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CYBER CRIMINALS BEWARE AS MEGA MAN ARRIVES IN, *MEGA MAN BATTLE NETWORK™2* FOR THE GAME BOY® ADVANCE

E³, LOS ANGELES – May 22, 2002 – Capcom® today announced plans to release **Mega Man Battle Network™ 2**, sequel to the highly acclaimed *Mega Man Battle Network*, later this month for the Game Boy® Advance video game system. Marking the second in the *Mega Man* cyber role-playing game series, **Mega Man Battle Network 2** has emphasis on puzzle-solving and turn-based combat. With massive appeal to a fan base eager for a serious challenge featuring classic *Mega Man* action, **Mega Man Battle Network 2** challenges players in a world where strategy and recognizing attack patterns can take players far.

In **Mega Man Battle Network 2**, Mega Man.EXE is back and in mega trouble. This time, there's a new net crime organization in town and its computer hacking has created a computer virus that's quickly gaining momentum. It's up to Mega Man.EXE, "his pal" Lan, and his friends to join the Net-battlers to win this new cyber struggle by defeating viruses, battling bosses and solving problems. Stop it before it spreads!

This new futuristic franchise features an advanced battle system that allows gamers to change the look of *Mega Man* based on his or her playing style. *Mega Man* can use battle chips not only as weapons in battle, but also assist our hero by replenishing his health, helping him escape when in a jam, or to perform special attacks. Sophisticated tournament-style battles and chip trading via the link cable adds to the game's replay value by enticing players to experiment using battle chips in different combinations to find the ultimate 1-2 punch.

Mega Man Battle Network 2 boasts the following features:

- *Mega Man* changes his looks depending on the player's gaming style. A style change will give Mega Man game play advantages, enhancing his attributes both offensively and defensively.
- Players who attack with an advantageous attribute will inflict twice the damage. The advantage follows the "rock, paper, scissors" concept: Fire defeats Wood, Wood defeats Electricity, Electricity defeats Water and Water defeats Fire.
 - Fire – **Mega Man**'s body turns red and his charge shot becomes a "flame-thrower." In this state, **Mega Man** can take twice the damage if attacked by a water-based weapon.
 - Water – **Mega Man**'s body turns light blue and his charge shot becomes a "Bubble Shot." If attacked by an electricity-based weapon, **Mega Man** can take twice the damage. (contradictory)
 - Electricity – **Mega Man**'s body turns yellow and his charge shot becomes a "Zap Ring Shot". He can take twice the damage if attacked by a wood based weapon.
 - Wood – **Mega Man**'s body turns green and his charge shot becomes a "Twister Shot." **Mega Man** can take twice the damage if attacked by a fire-based weapon.

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Capcom's Famous Blue Bomber Comes to GameBoy Advance

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- By selecting specific battle chips in a certain order, players can unlock a hidden ability.
- Sophisticated tournament style battles and chip trading via the Link Cable.

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