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CAPCOM TO UNLEASH *HEAVY METAL*[®]: *GEOMATRIX* CLASSIC SEXY COMIC LICENSE COMES TO SEGA DREAMCAST™

E³, LOS ANGELES — May 17, 2001— Capcom[®], a leading publisher of fighting games, today announced plans to release **Heavy Metal: Geomatrix**, for Sega Dreamcast this summer. **Heavy Metal: Geomatrix** is a 4-player, “death match-style” fighting game that combines Capcom’s legacy of great fighting games with the sexy characters and over-the-top fantasy worlds made famous in the Heavy Metal comic books and movies. The characters and their environments were designed the world renowned artist and one of the franchises’ top designers, Simon Bisley.

Heavy Metal: Geomatrix has not yet been rated by the Entertainment Software Rating Board (ESRB).

In a landmark deal living up to its ‘Heavy Metal’ image, the game features an awesome soundtrack featuring bands from “Megadeth” and “Halford.” Partnered with the renowned heavy metal music management firm and record label, Sanctuary Music PLC, of London, England, they plan to release the new songs and soundtrack worldwide. “Halford’s” band member, Rob Halford is an ex-member of the massively popular band “Judas Priest.”

“**Heavy Metal: Geomatrix** throws one to four players into the fantastic worlds of one of the most outrageous fantasy comic ever and is perfect for a death match-style fighter,” said Todd Thorson, director of marketing, Capcom Entertainment. “Combined with an all-out, head banging soundtrack the game will send gamers over the edge.”

Continuing Capcom’s long legacy of memorable and unique character development, **Heavy Metal: Geomatrix** features 12 characters designed by **Heavy Metal** artist, Simon Bisley. Players choose from four teams, each made up of three characters. These characters include *Hound*, leader of the “818 Stompers,” *Slash*, his girlfriend and the brutal and aggressive *Zeus*. The “911 Elite Team” is made up of *Sarge*, *Kassey* and *Stab*. The “707 Metal Heads Team” consists of team leader, *Duke*, *Di*, and *Lance*. And finally, the “323 Agents” are made up of mysterious assassins, *Phantom*, *Talbot* and the vicious *Mayfly*. Weapons range from swords, firearms, bazookas, booby traps and other hidden items and have both long-range and short-range attack functions that make **Heavy Metal: Geomatrix** a non-stop action assault.

The Heavy Metal is the oldest illustrated fantasy magazine in U.S. history, celebrating a 24 year-old history and a yearly circulation of 2.5 million copies. Kevin Eastman, owner, editor and publisher of Heavy Metal Magazine, acted as creative consultant on the videogame. Eastman wrote the story and completed the first level of designs prior to the works of Simon Bisley. Eastman is known as the co-creator of “Teenage Mutant Ninja Turtles” franchise and co-creator of the “Teenage Mutant Ninja Turtles” Nintendo video game that sold more than 18 million units in the early nineties.

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Simon Bisley is the award-winning British artist best known for his work on "Judge Dredd" and the infamous *Batman vs. Judge Dredd* comic books. He also designed many of the main characters for *Galaxy Quest* and the upcoming remake of the *Time Machine* movies. In 1981 the company released *Heavy Metal: The Movie*, produced by Ivan Reitman, known for his work in the movies *Animal House* and *Ghostbusters*, which grossed \$25 million. The video released in 1996 and held the number one spot in sales for five week. That same year it was named by Billboard charts as the 10th best-selling video, selling more than two million units.

Heavy Metal: Geomatrix is set at the end of the 23rd century where NeoCyberspace is the final step to a New World order. It swallows people's desires, and grows each second. The evolution of the "NANOBOT" technology (microscopic robots that can recreate human cell composition anywhere online) has now completely merged fantasy and reality into "one world." What was once the human race, has completely abandoned the real world, spending all their time addicted to the luxury of the virtual world. Oblivious, they never saw it coming. With nearly every underground resource of mother earth stolen, there is nothing left to hold the massive weight of the ice covered poles in place. One day the glaciers slid and melted and nearly all the land in the world disappeared. What little "turf" was left was quickly claimed by the strongest thugs, gangs, warriors, and governments, but the real war has just begun. As if torn from the pages of history, the prize was and still is "landmass!" But this time, the battleground is NeoCyberspace. The only hope that remains for the survivors is to use their NANOBOTS to recreate their best Nano-Gladiators and arm them with every Nanotech-weapon imaginable, for the final showdown. To win, you must fight, to live you must win. For those about to log in, we salute you!

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 22 years of entertaining video gamers. Capcom develops, markets, and distributes home video games for the PlayStation® game console, PlayStation®2 computer entertainment system, Sega Dreamcast and Nintendo 64 game consoles, Game Boy Color System, personal computers, and coin-operated games. Worldwide recognizable product lines include the *Street Fighter*, *Mega Man*, *Breath of Fire*, and the *Resident Evil* 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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