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**CAPCOM® SURPRISES E3 ATTENDEES WITH THE DEBUT OF  
*STEEL BATTALION™ - LINE OF CONTACT***

***– ASTONISHING 40 BUTTON CONTROLLED TITLE WILL BE XBOX LIVE COMPATIBLE FOR THE  
ULTIMATE MECH BATTLE EXPERIENCE –***

E<sup>3</sup>, LOS ANGELES – May 14, 2003 – Capcom®, a worldwide leading publisher and developer of innovative games, today announced **Steel Battalion™ – Line of Contact**, the next evolution in the battle-mech genre exclusively for the Xbox™ video game system from Microsoft® and playable via Xbox™ *Live*. Based on the award-winning *Steel Battalion* phenomenon, **Steel Battalion – Line of Contact** gives players the opportunity to once again use the most elaborate controller interface ever created to partake in futuristic military warfare. Ultra realistic visual effects and mech battles in the first or third person perspective create the ultimate mechanized military combat experience. **Steel Battalion – Line of Contact** is scheduled to release in North America this winter.

**Steel Battalion – Line of Contact** allows gamers to pilot more than 10 new mechs over the course of the game while engaging in five on five online combat. Through *Xbox Live*, players must collaborate with other team members to accomplish objectives, expand their troop's territory and declare victory over adversaries. Additionally, they can search for rare VT's hidden throughout the game. The **Steel Battalion** universe will evolve constantly as new combat situations are introduced and as territory is gained and lost.

The award winning 40-button controller was designed to completely maximize the gaming experience and immerse the player into the role of a Vertical Tank pilot. With trigger buttons to fire weapons; foot pedals to accelerate, boost and brake; levers to shift gears and move left to right, gamers must utilize the full potential of their VT's abilities in order to survive on the battlefield. Mastering the controls of this tactical vehicle will allow players to feel as if the VT is part of their own body.

*Steel Battalion – Line of Contact* boasts the following features:

- Control your VT with the exclusive 40-button simulation controller designed and produced for **Steel Battalion**.
- Aside from the default cockpit view, a third-person perspective allows players to observe their VT in action during combat.
- More than 10 new massive Vertical Tank (VT) models to control.
- **Steel Battalion – Line of Contact** will make full use of the Xbox hardware in order to create ultra realistic visual effects and realistic mech battles.
- Create and customize emblems to personalize VTs.
- Xbox *Live* features:
  - Partake in the biggest online mech melee as opposing teams of five clash on the virtual battlefield.

**-more-**

## Capcom Announces Steel Battalion Online

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- The Steel Battalion universe will evolve constantly as factions will gain and lose territory and as new combat situations are introduced.
- In **Steel Battalion – Line of Contact**, collaborating with teammates will be a key part of accomplishing mission objectives all the while improving your personal combat skills
- Search for rare VT's hidden throughout the game.

**Steel Battalion** received a “2002 Best of What’s New Award” from *Popular Science* in the Electronics category for its innovative technology. Each year Popular Science reviews thousands of new products and innovations and only 100 winners are chosen in 10 categories. To be considered, products must represent a significant step forward in its category. The award was bestowed to **Steel Battalion** for its 40-button controller that was designed to completely maximize the gaming experience and immerse the player in futuristic warfare.

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™ video game systems, Game Boy® Advance and Game Boy® Color Systems, personal computers, and coin-operated games. Worldwide recognizable product lines include the *Resident Evil*, *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 North America, Japan, Europe and Australia.

### About Xbox Live

Xbox Live is the first comprehensive, online gaming arena fully dedicated to fast-action broadband gaming experiences. Xbox Live will allow gamers to play multiplayer Xbox games with other gamers everywhere via a high-speed Internet connection. With a built-in hard drive and Ethernet port, the Xbox console was built from the ground up to be an online gaming system. Xbox Live will enable all gamers to find and play with their friends easily, talk to other players during game play through the Xbox Communicator headset, and download current statistics, new levels and characters to their Xbox hard drive.

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