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**GAMERS REJOICE, CAPCOM® BRINGS ITS BELOVED
SUPER GHOULS 'N GHOSTS™ TO THE GAME BOY ADVANCE**

E³, LOS ANGELES – May 22, 2002 – Capcom® today announced plans to release **Super Ghouls 'N Ghosts™**, a return of the highly acclaimed SNES (Super Nintendo Entertainment System) classic to the Game Boy® Advance video game system. Scheduled to release this September, **Super Ghouls 'N Ghosts** features classic 2-D side-scrolling action, and all of the game play elements that made the original one of the most beloved classic video games of all time. Newly designed enemies and stages are sure to please new and old fans of the series. **Super Ghouls 'N Ghosts** is currently 'RP' (Rating Pending) by the ESRB (Entertainment Software Rating Board).

The legendary quest begins as the dauntless knight Arthur is caught up in a dangerous quest. A spell has been cast upon his kingdom and the evil emperor has snatched his fair maiden, Princess Prin Prin. Only Arthur can get her back from the creatures of the undead that haunt the land. Players must test their courage and skill in order to save Arthur's damsel in distress and monarchy from torment. Magic, mystery and the mightiest weapons await gamers as they journey through the ghoulish realm and uncover glorious treasure.

Super Ghouls 'N Ghosts will include the following features:

- New "Arrange Mode" – allows players to choose the next stage of the game at the end of each level. This new feature adds more replay value to the game and allows those who have played the original version to play new stages. The new stages also features popular enemies from *Ghosts 'N Goblins* and *Super Ghosts 'N Goblins* who appear with beautiful graphics.
- Seven unique stages to challenge the player
- As Arthur makes his way through the Ghoul Realm and discovers Treasure Chests, what's inside is always a mystery.
- Arthur can collect an assortment of weapons, such as a lance, dagger, crossbow, scythe, torch, and axe.
- Collect Armor and Shields to help power your way through this ghastly world
 - Steel Armor – Arthur's basic armor, which protects him from a single hit.
 - Bronze Armor – Enhances the power of Arthur's weapons.
 - Gold Armor – Charges up Arthur's weapons with the power of Magic.
 - Moon Shield – Comes with the Gold Armor and protects Arthur from a single ghoulish attack.
 - Sun Shield – A glowing shield that can block three enemy shots and summon his magic powers instantly.

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