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## **CAPCOM® TEAMS WITH DISNEY TO BRING *DISNEY'S ALADDIN*™ TO THE GAME BOY® ADVANCE**

E<sup>3</sup>, LOS ANGELES — May 14, 2003 — Capcom® today announced plans to release **Disney's Aladdin** for the Game Boy® Advance and Game Boy® Advance SP hand-held systems. Based on Capcom's popular Super Nintendo Entertainment System© game and Disney's critically acclaimed feature film of the same name, **Disney's Aladdin** retains all the qualities that made the original video game a success and adds to it. In this classic side-scrolling platform game, players take the role of Aladdin and his mischievous pal monkey, Abu. Using anything they can find, this "prince of thieves" and his sidekick throw apples, climb ropes, and ride magic carpets to get their chance with destiny. Gamers of all ages will savor every moment as they discover this Disney classic adventure for Game Boy Advance. Capcom plans to release **Disney's Aladdin** in January 2004.

*Disney's Aladdin* boasts the following features:

- A "bonus stage" added to each level to enhance playability
- Diverse environments including searching through Jafar's castle, exploring the fantasy world of Genie's lamp and searching for Abu who has fallen into an ancient pyramid.
- Fly a magic carpet to escape from danger
- Fun, colorful and entertaining for gamers of all ages!

**Disney's Aladdin** begins with the evil Jafar and his desire for a deeply sought after magic treasure — a secret lamp that holds the key to the greatest power in the world. But he soon learns that there's only one person in the world that can claim this prize from the dreaded Cave of Wonders: Aladdin! While Jafar may trick our hero and his pal into retrieving the magical lamp from the Cave of Wonders, players should prepare themselves for what lies ahead. Aladdin and Abu outwit Jafar by releasing the lamp's power in the form of a blue Genie! But have they spoiled Jafar's devious plan after all and, what about the chance to win the hand of the beautiful princess Jasmine? If only all it took was magic to make Aladdin's wishes come true.

"Capcom is thrilled to bring Disney's classic to the Game Boy Advance," said Todd Thorson, director of marketing at Capcom Entertainment. "Millions of game players and Aladdin fans now can jump directly into the world of flying carpets and powerful genies as they experience the magic only Disney can offer.

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

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coin-operated games. Worldwide recognizable product lines include the *Resident Evil*, *Devil May Cry*, *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.

**About Disney Interactive**

Disney Interactive is the award-winning children's publishing label of Buena Vista Games, Inc. The label produces high quality children's and family-oriented interactive video games and CD-ROMS. Buena Vista Games, Inc. is the interactive entertainment arm of The Walt Disney Company's Consumer Products business unit. For more information on Disney Interactive's products, visit [www.disneyinteractive.com](http://www.disneyinteractive.com)

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