

September 18, 2003



“Mobile Suit Z Gundam A.E.U.G vs. TITANS” for Arcades and
PlayStation 2
**(“Gundam”, one of most popular animation characters in Japan,
reinvented by Capcom, Bandai, Banprest and KDDI)**

Another round of “Gundam” project will start with a team of Capcom, Bandai, Banprest and KDDI, first released in late September for Arcade game and secondary for PlayStation 2 in December. The title name ***“Mobile Suit Z Gundam A.E.U.G vs. TITANS”***, being developed by Capcom, published by Banprest and distributed by Capcom for Arcade version, published by Bandai for PlayStation 2. PlayStation 2 version will have online playing features, which will be playable through KDDI services.

Each company function and relationship:

Since the animation characters are Bandai properties for Consumer and Banprest ones for Arcades, those two are to be publishers and Capcom, as an independent developer as worked before for ***“Mobile Suit Gundam Federation vs. Zeon”*** and distributed over 920 thousand units for PlayStation 2 in December 2001, undertakes developing work under those properties’ owners. KDDI as an unique internet service provider will provide its multi-matching server with those players who are eager to entertain interactive online playing.

Projection for PlayStation 2 is now 650 thousand units and we try to maximize potential characters’ strength in the market.