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**THE BATTLE WAGES ON AS CAPCOM® ANNOUNCES
MEGA MAN BATTLE NETWORK® 5 TEAM PROTOMAN AND TEAM COLONEL FOR
THE GAME BOY® ADVANCE™**

E3, LOS ANGELES — May 18, 2005— The handheld cyber battle resumes as Capcom® today announced plans to release **Mega Man Battle Network® 5** in two versions - **Team Protoman** and **Team Colonel** for the Game Boy® Advance video game system. Emancipate the internet once and for all from the cyber menaces that await Mega Man, his pal Lan and friends as players experience the most exciting ‘Battle Network’ adventure yet. Building on the prior *Mega Man Battle Network* games, the **Protoman** and **Colonel** versions will be distinctly enhanced with different enemies, characters, souls and battle chips. **Mega Man Battle Network 5 Team Protoman** and **Mega Man Battle Network 5 Team Colonel** are scheduled to be released in North America this June.

Once month has passed since the battle ended with the Dark Chip Syndicate for the earth’s existence. Now an evil organization called the “Nebula” 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**, players must partake in an extensive liberating mission where they must defeat the cyber enemies that wait, while acquiring and using up to six Navi allies to help progress through the adventure. Each Battle Network version will have a set of specialized cohorts that can be obtained including characters from previous installments of the series. Working as a team will be crucial if you want 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 the opponents’ souls encountered in the game, enabling Mega Man to transform and use these powers during battle. Furthermore, the tempting “Dark Chip” will re-emerge in the “Chaos Unison” system. This attractive chip permits players to control the power of the darkness but the more times these chips are used, the more Mega Man’s Net-Navi’s maximum hit points will dwindle.

Mega Man Battle Network 5 includes the following features:

- Liberation Turf Battle Missions – The battle structure is based on freeing Nebula controlled areas. By utilizing the abilities of each acquired ally to liberate each region, the field returns to normal.
- “Chaos Union” system – Allows players to control the power of the darkness by uniting with a dark chip.
- Flashback scenarios– Plug into the past to uncover useful information
- Distinct features for **Team Protoman** and **Team Colonel**
 - Six distinct allies to befriend for a total of 12 Navi comrades

- more -

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- Separate storylines in each game
- Six 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

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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