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## **CAPCOM® UNVEILS GOTCHA FORCE™ - A 3D ACTION SHOOTER WITH A UNIQUE TWIST - FOR THE NINTENDO GAMECUBE™**

E<sup>3</sup>, LOS ANGELES – May 14, 2003 – Capcom® today debuted **Gotcha Force**, a completely new 3D action shooter designed for the Nintendo GameCube™. Offering multiple game modes for up to four players, **Gotcha Force** players battle a unique collection of units which at first sight resemble kids' toys, but pack a mean punch. **Gotcha Force** features over 100 different units including humanoids, monsters, robots and mechanoids. Each is highly original and has its own strengths and weaknesses which players must discover and use to their advantage as they assemble their troops for battle. **Gotcha Force** is scheduled for a North American release this fall.

In **Gotcha Force**, gamers can unleash attacks with projectile weapons or martial arts moves and use jump and sidestep actions to avoid enemy assaults while engaging in two-on-two combat with a team partner. If a character is destroyed, the player's war power (as shown as a health bar on-screen) is decreased and the next fight immediately commences with a new unit. The battle continues until one side has lost all its war power. The key to success is to select the appropriate squad member as they directly affect the overall damage inflicted upon the player. For instance, losing a weaker character will minimally decrease a player's war power, while losing a powerful partner will greatly affect the overall damage inflicted on the line-up.

Victory not only brings glory but the reward of new units. Players must decide whether to keep or trade these units depending on how they compliment their existing force. Trading plays a crucial part in **Gotcha Force**. Clever trading not only allows players to improve the combined strength of their army and gain the advantage in battle, but by carefully selecting parts from different units players can actually create brand new troops with virtually endless combinations. Trades can take place within the game or swapped via memory card.

**Gotcha Force's** multiple game modes include story mode, a four-player battle mode, or a two-on-two team battle. Story mode not only offers a single player experience, but unlike most other games it can also be played by two players simultaneously. In addition, story mode introduces a cast of human characters that will either assist in the quest or play the role of the enemy. Four-player, battle mode lets players fight it out head-to-head with the game's default units or use their own creations from memory card, gaining and losing characters dependent on the outcome. Two on two team battle allows friends to join forces and contest for each others units.

***Gotcha Force** includes the following features –*

- **Mix of genres** – **Gotcha Force** combines all the excitement and tension of a 3D action shooter with the skill and judgement of a collecting game
- **Create your own fighting troops** – With over 100 unique characters the possibilities are virtually infinite

## Capcom Announces Gotcha Force

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- **Multiple game play modes** – Four player versus battle, two player team matches and a story mode with single and two player options guarantee longevity
- **Strategic element** – Determine what units are best suited to tackle your opponents force
- **Simple control method** – **Gotcha Force** is instantly playable for gamers of all ages and skill levels

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