consider custom Game Pack(s).

14. How does an operator know which ULTRACADE games are getting the most plays?

ULTRACADE tracks the earnings of each game. The operator views the Operator Interface from the Operator Menu to display both the lifetime earnings for each title, and how much the game has earned since the last reset. This information makes it easy for the operator to keep higher-earning titles as options for players, and switch lower earning games for new choices to keep players coming back.

15. Can I put my own PC-based games on ULTRACADE?

No. For performance and security purposes, ULTRACADE runs a unique, proprietary operating system that does not support PC games.

16. What about an ULTRACADE Kit?

Currently, we are only selling ULTRACADE in dedicated cabinets, although we plan to introduce an ULTRACADE PC Full Conversion Kit for existing cabinets one day. Each ULTRACADE Game Pack is essentially an upgrade kit, since it adds new games to the existing system - thereby enabling operators to give earnings a boost and thereby get an ROI.

17. Have you tested ULTRACADE on location?

Yes. Quantum3D has tested ULTRACADE in a range of typical coin-op locations, including arcades, bars, and FECs.

18. How has ULTRACADE performed?

We only have preliminary results with one Game Packs, but so far, ULTRACADE is earning about \$100 - \$150 per week, with rankings that put it in the top ½ or ¼ of the pieces on site. Because ULTRACADE is a multi-game system, it's ideal for single site locations that have room for only a handful of cabinets, or even just one, such as convenience stores or other street locations. ULTRACADE also does very well in large arcades-- again because of the unique number of choices it gives the player. ULTRACADE is also well suited for co-location with retailers-especially where non-violent, family-oriented entertainment is essential.

19. What about reliability and maintenance?

ULTRACADE is powered by Graphite, Quantum3D's third-generation, coin-op specific PC. Quantum3D is the leader in PC-based products for coin-op. If you've bought a Hydro Thunder™ or an Offroad Thunder™ by Midway, you've bought a Quantum3D coin-op PC, because every Midway Hydro Thunder and Off Road Thunder has one inside. And from what we've heard from operators around the world, the reliability and ease of maintenance of the system has been better than industry standards for PCB-based products. Quantum3D systems offer unique "single side access" for the easiest possible maintenance with everything on one side, including the CD-ROM and Floppy Drive. Plus, Graphite is crafted to withstand heat, vibration, and shock at even higher levels than our other coin-op systems -- so it's ultra-reliable. Graphite itself is covered by a one-year, return-to-factory warranty.