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**CAPCOM® ANNOUNCES CAPCOM® FIGHTING JAM
FOR THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM**

-Popular Characters From Five Classic Capcom Fighting Games Collide-

E³, LOS ANGELES – May 12, 2004—Capcom®, a leading worldwide developer and publisher of video games, today announced the ultimate 2D brawler with **Capcom® Fighting Jam** (working title) for the PlayStation®2 computer entertainment system. As the driving force behind the 2D fighting genre, Capcom's library includes a huge line up of fighting games, including the award-winning *Street Fighter* series which has sold more than 27 million units to date. The titles have popularized 2D fighting and have produced a world famous line-up of characters. Capcom has brought together popular characters from five classic titles in the *Street Fighter* and other Capcom series, for intense two-on-two player battles. Capcom plans to release **Capcom Fighting Jam** throughout North America in winter 2004.

Capcom Fighting Jam offers a diverse cast of players as well as additional hidden characters from each of the following titles: *Street Fighter II*, *Darkstalkers*, *Street Fighter III*, *Red Earth* and *Street Fighter Alpha*. Each character maintains their unique fighting style from their respective title, so players must strategically use each one's combat system to defeat that of their opponent as they square off in battle. With two-on-two action, gamers can mix and match their team from any of the different titles. The character change system allows players to choose a combatant for each round of the battle. Pitting the right competitor against the opponent based on the strengths of the fighting systems will be the key to victory.

"Capcom's fighting games have earned world wide respect and have elevated the industry standard to new heights over the years," said Todd Thorson, director of marketing, Capcom USA. "With an arsenal of established characters, time-honored control schemes and versatile options, **Capcom Fighting Jam** is a must have for any fighter fan."

Capcom Fighting Jam includes the following features:

- **Characters from 5 classic Capcom titles:**
 - *Street Fighter II* - Ryu, Guile
 - *Darkstalkers* - Demitri, Felicia
 - *Street Fighter III* - Yun, Chun-Li
 - *Red Earth* - Leo, Hauser
 - *Street Fighter Alpha* - Guy, Sakura
 - Plus additional hidden characters!
- **Two-on-two team battles** - Choose a character for each round of battle; strategically pick the combatant based on the opponent's powers and weaknesses

- **Classic 6 button control scheme**
- **Title specific combat systems** - Characters maintain their original fighting styles from their specific titles
- **Several gameplay modes:**
 - **Arcade mode** - Defeat CPU characters in set number of rounds to reach the ending
 - **Vs. mode** - Exclusive battle mode where the player selects the characters, handicap settings and stages
 - **Survival mode** - Choose to battle all characters from the game in one sitting or keep fighting enemies until you lose
 - **Training mode** - Practice a variety of techniques on CPU characters; even record and review your gameplay to improve your skills
 - **Gallery mode** - View character illustrations, endings and additional items earned by clearing the various game modes
 - **Game Replay mode** - Save and view replays of your favorite battles
 - **Option mode** - Change settings including difficulty, match time, key configuration and more

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.

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CAPCOM® ANNOUNCES *CAPCOM® FIGHTING JAM* FOR XBOX™

-Popular Characters From Five Classic Capcom Fighting Games Collide-

E³, LOS ANGELES – May 12, 2004—Capcom®, a leading worldwide developer and publisher of video games, today announced the ultimate 2D brawler with **Capcom® Fighting Jam** (working title) for the Xbox™ video game system from Microsoft®. As the driving force behind the 2D fighting genre, Capcom's library includes a huge line up of fighting games, including the award-winning *Street Fighter* series which has sold more than 27 million units to date. The titles have popularized 2D fighting and have produced a world famous line-up of characters. Capcom has brought together popular characters from five classic titles in the *Street Fighter* and other Capcom series, for intense two-on-two player battles. **Capcom Fighting Jam** will also allow players to put their skills to the test in cross continent match ups via the Xbox Live™ online gaming service. Capcom plans to release **Capcom Fighting Jam** throughout North America in winter 2004.

Capcom Fighting Jam offers a diverse cast of players as well as additional hidden characters from each of the following titles: *Street Fighter II*, *Darkstalkers*, *Street Fighter III*, *Red Earth* and *Street Fighter Alpha*. Each character maintains their unique fighting style from their respective title, so players must strategically use each one's combat system to defeat that of their opponent as they square off in battle. With two-on-two action, gamers can mix and match their team from any of the different titles. The character change system allows players to choose a combatant for each round of the battle. Pitting the right competitor against the opponent based on the strengths of the fighting systems will be the key to victory.

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 - **Option mode** - Change settings including difficulty, match time, key configuration and more
- **Xbox Live enabled** - for heated online match ups against players from around the continent

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About Xbox

Xbox (<http://www.xbox.com/>) is Microsoft's future-generation video game system that delivers the most powerful games experiences ever. Xbox empowers game artists by giving them the technology to fulfill their creative visions as never before, creating games that blur the lines between fantasy and reality. Xbox is now available in North America, Japan, Europe and Australia.

About Xbox Live

Xbox Live is the first comprehensive, online gaming arena fully dedicated to fast-action broadband gaming experiences. Xbox Live will allow gamers to play multiplayer Xbox games with other gamers everywhere via a high-speed Internet connection. With a built-in hard drive and Ethernet port, the Xbox console was built from the ground up to be an online gaming system. Xbox Live will enable all gamers to find and play with their friends easily, talk to other players during game play through the Xbox Communicator headset, and download current statistics, new levels and characters to their Xbox hard drive.

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