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**SEQUEL TO 'FIGHTING GAME OF THE YEAR' COMES TO THE  
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM IN  
*CAPCOM VS. SNK 2™: MARK OF THE MILLENNIUM 2001***

E<sup>3</sup>, LOS ANGELES — May 17, 2001 — Capcom®, a leading publisher of fighting games, today announced **Capcom vs. SNK 2™: Mark of the Millennium 2001**, the next title in its legendary “verses” fighting line-up of products. Sixth in Capcom’s “Versus” series that has sold more than one million units in the U.S., **Capcom vs. SNK 2** is scheduled to release this summer for the PlayStation®2 computer entertainment system and coin-operated systems. **Capcom vs. SNK 2** is the sequel to *Capcom vs. SNK*, named “Fighting Game of the Year” by Electronic Gaming Monthly magazine and hailed by gamers as one of the best fighting games of all times. **Capcom vs. SNK 2** was the first product to pit Capcom’s world famous *Street Fighters* against SNK’s celebrated King of Fighters characters. **Capcom vs. SNK 2** features more than 10 new characters and six different fighting grooves each based on either Capcom or SNK’s fighting styles. With even more *Capcom and SNK* characters than the original, gamers will have a field day setting up dream matches choosing from their favorite characters. **Capcom vs. SNK 2** is expected to carry a “T” by the Entertainment Software Rating Board.

In **Capcom vs. SNK 2**, two monster corporations are at war. One solution. A massive martial arts event is planned to settle the score and eliminate all conflicts between the two parties. Many of the world’s most famous warriors have joined and the public is going man with anticipation. Join 44 brawlers from Capcom’s legendary *Street Fighter* and SNK’s world renowned *King of Fighters* series as they fight for universal domination. It’s the ultimate collision of strength and power.

**Capcom vs SNK 2** allows players to choose between one of the six following fighting grooves:

- *Capcom Groove 1* – This groove is similar to the Capcom groove found in the original. Players can use level 1-3 Super Combos, ‘Air Block’ and Counter attack to defeat their opponent.
- *Capcom Groove 2* – Players can only use a level 1 super combo and their attack power does not increase by charging the ‘Super Combo’ gauge. The power of this groove is that it allows players to run and ‘Counter Attack’.
- *Capcom Groove 3* - Players can only use a Level 3 super combo and cannot ‘Guard Cancel’, use a ‘Rolling Get Up’ or ‘Air Block’ in this groove. The advantage of this groove is the fact that players can use both ‘Short Jump’ and ‘Parrying’ to secure victory.

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## “Fighting Game of the Year” Come to PlayStation 2 computer entertainment system in **Capcom vs. SNK 2** Page 2

- *SNK Groove 1* – This groove is similar to the SNK groove found in the original. In this groove, when a character’s vitality is lower than 15%, the player can use a Level 1 super combo limitlessly. The Level 3 super combo is available only when the character’s vitality bar is less than 15% and their super combo gauge is full. While ‘Guard Cancel’ is not available, both ‘Dodge’ and ‘Short Jump’ can be used.
- *SNK Groove 2* – In this groove, players can use the Level 1 super combo in normal circumstances. When a player performs a ‘Power Max’, their attack power is increased by 20% and the level 3 super combo becomes available. ‘Running’, ‘Safe Fall’, ‘Guard Cancel’ and ‘Short Jump’ are all available to the player.
- *SNK Groove 3* – In this groove, when the super combo gauge is full, the character’s attack power is increased by 35% and the maximum damage the character takes is decreased by 1/8. While only the level 3 super combo gauge is available, players can use ‘Just Defense’, ‘Safe Fall’ and ‘Short Jump’.

Aside from the amazing variation of fighting styles, players will be treated to more than 10 new to the series characters and will see the return of all of the characters featured in *Capcom vs SNK*. These characters will include Dan from the famed *Street Fighter* series, Joe Higashi from SNK fame, Haomaru from SNK’s smash hit, Samurai Spirits, Kyosuke from Capcom’s 3D fighting game *Rival Schools* and Athena from *King of Fighters ’95*. **Capcom vs. SNK 2** will feature other new characters from Capcom’s *Street Fighter* and *Final Fight*, SNK’s *Art of Fighting* and *Fatal Fury* series. Another extra for players will be the variation of character artwork in the character select and victory screens. This artwork will vary depending on the fighting style the player chooses.

Capcom Entertainment, headquartered in Sunnyvale, California, is a wholly owned subsidiary of Capcom, Co., Ltd. of Japan. A leading force in the multi-billion dollar interactive entertainment industry, Capcom’s legacy spans 22 years of entertaining video gamers. Capcom develops, markets, and distributes home video games for the PlayStation® game console, PlayStation®2 computer entertainment system, Sega Dreamcast and Nintendo 64 game consoles, Game Boy Systems, personal computers, and coin-operated games. Worldwide recognizable product lines include the *Street Fighter*, *Mega Man*, *Breath of Fire*, and the *Resident Evil* series. World headquarters in Osaka, Japan, the company also has offices in Tokyo, Hong Kong, London and Sunnyvale, California. The company is publicly traded on the Tokyo Stock Exchange code number 9697.

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