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**IT'S A BATTLE ROYALE CAPCOM® STYLE WITH *POWER STONE® COLLECTION*
FOR THE PSP™ (PLAYSTATION®PORTABLE) SYSTEM**

E³, LOS ANGELES – May 10, 2006 — Capcom® today showcased **Power Stone® Collection** for the PSP™ (PlayStation®Portable) system, a compilation including enhanced versions of *Power Stone®* and *Power Stone 2®*, which were originally released for the Sega Dreamcast and arcades. These fast and furious 3D brawlers put a new spin on “last man standing” as characters take each other on in frenzied match ups amidst fully interactive environments. Utilizing a simple control scheme, players can execute standard moves such as punches and kicks but the deeper power struggle comes in the form of “power stones.” Fighters vie to collect these gems in order to tip the scales in their favor, as nabbing three will allow them to transform into super fighters that can perform devastating power moves. In addition, a variety of zany weapons and the ability to use environments in creative ways allow an incredible level of freedom and depth beyond the typical fighting game. Multiplayer support via the PSP system's ad hoc mode raises the stakes as friends duke it out in frenzied no holds barred battles. Capcom plans to release **Power Stone Collection** across North America in Q4 2006.

Power Stone is an outrageous beat-'em-up style game where players go head to head against an opponent in best of three round match ups. Arcade mode allows a single character to put their skills to the test against a lineup of computer controlled opponents. Unlimited continues are available and successfully defeating all enemies will unlock a variety of bonus features in the “Power Stone Collection” including weapons, characters, galleries, additional modes and more. In Versus mode, two players pick their character of choice and battle it out. The PSP system edition includes an improved user interface which features a new, easy to see health meter as well as a radar to represent the location of the power stones more intuitively. As an added bonus, the four additional characters from *Power Stone 2* have been made available for *Power Stone*, bringing the total to 15 playable characters.

Power Stone 2 turns up the heat with support for up to four challengers, taking versus battle to the next level with frantic multiplayer melees. New levels featuring multi-tiered areas within a single map add even more mayhem to the mix. The sequel also adds a completely new range of kooky weapons as well as several new modes. Basic mode gives a single player limitless continues as they compete in a series of head to head matches culminating in a final boss battle. Arcade mode is similar to Basic, but features a single combatant participating in four person battles. Up to four can compete in Original mode, which allows customizable challenges such as one-on-three, two vs. two or tag team battles. Another single player option named Adventure mode allows fighters to collect items and gold to buy and create objects in an item shop. Obtained goodies can also be made available for use in other modes. Several new types of weapons have been added to the item shop for this PSP system version. Previously not available for the Dreamcast version but included here, the Bomber Battle mini game adds an explosive twist to the action as players try to defeat their opponent amidst levels scattered with giant bombs.

Power Stone Collection includes the following new features for both titles of this PSP system collection:

- **Ad hoc multiplayer**
 - Two players in *Power Stone* and up to four in *Power Stone 2* can battle it out to see who will reign supreme!
 - Game sharing function allows up to three others to play using a single UMD disc
- Wacky new weapons join the existing arsenal of both titles for added comical mayhem
- **Training mode** – practice makes perfect as beginners and experts alike can hone their skills and test drive items and weapons
- **Screenshot mode** – pause the game during a fight and adjust the camera to take a perfect snapshot to commemorate the glory moments
- **Upgraded camera system** – not only will players get a wider view of the action, tailored for the PSP system's widescreen, but they can also toggle between wide, mid and close range views of the action at any time
- Unlockable bonuses including weapons, items and more

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*, *Viewtiful Joe*, *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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