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CAPCOM ANNOUNCES MASSIVE LINE-UP OF PRODUCTS FOR GAME BOY ADVANCE AND GAME BOY COLOR

E³, LOS ANGELES — May 17, 2001 — Capcom®, a leading worldwide developer and publisher of video games, today announced its exciting entry into the new Game Boy Advance market with five ground breaking titles and three brand new Game Boy Color products. Capcom plans to release these products throughout the year.

Game Boy Advance

- **Breath of Fire™** – The original creation of one of the most beloved role-playing game series of all time.
- **Super Street Fighter® II Turbo Revival** – Based on the blockbuster hit, *Super Street Fighter II Turbo*, that launched the fighting genre with numerous modes of play.
- **Final Fight™ One** – Based on the arcade and Super Nintendo Entertainment System *Final Fight* game and features one-on-one link cable action.
- **Mega Man Battle Network™** – Adds another dimension to the series as this all new title puts players in the role of Netto, a partner to Mega Man who's trying to help save the world.
- **Street Fighter Alpha 3™** – Based on the smash arcade fighting game by the same name that garnered numerous awards and accolades among video game publications.

Game Boy Color

- **Mega Man Xtreme 2™** – When the repleids go berserk, Mega Man and his trusty side-kick, Zero set out to restore peace.
- **Toki Tori™** – Control the loveable Toki Tori through more than 60 levels in search of his beloved eggs.
- **Trouballs™** – Challenges players to amass as many points as they can while beating the clock.

Capcom's enormously popular role-playing game, **Breath of Fire** comes to Game Boy Advance this September. In this game, players assume the role of Ryu, the last clansman of the Light Dragons, as he attempts to make a name for himself as a hero and save his people from forces of evil. Ryu and a diverse and unusual group of compatriots travel across continents in their quest to put an end to corruption.

Based on the highly popular **Super Street Fighter II Turbo** that launched the fighting game genre, **Super Street Fighter II Turbo Revival** will provide hours of action and addictive game play. Players control various martial artists in tournament style combat with the goal to defeat all the fighters and become champion of the tournament. There are numerous modes of play including "VS" mode which allows two players to fight against each other using a link cable. **Super Street Fighter II Turbo Revival** is scheduled to release this August for Game Boy Advance.

Based on the arcade and SNES game, **Final Fight One** will include the Rolento stage from the original arcade which had been omitted for the SNES version. The Game Boy Advance game will also feature 2-player simultaneous play using a link cable. Players will be able to experience **Final Fight One** for themselves this July.

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A brand-new title to the *Mega Man* franchise, **Mega Man Battle Network** is set in a network society in the near future, where network crimes using computer virus is a huge problem. In this RPG-style game, players assume the role of Netto and fight against computer virus with his partner *Mega Man*. **Mega Man Battle Network**, featuring Capcom's beloved '*Blue Bomber*' is scheduled to release this August for Gameboy Advance.

Based on the award-winning arcade and PlayStation game, **Street Fighter Alpha 3** for Game Boy Advance is classic *Street Fighter* at its very best. Featuring three different fighting styles for every character, enhanced modes of play and a multitude of moves, specials and super combos **Street Fighter Alpha 3** is coming this fall.

Mega Man Xtreme 2 takes place in the world of Mega Man X as humans and replugins live together in harmony. When the replugins go berserk, they transform into mavericks who under the control of the evil Sigma, cause havoc in their world. As a maverick hunter, Mega Man sets out to defeat Sigma and restore peace. Players can play as Mega Man X or his trusty side-kick, Zero. Mega Man Xtreme 2 is to release this September for Game Boy Color.

In **Toki Toki**, players control the loveable protagonist **Toki Toki**, as he ventures through four varied worlds with more than 60 levels in search of his beloved eggs. Throughout his journey, **Toki Toki** can choose from 10 different weapons and items to aid him in his adventure. The game features crisp graphics and parallax scrolling bringing the game to life while delivering simple yet highly addictive gameplay. Comes to Game Boy Color systems this July.

Trouballs challenges players to amass as many points as they can while beating the clock. Featuring over 100 challenging levels, **Trouballs** is perfect for picking up to play a quick game, yet addictive enough to keep you playing for hours. The object of the game is to rotate and move different colored balls as they fall to the bottom of the screen in order to form a 2x2 square of the same color. Once the square is formed, it disappears and points are added to your total score. **Trouballs** will be available in July for Game Boy Color.

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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