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## **CAPCOM® UNVEILS *MAXIMO VS. ARMY OF ZIN*™ AT E3 FANS DELIGHT AS THEIR HERO RETURNS**

E<sup>3</sup>, LOS ANGELES – May 14, 2003. – Capcom®, a leading worldwide developer and publisher of video games, today unveiled **Maximo vs. Army of Zin** to attendees at the Electronic Entertainment Expo (E<sup>3</sup>). Sequel to one of the most critically acclaimed video games of 2002 and hailed as the biggest surprise hit of E<sup>3</sup> 2002, **Maximo vs. Army of Zin** enriches the ‘Maximo’ experience by offering multiple gameplay enhancements from its predecessor. Building on the success of the franchise, **Maximo vs. Army of Zin** has secured several corporate partnerships that will lead to a special edition comic book, a variety of action figures and more. **Maximo vs. Army of Zin** is scheduled to release for the PlayStation®2 computer entertainment system this Fall.

In **Maximo vs. Army of Zin**, eight months have passed since the original story and Maximo and Grim have searched in vain for Sophia. Their search is interrupted when they are attacked by a strange ‘clockwork’ monster and realize it is being powered by the captured souls of the dead. Maximo’s quest to uncover the secret of the Zin takes him through Crystal Mountains and Dead Seas, making new alliances and terrifying enemies along the way. Can this ancient evil be defeated? Who released them? Who gave Maximo the scar on his face? Will this saga have a happier ending than the last? All will be revealed...

*Players of **Maximo vs. Army of Zin** will enjoy the following features:*

- **A more heroic hero** – Maximo must focus not only on saving his own skin, but he must worry about the innocent and sometimes, not so innocent folk. Players will be faced with the choice of saving the innocents in exchange for reward.
- **Pump him up with more [attack moves](#) and weapons** – Maximo has [over 30 cool combat motions](#) and [combos](#). Players will find that the character is [simple to command](#) and grows deeper [as the player progresses allowing for new and expanded attacks](#). As the game continues, Maximo will gain powerful abilities, stronger armor and a variety of new weapons!
- **Boxers that do more** – [Now the collectable boxer shorts have functionality](#). Unleash the power of ‘Treasure seeker’ underwear and the ‘Boxers of burning vigor!’
- **“Vanquish Bonus” system** – [By fighting faster, smarter and more furiously, players can earn greater rewards!](#)
- **Responsive movement** – Overall control gives players a true [combat feel](#). Maximo will react with precision as new attacks and moves are learned.

“**Maximo vs. Army of Zin** extends the franchise with the inclusion of so many player focused and unique elements,” said Mark Rogers, producer of Capcom Studio 8. “We were delighted with the response that the original received and we have put all of our efforts into making the sequel even more compelling.”

## Capcom Announces **Maximo vs. the Army of Zin** Page 2

In preparation for its release, Capcom is working with several licensors to expand the world of **Maximo vs. Army of Zin**. These licensors are as follows:

- Dreamwave Productions is proud to announce a special edition comic book that will coincide with the game's fall release. This 32-page one-shot will feature an all-new **Maximo vs. Army of Zin** story and promises to bring all the action, humor and drama of the adventures from the small screen to the four-color page. Having enjoyed tremendous success with such properties as Transformers and Teenage Mutant Ninja Turtles, Dreamwave is focused on translating that formula to all of its upcoming Capcom licenses.
- Toycom, a leader in the collectibles arena, is proud to announce the future release of action figures based on Capcom's Maximo. Toycom offers a wide range of action figures, resin statues, model kits and accessories based on some of the most popular anime, manga and video game series. Its Maximo figures based on the first installment of the series are scheduled for a summer 2003 release with figures from the upcoming second installment to follow. For a complete picture of Toycom's product line, please visit [www.toycom.net](http://www.toycom.net).
- BMA Toys of Plymouth, Michigan have entered into an agreement with Capcom to manufacture and distribute action figures of the highly successful video game "Maximo" and upcoming game "**Maximo vs. Army of Zin**." Bill Martin, Tony Billotto, and Paul Burke, all former McFarlane Toys executives, own BMA. "We are excited about the opportunity to work with Capcom to produce Maximo figures ". For more information email BMA at [bmatoy@hotmail.com](mailto:bmatoy@hotmail.com).
- More to be announced!

Capcom Entertainment, headquartered in Sunnyvale, California, is a wholly owned subsidiary of Capcom, Co., Ltd. of Japan. A leading force in the multi-billion dollar interactive entertainment industry, Capcom's legacy spans more than 22 years of entertaining video gamers. Capcom develops, markets, and distributes home video games for the PlayStation® game console, PlayStation®2 computer entertainment system, Nintendo GameCube™ and the Xbox™ game consoles, Game Boy® Advance, Game Boy® SP and Game Boy® Color Systems, personal computers, and coin-operated games. Worldwide recognizable product lines include the *Resident Evil*, *Street Fighter*, *Mega Man*, *Breath of Fire*, and *Onimusha* series. World headquarters in Osaka, Japan, the company also has offices in Tokyo, Hong Kong, London and Sunnyvale, California. The company is publicly traded on the Tokyo Stock Exchange code number 9697. ###

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