



Contacts:  
Melinda Mongelluzzo  
Matt Atwood  
408.774.0500

## **CAPCOM'S PERENIAL RPG FRANCHISE, *BREATH OF FIRE*™ ARRIVES IN A WHOLE NEW LIGHT**

E<sup>3</sup>, LOS ANGELES – May 22, 2002 – Capcom® today announced plans to release **Breath of Fire™ series** (working title) to the PlayStation®2 computer entertainment system this winter. The game is the latest installment in the highly acclaimed RPG series that originally debuted in 1993 and has since then sold millions of units worldwide. Renowned for its innovative gameplay mechanics, this latest incarnation redefines the *Breath of Fire* role-playing game. **Breath of Fire** for the PlayStation 2 sports a whole new 3D-world look, an engrossing storyline, brand new stylized visuals and innovative gameplay features. **Breath of Fire series** now introduces a “Survival” style of game play as the game’s main focus. ESRB (Entertainment Software Rating Board) rating is pending.

**Breath of Fire series** boasts the following features:

- **PETS** (Positive Encounter and Tactics System) – A revolutionary feature to RPGs in which players can set up traps and decoys in the environment prior to going into battle against monsters.
- **“Survival” Game Play** – Players are challenged with an abundance of enemies and a large variety of strategic elements such as deciding whether to fight or avoid enemies, or timing when to attack.
- **Ability Point System** – All actions, including spells and attacks, will cost Ability Points (AP’s). The accumulation of AP’s can be used to deliver more powerful attacks or combos.
- **SOL** (Scenario Overlay System) – What the player has accomplished up to that point carries over to the newly restarted game. Not only do Experience Points and items carry over but, in-game events and dungeons will change based on the player’s previous accomplishments.

Set in an underground world that time has forgotten, this newest **Breath of Fire** game takes players on a journey to the surface of the earth. An ecological catastrophe has devastated the planet, forcing a civilization to settle and live in the ancient underground city, "Shelter." Generations have passed since man has seen the sky and no one has any recollection of how life once was. Ryu, a Ranger for the underground civilization, is on his routine patrol assignment when he has a sudden "awakening" and is determined to discover what lurks above. Follow Ryu, and other members of the underground society, as they fight their way to the surface against monsters and adversaries.

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™

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game consoles, Game Boy® Advance 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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