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**CAPCOM® PRESENTS *WAY OF THE SAMURAI 2*
FOR THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM**

-Sequel to Successful Samurai Series Transports Players to Feudal Era Japan-

E³, LOS ANGELES – May 12, 2004 – Capcom®, a leading worldwide developer and publisher of video games, today showcased **Way of the Samurai 2**, the long awaited sequel to Acquire's *Samurai* series for the PlayStation®2 computer entertainment system. With a multitude of new features including expanded content, new characters and enhanced fighting mechanics, **Way of the Samurai 2** improves upon every facet of the original to deliver an even deeper samurai based action adventure. Developed by Acquire, the creators of the *Tenchu* series and published by Spike in Japan, Capcom plans to publish the title for North America this June. **Way of the Samurai 2** will carry an "M" rating for mature audiences by the ESRB (Entertainment Software Rating Board).

Way of the Samurai 2 is set during feudal era Japan at the end of the Edo period, in the conflict laden town of Amahara. A once peaceful town, Amahara has become the center of a tense conflict between two powerful forces at the expense of its innocent townspeople. The Amahara magistrate office, which once upheld peace and justice, has succumbed to the suppression ideology of the rising feudal government and has become an extreme tyrannical force that rules the innocent townsfolk. They are at odds with a rogue group of warriors known as the Aoto gang. Like the magistrate office, this group had long represented values of loyalty and chivalry, but the death of their former leader left them vulnerable. Several would-be successors began claiming rights to leadership and the gang soon transformed into an uncontrollable group of arrogant and violent vigilantes that terrorize the defenseless citizens of Amahara.

Way of the Samurai was marked by its open-ended gameplay and the sequel not only continues this formula but expands upon it. In **Way of the Samurai 2**, players take on the role of a wandering samurai who has come upon the conflicted town of Amahara during his travels. Instead of a two day period as in the original, players will proceed in a deeper ten day adventure where they explore the town and become entwined in its turmoil. How the main character chooses to proceed through the game and which people he chooses to help or fight will determine the subsequent storyline and consequences for the people around him. Players must prove their sword fighting skills in heated confrontations, interact with a wide spectrum of characters and explore various locales throughout the town.

Way of the Samurai 2 includes the following features:

- Realistic sword fighting action based on traditional Japanese samurai films – dodge and slash attacks from multiple enemies in thrilling battles
- Outcomes determined by the choices a player makes – how a player chooses to proceed will affect those around him, change how people react to him and lead to different scenarios and endings
- Choose to play as one of three different samurai "types"

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Capcom Presents Way of the Samurai 2

Page 2

- Young male – a wandering samurai who has been weathered by many rough experiences
- Fierce warrior – a true fighter adorned with animal skins and tattered clothing
- Master – a modest and controlled swords expert
- New sword positions and fighting techniques – twin sword style, quick slash and more!
- More than 400 special moves - kick, throw and defend moves that vary depending on the weapon used
- Upgrade and collect more than 60 swords - defeat enemies to obtain more powerful swords, strengthen blades at the blacksmith and master new techniques as you advance through the game
- New one slash kill system – knock an enemy off balance with a hard attack or counter attack, then finish them off with a one slash hit; this system allows you to slash numerous enemies in a row
- More interactive setting – visit shops, talk to locals and earn money through jobs or tasks
- Purchase and find an array of collectors items throughout the game

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.

Spike Co., Ltd, headquartered in Tokyo, Japan, is a publishing enterprise for interactive entertainment software. Originally founded in 1991, the company has focused its efforts on being a leading concept-developing content provider. More information about Spike and its products can be found on the company's web site at <http://www.spike.co.jp/2003en/>.

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