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## **CAPCOM ANNOUNCES *MAXIMO™: GHOSTS TO GLORY* HUMOROUS TALE OFFERS INTENSE ACTION AND CLASSIC GAME PLAY**

E<sup>3</sup>, LOS ANGELES — May 17, 2001 — Capcom®, a leading worldwide developer and publisher of console video games, today announced **Maximo: Ghosts to Glory**, an all new 3-D action adventure game for the PlayStation®2 computer entertainment system. In this original creation from Capcom, players control the fate of the gallant hero **Maximo** who returns home to find his kingdom in shambles. Not only is the countryside filled with hordes of the roaming undead thanks to his once trusted advisor Achille, but the scoundrel has imprisoned four beautiful sorceresses and forced Maximo's beloved, Sophia to marry him. **Maximo** must even confront the Grim Reaper himself as Achille's actions create havoc resounding throughout the underworld. Presented in a playful setting, **Maximo** must rescue the four sorceresses, restore good to the kingdom, kick Achille's butt and get back his girl. **Maximo: Ghosts to Glory** is planned to release for Christmas. It has not yet been rated by the Entertainment Software Rating Board.

*Players in Maximo: Ghosts to Glory will enjoy:*

- More than 40 special abilities, moves and power-ups to discover!
- *Dynamic Changing Environments* — With Achille's drill breaking up the land, the game playfields rise, fall, and collapse creating skill based challenges and obstacles.
- *Progressive Character Customization* — Each player can customize his character with new skills and abilities. A wide variety of skill and weapon upgrades are available as Maximo progresses through the game.
- *Unique Continue System* — Players must collect spirits to earn 'death coins' that can be used to pay off the Grim Reaper and gain continues.
- *Full 3D Worlds* — Maximo lives and fights in an expansive, fully realized 3D polygonal world. Level design allows for true 3D movement and interaction.
- *Art Developed by Famed Artist* — All of the game characters were designed by Susumu Matsushita, one of Japan's leading artists.
- *Classic Game Play* — Maximo is a return to the classic thinking in game play design. It's simple, fun and highly addictive and can be enjoyed by players of all ages.
- *Challenge Stages* — Advanced players can gain additional challenge stages, rewarding the player with new game play and added abilities.
- *Tutorial System* — The action doesn't stop in order to teach new players how to play. Players will be instructed as the game progresses.

**Maximo: Ghosts to Glory's** dynamically changing and beautifully constructed 3D environment all loaded with creativity and interactivity. The hero's abilities and skills develop as the game advances. Over 40 power ups and special abilities can be found throughout the game. **Maximo** can use his shield to defend himself or throw it like a weapon.

His shield can also be powered up in many ways including everything from attracting lightning to creating tornados. His sword can also be powered up, from a simple increase in size, to calling a meteor storm from the sky, to transforming it into a flaming blade to slice through enemies.

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A unique character progression system enables players to customize and upgrade their character with new skills, abilities, and weapons based on player preferences. As **Maximo** ventures out on his quest, his appearance changes as the game progresses. At different times, **Maximo** may be outfitted to wear a helmet or earn new armor, be magically transformed into “old man Maximo,” “baby Maximo,” or even find himself stripped down to his underwear after losing his armor. Inspired by one of Capcom’s most heralded series ever, *Ghosts 'N Goblins*, **Maximo: Ghosts to Glory** players will recognize many features from the classic games. As **Maximo** progresses through his journey he will encounter familiar looking bone towers, red gargoyles, and if he’s not careful, **Maximo** can even lose his armor as he tries to complete an area with nothing but stylish boxer shorts to keep him warm. The game features intense game play, and also injects a clever sense of humor keeping the game entertaining and light-hearted.

“**Maximo: Ghosts to Glory** marks true gaming playability at its best in an amazing 3D world. The intent was to create a game that’s all about *fun*,” says Todd Thorson, director of marketing, Capcom Entertainment. “It’s not often a game comes along with such massive appeal. This is due to a unique combination of amazing development talent, a brilliant musical score, incredible graphics and artwork design from one of Japan’s most popular artists. Capcom has spared no expense to create this blockbuster.”

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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