



Contacts:  
Melinda Mongelluzzo  
Matt Atwood  
408.774.0500

**DELIGHTFULLY BIZARRE COMIC BOOK ACTION GAME COMES TO THE  
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM IN  
*JOJO'S BIZARRE ADVENTURE™***

E<sup>3</sup>, LOS ANGELES – MAY 22, 2002 – Capcom® today announced plans to bring the popular Japanese comic book, *JoJo's Bizarre Adventure* to the PlayStation®2 computer entertainment system in **JoJo's Bizarre Adventure™**.

This delightfully bizarre action game uses a unique visual design termed “cell-shading” to create graphics that fulfill Hirohiko Araki's famous anime design on which the game is based. This latest installment not only brings huge visual advancements to the series, but to the action game arena as well. Through enhanced game play mechanics, distinctive challenges and a stylistic 3-D art style, Capcom has created a new face in action games. **JoJo's Bizarre Adventure** is scheduled to release this October. ESRB (Entertainment Software Rating Board) rating is pending.

**JoJo's Bizarre Adventure** features:

- New moves and attack methods. In the **JoJo's Bizarre Adventure** world, each character possesses a special ability known as a Stand. The player can find out the enemy's ability or power-ups with the Stand ability as well as utilize different fighting styles depending on the situation.
- Great variety of game play as your player character changes depending on the level being played.
- New 3-D cell-shaded art style thanks to Capcom's own proprietary technology “Artistoon.” This style of art lets developers bring to life the character and settings in the comic book series.

Based on the massively popular Japanese comic book series by Hirohiko Araki, **JoJo's Bizarre Adventure** brings the comic book alive with an incredibly stylized art form. **JoJo's Bizarre Adventure** offers huge visual advancements to action games through an entirely new approach.

“Everyone who views this title walks away stunned and highly impressed, said Todd Thorson, director of marketing, Capcom Entertainment. “**JoJo's Bizarre Adventure** has an overwhelming fan base around the world eager to play this totally bizarre action game. **JoJo's Bizarre Adventure** is likely to be a name that is on the edge of every gamer's lips.”

-more-

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 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.

###

Capcom, Street Fighter and Resident Evil are registered trademarks of Capcom Co., Ltd. Onimusha, Mega Man and Breath of Fire are trademarks of Capcom Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Nintendo, Game Cube, Game Boy and Game Boy Advance are trademarks of Nintendo. Xbox and Microsoft are trademarks of Microsoft Corp. All rights reserved. All other marks are the property of their respective holders. All other marks are the property of their respective holders. JoJo's Bizarre Adventure and all its characters are (C) Hirohiko Araki and Lucky Land Communications/Shueisha

This title is not officially approved by Sony Computer Entertainment America.