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**CAPCOM® TEAMS WITH DISNEY INTERACTIVE TO BRING *DISNEY'S ALADDIN™*  
TO THE GAME BOY® ADVANCE**

**—VIDEO GAME RELEASE COINCIDES WITH FIRST TIME DVD MOVIE RELEASE—**

E<sup>3</sup>, LOS ANGELES — May 12, 2004 — Capcom® and Disney Interactive, a publishing label of Buena Vista Games, Inc., today announced plans to release **Disney's Aladdin** this October for the Game Boy® Advance and Game Boy® Advance SP hand-held systems. Based on Capcom's popular Super Nintendo Entertainment System© game and Disney's critically acclaimed feature film of the same name, **Disney's Aladdin** enhances all of the qualities that made the original video game a success. In this classic side-scrolling platform game, players take the role of Aladdin and his mischievous pal monkey, Abu for an action-packed ride through Agrabah. Using items they find throughout the game, this "prince of thieves" and his sidekick throw apples, climb ropes, and ride magic carpets to get their chance with destiny. Gamers of all ages will savor every moment as they discover this Disney classic adventure for Game Boy Advance. The game carries an "E" rating for everyone from the ESRB (Entertainment Software Rating Board).

*Disney's Aladdin boasts the following features:*

- A "bonus stage" added to each level to enhance game depth
- Diverse environments including searching through Jafar's castle, exploring the fantasy world of Genie's lamp and searching for Abu who has fallen into an ancient pyramid.
- Fly a magic carpet to escape from danger
- Fun, colorful and entertaining for gamers of all ages!
- Play with your favorite Disney friends from the film, Aladdin and Abu, among others.

**Disney's Aladdin** begins with the evil Jafar and his desire for a deeply sought after magic treasure — a secret lamp that holds the key to the greatest power in the world. But he soon learns that there's only one person in the world that can claim this prize from the dreaded Cave of Wonders: Aladdin! While Jafar may trick our hero and his pal into retrieving the magical lamp from the Cave of Wonders, players should prepare themselves for what lies ahead. Aladdin and Abu outwit Jafar by releasing the lamp's power in the form of a blue Genie! But have they spoiled Jafar's devious plan after all? And what about the chance to win the hand of the beautiful princess Jasmine? If only all it took was magic to make Aladdin's wishes come true!

"Capcom is thrilled to bring Disney's classic film, Aladdin to the Game Boy Advance," said Todd Thorson, director of marketing at Capcom Entertainment. "Millions of game players and Aladdin fans now can jump directly into the world of flying carpets and powerful genies as they experience the magic only Disney can offer."

**Capcom Announces Aladdin**  
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Capcom is a leading worldwide developer, publisher and distributor of interactive entertainment. Founded in 1983, the company has created world renowned franchises including *Resident Evil*, *Street Fighter*, *Mega Man*, *Breath of Fire*, *Devil May Cry* and the *Onimusha* series. Headquartered in Osaka, Japan, the company maintains operations in the U.S., United Kingdom, Germany, Tokyo and Hong Kong. More information about Capcom and its products can be found on the company's web site at [www.capcom.com](http://www.capcom.com).

**About Disney Interactive**

Disney Interactive is the award-winning children's publishing label of Buena Vista Games, Inc. The label produces high quality children's and family-oriented interactive video games and CD-ROMS. Buena Vista Games, Inc. is the interactive entertainment arm of The Walt Disney Company's Consumer Products business unit. For more information on Disney Interactive's products, visit [www.disneyinteractive.com](http://www.disneyinteractive.com)

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