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## CONSUMERS DEMANDED AND CAPCOM DELIVERS MEGA MAN X SERIES CONTINUES IN *MEGA MAN X6*

E<sup>3</sup>, LOS ANGELES — May 17, 2001 — Capcom®'s blockbuster franchise *Mega Man* will blasts his way onto the PlayStation® game console this fall as **Mega Man X6**. In this latest continuation of the *Mega Man X* series, *Mega Man* searches to discover why a giant reloid has gone berserk. A one-player, side-scrolling action platform game, **Mega Man X6** introduces three new game systems that will randomize the maps and challenge players to rescue reloids in order to obtain new items and expand the power of current ones. The Entertainment Software Rating Board (ESRB) rates this "E" for everyone.

*Mega Man X6* introduces the following new features:

- The Nightmare System – A brand new game system whereas players' actions will make changes to other stages. Depending on choices made in previous levels, hidden paths can open, new enemies will appear, various traps can open up and other secrets are revealed.
- Random Stage System – The map of the designated level changes every time you play. The enemies and boss characters are completely random and will change each time the level is played. Fans of the series will recognize the return of five boss characters from previous *Mega Man* games.
- Reloid System - Players obtain various power-up parts by rescuing reloids in each of the stages. Depending on which reloid is rescued, the power-up parts will vary. There is a large amount of reloids to be rescued creating a massive challenge and excellent replay value.

“Capcom’s *Mega Man* products continue to delight video game fans around the world and this new installment will continue the legacy established for this hit franchise,” said Todd Thorson, director of marketing, Capcom Entertainment. “**Mega Man X6** introduces new features while continuing the classic gameplay experience of its predecessors. To date, more than 8 millions of copies of *Mega Man* have been sold worldwide.”

In **Mega Man X6**, Three weeks have passed, *Mega Man*'s long-time partner, Zero, protected the Earth from colliding with a colony at the cost of his own life. Even worse, the incident has turned the Earth into a wasteland void of life. As mankind is unable to go outside into the wasteland, reloids are put to work rebuilding the planet while the humans exist underground, waiting. All seems to be going as planned as *Mega Man X* gets a warning message from Alia telling him that a gigantic reloid is on a rampage. As the game begins, *Mega Man X* heads to the battlefield.

Capcom Co., Ltd. is a leading worldwide developer and publisher of coin-operated and video games. A leading force in the multi-billion dollar interactive entertainment industry, Capcom's legacy spans 21 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 machines, Game Boy Color Systems and coin-operated games. Headquartered 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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