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TECMO SHOWCASES MONSTER RANCHER 4 AT E3

The fourth installment in the popular series which lets players breed, and fight with monsters they control, knocked the socks off E3 participants by breeding a host of new features including a completely new adventure element that will revolutionize the Monster Rancher Series.

LOS ANGELES, Calif., May 14, 2003—The beloved Monster Rancher® series where players are able to breed, train, and fight digital pet monsters will be once again making its return to the PlayStation®2 computer entertainment system as Tecmo® announced at the 2003 Electronic Entertainment Expo its plans to bring out the fourth installment in the series, Monster Rancher® 4. The latest entry in the popular series will be comprised of a mass of new features including a multi-breeding and training program, full customization of training facilities, and a brand new interactive action/adventure element, creating a new game that goes years beyond its predecessors. Along with a host of new features Monster Rancher 4 will bring back some of its fan's favorite elements including the CD/DVD swapping feature and everyone's favorite characters, Mocchi, Suezo, and Golem!

The developers of the celebrated series wanted to take Monster Rancher to the next level with features that would differentiate it from the other games in the series. The most exciting new feature is the element of action/adventure that has been added to the game. Once the player has gone through the steps of breeding and training their monsters to fight, the player and their monsters will set off on a role playing adventure to unknown lands. The player first chooses which monsters they would like to have by their side during the expedition and then the adventure

begins as the group embarks on a wild journey across distant lands in search of mysteries unknown.

“We are thrilled that Monster Rancher is branching out and exploring different genres. The Monster Rancher series is very unique in that it has never really fit into one type of video game category,” said John Inada, Director of Marketing and Sales for Tecmo. “The series has never played by the rules before so why start now. The developers of Monster Rancher 4 have taken a little bit from each genre—action/adventure, RPG, simulation, fighting—and made a game that is as unique as it is fun!”

Another highlight in the game is the inclusion of the multi-breeding and training program where the player is able to breed and train multiple monsters simultaneously. Previously, the player was only allowed to breed and train monsters one at a time so this new development of training multiple monsters at once will add depth and dimension to the game. Other features include the full customization of the player’s training facilities with a variety of training equipment to select from. The more efficiently the player plans out their training facilities the better they will be able to train their new monsters.

The CD/DVD swapping feature will be making its comeback in MR4 with a whole new variety of monsters to unlock by just popping in your favorite CD’s and DVD’s. The new game will also feature a variety of secret adventures, tons of unlockable monsters and levels, and an evolved battle feature.

Monster Rancher 4 for the PlayStation®2 computer entertainment system will hit store shelves this fall with a suggested retail price of \$49.99. For more information and new screens check out Tecmo’s official website at

www.tecmo.com

About Tecmo, Inc.

Tecmo, Inc. (<http://www.tecmo.com/>) is well known for its hit multi-platform series Dead or Alive® and its million-selling Dead or Alive® 3. Other notable classics include the million-selling series Ninja Gaiden® and Tecmo Bowl®. Tecmo also publishes the popular series Monster Rancher®, Gallop Racer®, and Fatal Frame®.

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