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**CAPCOM® PRESENTS MEGA MAN BATTLE NETWORK™ 4
RED SUN AND BLUE MOON FOR THE GAME BOY® ADVANCE**

E³, LOS ANGELES – May 12, 2004 — Capcom®, a leading worldwide developer and publisher of video games, today showcased **Mega Man Battle Network™ 4** in two versions- **Red Sun** and **Blue Moon** for the Game Boy® Advance video game system. Each version presents many challenges for players as they encounter different enemies, battle chips, souls and characters. A Game Link® Cable can be used for competitive gameplay and battle chip exchanges. **Mega Man Battle Network 4 Red Sun** and **Mega Man Battle Network 4 Blue Moon** are set to release this summer throughout North America.

The *Battle Network* series features a school boy named Lan and his friend, Mega Man.EXE in their adventures to rid the net of viruses and other cyber world enemies. Players experience varied environments as they traverse the real world with Lan and navigate the virtual realm with Mega Man in action packed battles.

Unlike previous games in the *Battle Network* series, the main focus of **Mega Man Battle Network 4** is a tournament system where players will encounter a variety of cyber enemies that must be defeated. A new “Soul Unison” system is introduced for these two games. During the game, some of the souls of those which have fought with Mega Man will “synch up” with his during battle. When this happens, Mega Man will be able to transform and use the special abilities of these souls during battle.

Players must be careful though, as there are forces of good and evil pulling at them throughout the game. In contrast to the “Soul Unison” system, there is a “Dark Soul” system in place. At times when Mega Man is in a pinch, a powerful and attractive “Dark Chip” will appear to tempt him. The more times these chips are used, Mega Man’s Net-Navi will become more affected by evil and consequences will occur, including the inability to perform vital “Soul Unisons.”

Mega Man Battle Network 4 includes the following features:

- Tournament style gameplay – The battle structure is based on lots that are drawn to determine who will challenge who, resulting in an endless combination of battles for expanded replay; Fight to win each game’s respective final tournaments- Red Sun and Blue Moon
- “Soul Unison” system – Allows players to utilize special abilities from opponents’ souls encountered in the tournaments
- “Dark Soul” system – Powerful, tempting chips that must be used sparingly, if at all, otherwise Mega Man will be lost to the dark side

- Navi Customizer system – Allows players to customize Mega Man’s abilities by assembling program parts in a memory map; Players must take care to follow rules and keep parts compatible, otherwise it will hamper progress
- Game Link® Cable compatible
 - Trade programs and chips
 - Compare records and have Net battles with your friends
 - Connect Red Sun to Blue Moon to trade Navis for expanded storylines
 - Players of Red Sun can battle against those with Blue Moon and vice versa
 - Collect Navis from your friends and host your own free tournament
- Distinct features for **Red Sun** and **Blue Moon**
 - Separate storylines in each game
 - 6 souls per game, for a total of 12 souls, that can be used in the “Soul Unison” system
 - Assorted battle chips for each version
 - Enemies that are unique to each title
 - Variable strategies for winning - With unique tools available and different enemies players face in each game, the strategy for mastering them will change

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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