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CAPCOM® BRINGS FAMOUS FIGHTING GAME GENRE TO NINTENDO® GAMECUBE® IN, *CAPCOM VS. SNK 2:™ EO*

E³, LOS ANGELES – May 22, 2002 – Capcom®, a worldwide leading publisher and developer of fighting games, today announced plans to bring one of its most famous fighting game genre to the Nintendo GameCube in **Capcom vs. SNK 2™: EO**. Scheduled to release this fall, **Capcom vs. SNK 2: EO** brings together 44 brawlers from the Capcom and SNK franchises. In this game “EO” which stands for “extreme offense” giving players instant access to devastating special and super moves at the touch of a single control. **Capcom vs. SNK 2: EO** is scheduled to release this fall. This game has not yet been rated by the ESRB (Entertainment Software Rating Board).

In **Capcom vs. SNK 2: EO**, two monster corporations are at war. To settle the score, a massive martial arts event is arranged to eliminate all conflicts between the two parties. Many of the world's most famous warriors have joined and the public is crazy 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. This is the ultimate collision of strength and power.

Capcom vs. SNK 2: EO boasts the following features:

- **EO for “Extreme Offense”** – Players have instant access to devastating special and super moves at the touch of the C stick control.
- **Multiple Game Modes** – The game offers six modes of play including arcade mode, versus mode, survival mode, training mode and color edit mode.
- Over 40 characters from world famous Capcom and SNK franchises, such as *Street Fighter*, *Final Fight*, *Darkstalkers*, *Fatal Fury*, *Samurai Shodown* and *King of Fighters*.
- **Two control modes to make the game accessible for both the novice and experienced player:**
 - **GC-ism** - allows the player to push the C Stick in a direction to execute special and super moves. This feature also automatically blocks for the player and determines the strength of an attack based on how hard the L and R buttons are pressed.
 - **AC-ism** - is the control mode for the experienced fighter as light, medium and hard attacks are mapped to the GameCube controller buttons.

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- **Capcom vs. SNK 2: EO allows players to choose between one of the six following fighting grooves:**
 - **C Groove** - Players can use level 1-3 Super Combos, 'Air Block' and Counter attack to defeat their opponent. This groove is similar to the Capcom groove found in the original.
 - **A Groove** – This is the original combo style used in the Street Fighter Zero series. Players can freely mix and match moves to create their own “Custom Combos.”
 - **P Groove** - Players can use the ‘Parry’ feature to avoid any attack. A level 3 super combo can only be used in this groove.
 - **S Groove** - This groove is similar to the SNK groove found in the original. In this groove, when a character's vitality is low, the player can unleash a super combo limitlessly. If the gauge reaches its limit when the vitality is almost gone, players can perform a “Max Super Attack.”
 - **N Groove** – From King of Fighters '98, players can stock up to 3 levels of super gauge. In this groove, players can perform a ‘Power Max’ by using a level gauge to enhance the character’s attack power for a while.
 - **K Groove** – The groove uses a combination of ‘Just Defense’ which makes the opponent’s attacks ineffective, and a ‘Rage Gauge’. Once this gauge is full, the player’s attack power increases and they are able to use a ‘Max Super Attack.’
- **Groove Point System** – Points are accumulated through a judgement performance in real-time that is based on the player’s game performance.

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 more than 22 years of entertaining video gamers. Capcom develops, markets, and distributes home video games for the PlayStation® game console, PlayStation®2 computer entertainment system, Nintendo® GameCube, and the Xbox™ game consoles, Game Boy® Advance and Game Boy® Color Systems, personal computers, and coin-operated games. Worldwide recognizable product lines include the Resident Evil, Street Fighter, Mega Man, Breath of Fire, and Onimusha 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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