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## **CAPCOM BRINGS *MARVEL VS CAPCOM 2* TO NEXT GENERATION SYSTEMS WITH AN ASTONISHING 50+ CHARACTERS**

E<sup>3</sup>, LOS ANGELES — May 22, 2002 — Capcom® Entertainment today announced plans to bring its number one arcade hit, **Marvel® vs. Capcom 2™** to the PlayStation®2 computer entertainment system and the Xbox™ video game system from Microsoft this fall. Delivering absolute arcade perfection in classic Capcom style, **Marvel vs. Capcom 2** pits Capcom's legendary characters and Marvel's world famous super heroes against each other for dream matches of epic proportions. The game features a record number of playable characters: more than 50! The game also delivers new innovations with real three-on-three tag team matches and numerous modes of play. **Marvel vs. Capcom 2** Entertainment Software Rating Board (ESRB) rating is pending.

"I'm glad to see this classic fighting game will soon be available for the PlayStation 2 and Xbox owners," said Todd Thorson, director of marketing, Capcom Entertainment. "**Marvel vs. Capcom 2** offers players more than 50 playable characters, more than any other video game, and a wide variety of game modes. Where else can players pit an adorable Servebot against the maniacal powers of Doctor Doom or Jill, from Resident Evil against all time favorites like Spider-Man."

*Marvel vs. Capcom 2 offers the following enhancements and the return of popular modes of play including:*

- Real 3-on-3 tag team battle!
- More than 50 playable characters
- Team Hyper Combo – Allows three characters to perform Super Combos successively.
- Snap Back – Forces opponents to change characters
- Assist Type Select – Players choose their favorite assist attack
- Crossover Attack – Players can change characters in the thick of battle
- Crossover Assist – Waiting character rushes on screen to assist your playing character
- Crossover Counter – Waiting character performs lifesaving counterattacks
- Crossover Combination – Three characters perform a Super Combo simultaneously
- Advancing Guard – Allows players to push back their opponent

At the beginning of the game, players have access to 24 playable characters. From the Marvel universe players can choose from *Cable, Marrow, Cyclops, Captain America, Dr. Doom, Rogue, Psylocke, Wolverine* (bone claw version), *Iceman, Spider-Man, Hulk* or *Venom*. The line-up of Capcom characters includes *Jill, Tron, Rubyheart, Son Son, Amingo, Hayato, Sakura, Guile, Ryu, Zangief, Anakaris* and *Strider*. As players meet certain conditions they will gain access to many hidden and secret characters.

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## Capcom Brings *Marvel vs. Capcom 2* to Next Generation Systems

Page 2

**Marvel vs. Capcom 2** includes all the features from the arcade version. Now as never before, players can choose a character to experience three-on-three fighting mayhem. Players can perform limitless *Hyper Combos*, *Crossover Counters*, *Advancing Guard* and *Super Jumps*, all popular features from the acclaimed “vs” series.

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.

Marvel Enterprises, Inc. (NYSE:MVL) is a leading entertainment-based marketing and licensing company operating in the comic book publishing, toy, trading card, licensing and children’s activity sticker businesses on a worldwide basis.

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