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## **CAPCOM'S FAMOUS BLUE BOMBER BATTLES HIS WAY ONTO THE NINTENDO DS™ IN *MEGA MAN BATTLE NETWORK® 5: DOUBLE TEAM***

E3, LOS ANGELES — May 18, 2005— The handheld cyber battle wages on as Capcom® today announced plans to release **Mega Man Battle Network 5®: Double Team** for the Nintendo DS™. An adaptation of **Mega Man Battle Network 5: Team Protoman** and **Team Colonel** for the Game Boy® Advance video game system, **Double Team** has players assisting Mega Man and friends to once again liberate areas of the Internet taken over by an evil organization. Building on the prior *Mega Man Battle Network games*, **Double Team** will be enhanced with interchangeable characters, an upgraded “Soul Unison” system and other exclusive features. **Mega Man Battle Network 5: Double Team** is scheduled to be unleashed throughout North American this fall.

One month has passed since the battle ended with the Dark Chip Syndicate for the earth’s existence. Now back under the new name "Nebula", this evil organization is attempting to take complete control over the global internet. Now players must team up with other cyber heroes to liberate the Nebula-controlled areas of the internet and stop this malevolent organization.

In **Mega Man Battle Network 5: Double Team**, players must partake in an extensive liberating mission where they must defeat the evil organization that waits, while acquiring and using up to six Navi allies to help progress through the adventure. Each Battle Network version has a set of specialized cohorts that can be obtained including characters from *Battle Network 4*. Working as a team will be crucial to liberate the Nebula-controlled areas. Plug into flashbacks of stored digital data and images which will uncover information that may help resolve unanswered questions.

The "Soul Unison" system returns, allowing players to utilize the special abilities from allies and defeated enemies encountered in the game, enabling Mega Man to use their powers during battle. Furthermore, the tempting "Dark Chip" will re-emerge. Using the new “Chaos Union” system, players can fuse this attractive chip with an ally’s ‘soul’ allowing them to control the power of the darkness.

*Mega Man Battle Network 5: Double Team* includes the following features:

- Contains the original **Mega Man Battle Network 5: Team Protoman** and **Team Colonel** editions plus all new features exclusive to the system:
  - **Use your favorite Navis** - When battling in liberation missions, players can transport their favorite Navi into your current version from the other version and vice versa. Now Team Colonel and Team Protoman are completely interlinked!
  - **Go Wireless** – Battle tournament style with several participants!
  - **Dual Screen Functionality** – Players can access their Cyber Map and PET through the dual screen.
  - **Cheer on Mega Man** - Built in Mic support helps to power him up!

- more -

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- Carry over chip data from prior GBA games into the Dual Screen version!

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).

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