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**THE ULTIMATE PORTABLE PUZZLE PACKAGE IS PERFECTED AS
CAPCOM® ANNOUNCES *CAPCOM® PUZZLE WORLD* FOR
THE PSP™ (PLAYSTATION®PORTABLE) SYSTEM**

E3, LOS ANGELES – May 10, 2006 – Capcom®, a leading worldwide developer and publisher of video games, today showcased **Capcom® Puzzle World** for the PSP™ (PlayStation®Portable) system. Some of the best puzzle games in console history come together to form one of the most highly anticipated compilations to hit the gaming scene. This collection is adorned with five amazing titles including the cult classic *Super Puzzle Fighter II Turbo®*, *Block Block*, and the three-in-one *Buster Bros. Collection*. Making every gaming session as unique as the player, **Capcom Puzzle World** is the first PSP system title to offer personalization features that will heighten the experience. The game is further enhanced with wireless multiplayer gameplay via the PSP system's ad hoc mode for non-stop fun anytime, anyplace with anyone. **Capcom Puzzle World** is scheduled for release throughout North America in Q4 2006.

Capcom Puzzle World provides gem busting mayhem at its best with the cult hit, *Super Puzzle Fighter II Turbo*. This time around, in addition to the renowned *Super Puzzle Fighter II: X* gem breaking mode, two new never-before-released-in-the-US gameplay modes will be added to increase the level of addictiveness. *Super Puzzle Fighter II: Y* has player's group similar colors to create groups of three or more. Once the colors are line up, they break and charge up the "Change Gem" meter creating furious chains for come-from-behind wins! With the *Super Puzzle Fighter II: Z* mode, the rules are the same as *X*, but instead of falling blocks, the play field raises and the first one to the top loses. The key to victory is rotating the gems already on the field by using a 2x2 marker to clear the blocks. Gamers can also create custom attack patterns in *Counter Gem Edit Mode* and hone their skills in *Training Mode*.

Block Block is an innovative twist to the block breaking genre. Released for the arcades in 1990, *Block Block* features a two player co-op mode, allowing for the cooperative destruction of blocks. Also unique to this title was the constantly shrinking paddle that forced player to finish each board as quickly as possible.

Originally released for the PlayStation game console, the *Buster Bros. Collection* is a simple yet extremely addictive three-games-in-one puzzle shooter that consists of *Buster Bros*, *Super Buster Bros* and *Buster Buddies*. An arcade hit, *Buster Bros* has one or two players navigating through over 50 timed environmental stages shooting all the bubbles on screen while avoiding contact. *Super Buster Bros* is an updated version of its predecessor with improved graphics and the inclusion of "Panic Mode" which added 99 levels of feverish action. *Buster Buddies* was the last version of the series to be released in the arcades, featuring four original characters, different stages and more bonus items.

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All the games in **Capcom Puzzle World** have been retouched and updated to conform to the PSP system's 16x9 widescreen aspect ratio. As unique as the games themselves, this latest compilation is the first PSP system title to feature a screenshot mode that allows gamers to take a snap shot of their victory. Also import personal pictures into Capcom Puzzle World to be used as game backgrounds for all three Buster Bros. games. Moreover, infiltrate a friend's game by virally uploading high scores onto their handheld. With an intuitive ad hoc multiplayer mode, one or two players can face off in gem breaking pandemonium or team up for frantic bubble busting fun.

Capcom Puzzle World boasts the following features:

- **Five of Capcom's best puzzle games brought together especially for the PSP system:**
 - *Super Puzzle Fighter II Turbo* with never-before-released in the US gameplay styles
 - *Block Block*, an innovative twist to the block breaking genre
 - *Buster Bros. Collection*, the three-games-in-one puzzle shooter
- **Personalized content:**
 - The first PSP system game with a screenshot mode. Stop any game at any time to take a snap shot of the moment
 - Customize Buster Bros. game backgrounds by uploading personal pictures
- **Network functionality:**
 - Intuitive wireless ad hoc multiplayer game set ups
 - Virally transfer high score data to and from others systems
- Unlockable bonus content

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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