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TAKE A WHITE KNUCKLE RIDE BEHIND THE WHEEL WITH CAPCOM®'S *GROUP S CHALLENGE*™ FOR XBOX™

E³, LOS ANGELES – May 14, 2003 – Capcom® today tears up the racetrack with the announcement of **Group S Challenge**™, the ultimate car racing experience exclusively for the Xbox™ video game system from Microsoft®. **Group S Challenge** promises to push state high performance racing to the limit with spellbinding realism, gripping action and world-renowned vehicles. **Group S Challenge** will make full use of the capabilities of Xbox to produce high quality polygonal cars and environments; bringing the most astonishing experience for any console. **Group S Challenge** is scheduled to release this September at retailers across North America. The ESRB (Entertainment Software Rating Board) rating is “E” for everyone.

In **Group S Challenge** players can choose from multiple modes and tracks to showcase their mad driving skills. Buckle up and burn rubber with one of the many cars available from world-renowned licenses including Toyota, Nissan, Subaru, Mazda, Mitsubishi, Audi, TVR, RUF and Renault. Circuit mode puts the player in the hot seat to earn points in the competition to become the overall **Group S Challenge** champion. Or for some quick action, in Arcade mode, players can select a rival car they would want to race against.

Group S Challenge will include the following features:

- **Gripping realism** – Photo realistic graphics and amazing detail will have the player reaching for the gearshift.
- Choose from an enormous selection of world-renowned vehicles from automobile manufacturers such as: Toyota, Nissan, Subaru, Mazda, Mitsubishi, Lotus, Chevrolet, Ford, Audi, RUF, TVR and Renault
- **Unbelievable Lighting** – Light sourcing technology will cast shadows as well as create reflective effects to deliver uncompromising visual eye candy.
- **Speed through diverse racetracks** – **Group S Challenge** will circle the globe featuring real world race cityscapes like Monaco, Tokyo and Australia.
- Customize and adjust your car's performance parts in order to achieve the ultimate racing results
- **Three modes of play:**
 - **Circuit Mode** – Includes “Championship Mode” where players speed through the tracks and rise through the ranks to vie for the championship. In “Line Mode” players earn points as they practice and learn the best driving line. “Duel Mode” lets players collect custom cars by racing one on one against rival cars.
 - **Arcade Mode** – All the cars and racing classes are accessible for immediate use. Gamers can also load the aero-part cars they earned during Circuit Mode.
 - **Replay Theater** – Relive the highlights of performance racing with these enhanced movie-like images.

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

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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 Xbox™ video game system, Game Boy® Advance and Game Boy® Color Systems, personal computers, and 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 Xbox

Xbox (<http://www.xbox.com/>) is Microsoft's future-generation video game system that delivers the most powerful games experiences ever. Xbox empowers game artists by giving them the technology to fulfill their creative visions as never before, creating games that blur the lines between fantasy and reality. Xbox is now available in the continents of North America, Europe, Asia and Australia.

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