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**CAPCOM®'S FAMOUS 'BLUE BOMBER' PLUGS INTO HOMES WITH THE DEBUT OF MEGA MAN™ NETWORK TRANSMISSION ON NINTENDO GAMECUBE™**

E<sup>3</sup>, LOS ANGELES – May 14, 2003— Celebrating 15 years of *Mega Man*, Capcom® announced the award-winning series will make its debut on the Nintendo GameCube™ with the release of **Mega Man™ Network Transmission**. Building upon the success of the *Mega Man Battle Network* series of products for the Game Boy® Advance system, **Mega Man Network Transmission** features a new visual presentation that promises to provide classic Mega Man action with cel-shaded characters and 3D stylized environments. This GameCube version creates a story that smoothly combines familiar characters and elements from both '*Mega Man Battle Network*' titles and clarifies what happened in-between the two. **Mega Man Network Transmission** is scheduled to release in North America this June. The ESRB (Entertainment Software Rating Board) rating is "E" for everyone.

*Mega Man Network Transmission* introduces the following:

- First Mega Man game for the Nintendo GameCube
- **New visual design** – All the characters have a 3-D cel-shaded art style.
- Utilizes the popular chip system from *Mega Man Battle Network*
- **Customized attacks** – Select and arrange which chips are used in battle
- More than 100 different attacks and a wide array of playing styles
- **New storyline** – Discover what happened in between *Mega Man Battle Network* and *Mega Man Battle Network 2*

**Mega Man Network Transmission** takes place a month following the events in *Mega Man Battle Network* and before the clash in *Mega Man Battle Network 2*. A month has passed since the nefarious WWW organization tried to commandeer a military satellite. Now, cyberspace is about to encounter another menace, a new virus known simply as the "Zero Virus." Once again, it is up to Lan and Mega Man to defeat this latest threat, battle bosses and solve problems in the 'virtual' realm. Players must communicate with Lan, Mega Man and other characters to gain pertinent information to solve various predicaments that may occur.

**Mega Man Network Transmission** uses the popular chip system introduced in the original Battle Network role playing game. By collecting chips, players equip Mega Man with special weapons and support items that can enhance his abilities or provide a defensive advantage. One chip can upgrade his jumping abilities; another can create a protective shield that immediately inflicts damage when attacked by enemies. The new enhanced backgrounds will create multiple levels of effects that add a new exciting element to the game play as enemy's fire shots or are eliminated.

**Mega Man Network Transmission** will be part of Capcom's yearlong plans to celebrate Mega Man's 15<sup>th</sup> anniversary. Capcom will honor Mega Man's birthday with a massive marketing campaign which will include

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several promotional partnerships. In addition to the nationwide campaigns, six new titles to the franchise will be released in 2003: *Mega Man & Bass*, *Mega Man Battle Network 3: White and Blue* versions and *Mega Man Zero 2* for the Game Boy Advance; *Mega Man Network Transmission* for the Nintendo GameCube and *Mega Man X7* for the PlayStation®2 computer entertainment system.

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 Xbox™ game consoles, Game Boy® Advance, Game Boy® Advance SP, 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.

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