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**THE BLUE BOMBER TAKES IT TO ANOTHER LEVEL IN
MEGA MAN X COMMAND MISSION™ FOR THE PLAYSTATION 2 COMPUTER
ENTERTAINMENT SYSTEM AND NINTENDO GAMECUBE™**

E³, LOS ANGELES — May 12, 2004 — Capcom®, a leading worldwide developer and publisher of video games, today presented **Mega Man X Command Mission™** for the Nintendo GameCube™ and PlayStation®2 computer entertainment system. **Mega Man X Command Mission** takes the blue bomber franchise in a whole new direction by introducing it to the role playing game (RPG) genre. The game produces an exciting new title set within the Mega Man X universe. With fundamental Mega Man characteristics, cel-shaded characters and true 3-D stylized environments, **Mega Man X Command Mission** is sure to please fans and gamers new to the franchise. **Mega Man X Command Mission** is scheduled for release throughout North America this summer 2004. The Mega Man franchise, celebrating more than 15 years of entertaining kids of all ages, has sold over 20 million units worldwide.

In **Mega Man X Command Mission**, Mega Man must infiltrate Giga City Island to thwart the evil plans of the Liberion Army who have initiated a riot. By choosing from a selection of seven different playable characters, gamers construct a three-member attack force using Mega Man, Zero, Axl, or characters new to the Mega Man universe, to help bring peace to the region once and for all. It is up to gamers to create a dream team of Mega Man's allies and reloid robot friends to stop the destructive battle that has begun to wage itself on Giga City Island.

Mega Man X Command Mission will have new and exciting features that make this RPG play like a true action game; including a revolutionary "Cross Order System" that allows flawless execution of special and finishing attack moves on enemies. There are plenty of ways to do battle: 1) "Party Hookup" where a character's main and sub-weapon can be used simultaneously; 2) "Action Trigger," which allows players to control their characters in real time, and 3) "Hyper Mode" which kicks into gear when the action starts to get a little too close for comfort. Pull off linked main and sub-weapon attacks to perform a super-powerful "Final Strike" finishing move. Additionally, by using a super energy metal called "Force Metal," players can upgrade weapons, abilities, and attack moves, greatly improving their character's capabilities.

***Mega Man X Command Missions** includes the following features:*

- The first RPG in the Mega Man universe – **Mega Man X Command Mission** features role playing game (RPG) style combat and action elements to create a unique blue bomber experience.
- An all-star cast – Mega Man will not be alone in his fight. Joining him will be Axl and Zero, as well as a cast of four characters new to the Mega Man Universe.
- New heroes join the Mega Man series, each with their own unique ability or weapon:
 - Cinnamon has healing abilities
 - Marino specializes in ninja tactics

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- Masimo wields an ax
- Spider carries playing cards
- “Cross Order System” – This new system interface displays the turn order and health. With a little luck, gamers can steal the enemy’s energy and finish them off with a deadly “final strike” attack combo.
- “Force Metal System” – One of the most important aspects of this game is developing your characters. By using a super energy metal called “Force Metal,” you can upgrade your weapons, abilities, and attack moves, greatly improving your character’s capabilities.

Capcom is a leading worldwide developer, publisher and distributor of interactive entertainment. Founded in 1983, the company has created world renowned franchises including *Resident Evil*, *Street Fighter*, *Mega Man*, *Breath of Fire*, *Devil May Cry* and the *Onimusha* series. Headquartered in Osaka, Japan, the company maintains operations in the U.S., United Kingdom, Germany, Tokyo and Hong Kong. More information about Capcom and its products can be found on the company’s web site at www.capcom.com

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