



September 21, 2004

**Capcom's million-seller title "Megaman Battle Network" going into a movie!
Third edition of TV animation "Megaman" on the air from October 2004!**

- Intensifying licensing business through media mix -

Capcom Co., Ltd. (Capcom) is pleased to announce that the animation movie "Megaman" (tentative title) based on our popular title "Megaman Battle Network" will be released at Toho Theater franchises in Japan.

In addition, the third edition of TV animation series "Megaman"(tentative title) will be on the air from October 2004 in Japan.

1. About Movie

Cartoon "Megaman Battle Network" is serialized since January 2001 through monthly magazine of "Koro Koro Comic", of which publications are now over 1.5 million copies. The cartoon always ranks in a higher position, and therefore, it was decided to be created into an animation movie.

The movie "Megaman"(tentative title) will be released from March 12, 2005(plan) at Toho Theater franchises with "Duel Masters".

2. About TV animation

The third edition of TV animation "Megaman"(tentative title) is a latest version and is scheduled to be on the air from October 2, 2004 at 8:30-9:00 AM every Saturday by TV Tokyo network in Japan.

"Megaman Axess" now on the air in Japan gets 5.3% average ratings and "Megaman NT Warrior" now on the air in US and England enjoys good reputation. They are supported by all generations all over the world.

3. About Game

The game title "Megaman Battle Network" is a data action RPG themed about friendship and braveness of Net Navi "Megaman" in the cyber world and its counter-part in the human world as an operator "Lan".

"Megaman" series have sold more than 21.4 million copies cumulatively, and "Megaman Battle Network 3" and "Megaman Battle Network 4" have sold more than 1 million copies respectively. They are enjoying unprecedented popularity mainly among younger children. Latest titles "Megaman Battle Network 5 Team of Blues"(tentative name) and "Megaman Battle Network 5 Team of Colonel"(tentative name) are scheduled to release on December 9, 2004 and February 2005 respectively in Japan. We believe that media mix with TV animation will further push "Megaman Battle Network" recognition and help expansion of its audience in the markets.

4. Media Mix Strategy

Through animation of popular characters in our contents tied up with other media, we have been strengthening our licensing activities and brand recognition so that synergy with Home Video Game segment will bring about another fruitful results. This media mix is also including TV animation "Viewtiful Joe"(on the air from October 2, 2004 in Japan), Movie "Resident Evil"(released in Japan and US), "Onimusha"(releasing spring 2006 in US) and "Devil May Cry"(releasing at the end of 2006 in US).

[Movie]

- 1.Title: "Megaman"(tentative title)
- 2.Releasing Date: March 12, 2005 in Japan(plan)
- 3.Theater: Toho Theater franchises
- 4.Sponser (plan): Shogakukan Inc., Dentsu Inc., TV Tokyo Corporation, Shogakukan Production Co., Ltd. and Capcom Co., Ltd.
- 5.Sponsoring method: Cost-sharing method

[TV animation]

- 1.Title: "Megaman" (tentative title)
- 2.Releasing Date: On the air from October 2, 2004 at 8:30-9:00 AM every Saturday by TV Tokyo network in Japan (plan)

[Game]

- 1.Title: (1)"Megaman Battle Network 5 Team of Blues"(tentative title)
(2)"Megaman Battle Network 5 Team of Colonel"(tentative title)
- 2.Platform: GameBoy Advance
- 3.ReleasingDate: (1) December 9, 2004 in Japan (plan)
(2) February 2005 in Japan (plan)
- 4.Price: ¥4,752 (including tax ¥4,990)

“Megaman Battle Network 5
Team of Blues”(tentative title)



“Megaman Battle Network 5
Team of Colonel”(tentative title)

