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**CAPCOM'S FAMOUS BLUE BOMBER TAKES ON HIS MOST CHALLENGING
ROLE YET IN *MEGA MAN ZERO*™ FOR THE GAME BOY® ADVANCE**

E³, LOS ANGELES – May 22, 2002 – Capcom® has announced its famous *Mega Man* franchise character will appear in his most challenging game yet in **Mega Man Zero**™ for the Game Boy® Advance video game system. A traditional take on the classic *Mega Man X* series, **Mega Man Zero** is a fast and furious 2-D side-scrolling action game. The game is designed for hardcore action fans, yet accessible for casual gamers via the Cyber Elf System. **Mega Man Zero** is currently scheduled to release this September. ESRB rating is pending.

In the game, *Mega Man Zero* awakes after 100 years of sleep to a world where reroids are unjustly attacked by an organization called “Neo Arcadia”. This new government has turned the world into a place where it is extremely hard for reroids to live and where they are punished for trifling suspicions. Reroids, who have managed to escape from the punishment, flee to an old city which now lies in ruin, but the evil Neo Arcadia’s hands are advancing. A genius scientist named Ciel, who lives with the innocent reroids in hopes of saving them, tries to revive the legendary reroid *Mega Man Zero* in order to save the cornered reroids. As *Mega Man Zero*, it is up to you to save the world.

Mega Man Zero boasts the following features:

- *Game for action experts!* – **Mega Man Zero** is hands-down the most challenging *Mega Man* game ever!
- *Admiration System* – Records incredibly detailed data in order to give game players bragging rights. This new system will record the amount of damage taken from enemies, the number of items used, the number of enemies defeated and the time it takes to complete the game.
- *Cyber Elf System* - While the game is designed for hardcore action fans, the Cyber Elf System makes it accessible to casual gamers. Players will be able to obtain Cyber Elf power-ups and ease the difficulty of the game by with a press of the button. There are more than 70 Cyber Elves throughout the game and even players who don’t need the extra help will want to find them all to complete the collection.

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 video game 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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