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CAPCOM® ANNOUNCES *MEGA MAN*® X8 FOR THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

-Three Heroes Join Forces in Mega Action Game-

E³, LOS ANGELES – May 12, 2004 — Capcom®, a powerhouse in the multi-billion dollar video game industry, today announced **Mega Man® X8** for the PlayStation®2 computer entertainment system. The *Mega Man* series of products has sold more than 20 million units worldwide. This blockbuster franchise is the continuing adventure of Mega Man and his quest to protect humankind from the forces of evil. **Mega Man X8** is a high speed action game which challenges players to jump and shoot their way through a variety of imaginative stages. The game stars Mega Man and his allies, Zero and Axl, in a new adventure packed with more features, depth and variety than the series has ever seen. Capcom plans to release **Mega Man X8** throughout North America in winter 2004.

The evil Sigma had started a war of fury on Earth in an attempt to annihilate the human race. **Mega Man X8** begins after the fall out of this battle, which left the planet in shambles, and forced humans to look for a new home. In an effort to rebuild, a new generation of robot Reploids was built by the earth's people in order to ready the moon for colonization. This new group possessed advanced capabilities, including the ability to copy other Reploids. Unfortunately, Sigma had corrupted them with his sinister DNA mark in an attempt to make them turn on humans. Now Mega Man X, Zero and Axl must head to the moon for an outer space mission to defeat the enemy and save mankind.

"Following the incredible surge of attention from the great momentum of last year's Mega Man's 15th anniversary celebration, the *Mega Man* series continues to grow," said Todd Thorson, director of marketing, Capcom USA.

"**Mega Man X8** offers a bigger and bolder adventure which will completely amaze fans of the series."

Mega Man X8 provides a greater degree of freedom and variety than ever before. Players are able to complete the stages in any order and as often as they like. Each area is designed to help build and acquire skills that will be used to advance through the game. Players must successfully jump, attack, and utilize new weapons to open up additional areas and conquer each challenge. Twelve stages provide vast variety in gameplay and settings from 3D depth-scrolling space stations to side-scrolling lunar colonies and even vehicle based missions, each with their own objectives. Replay is encouraged through "intermission" sub quests that provide different objectives for already-cleared stages to provide added depth and help players hone skills.

Mega Man X8 boasts the following features:

- **Three playable characters with varying strengths and special abilities**
 - **Mega Man X** - Equipped with his trusty charge shot

- **Zero** - A master of short range attacks with the ability to double jump
- **Axl** - Armed with a spread shot weapon and hovering skills
- **Enhanced tag team action**
 - Switch between two characters at any time to effectively defeat enemies
 - **Rescue change** - Standby character can provide backup support when the main character is caught in enemy clutches
 - **Double attack** - Attack enemies to fill up a special gauge and unleash a powerful two-player simultaneous attack!
 - **Recovery gauge** - Health gauges for standby characters refill according to how well the main character performs in battle
 - **Combo counter** - Recovery items are only available when dropped by enemies; defeating multiple enemies in a row will increase the combo counter and the rate at which enemies drop these special items
- **Three Navigator types** - Pick a Navigator at the beginning of a stage; each offers a stage strategy, an enemy strategy or story supplements
- **Collect "metal" from defeated enemies** - Use as building blocks for valuable power-up chips
- Ability to use weapons obtained from defeated bosses
- Multiple story endings and hidden items

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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