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Capcom, Shogakukan and Sho-pro reunified to renew “Megaman NT Warriors” on TV animation, kicking off from October 2003 in Japan. Takara reinforces the merchandise related of the animation.

Capcom Co., Ltd. (Capcom), Shogakukan Inc. (Shogakukan), and Shogakukan Production Co., Ltd. (Sho-pro) came to terms with TV animation of “Megaman NT Warriors” to hype “Megaman” and its associated characters on TV as well as other media. Takara Co., Ltd. (Takara) newly joins to boost its characters through toy merchandise of “Megaman NT Warriors”.

“Megaman NT Warriors” once released on TV animation from March 2002 to March 2003 is themed about friendship and braveness of “Net Navi” in the cyber world and its counter-part in the human world as operator. The animation series once released in Japan are now on the air in the cartoon prime time in USA and are enjoying higher audience rating from May 2003.

In response to strong voices from various people about stable popularity about Megaman, the parties involved in the first TV animation are now re-united to work on the new version of TV animation, which is scheduled to be on the air from October 2003 at 8:30-9:00 AM every Saturday in Japan. The working people are quite excited to accomplish more action-oriented animation to exceed previous version.

Capcom is in process of creating new sequel titled as “Megaman Battle Network 4” releasing in December 2003 to increase more customers in Japan on the top of its total software sales over 2,100 thousand units in the world.

This year is 15th anniversary of “Megaman” and in USA Capcom is now commemorating its anniversary through every possible opportunity to solidify its recognition in the market place.

Shogakukan is strongly supporting “Megaman” through its cartoon monthly magazine of “Koro Koro Comic”, of which publications are now over 1.3 million copies.

The magazine started its comic as “Megaman” based on the software series from January 2001 and releases the information about the game software, the animation and associated goods from time to time to ensure popularity of “Megaman” among kids audience.

Sho-pro is a total coordinator of licensing-out various characters to wider ranges including its creation of TV animation.

Takara, that is one of the leading toy manufacturers based on various game software and TV animations, is now planning to introduce Megaman products over 25 items such as LCD games, peripherals and figures in October 2003 to be in time for TV animation start and they are continuing its activities till end of 2003.

The alliances among four companies will definitely produce fruitful results on each company as each company has proven-records as detailed hereunder.

Capcom as content-creators such as “Resident Evil”, “Onimusha” other than “Megaman”.

Shogakukan as publishing expert (“Doraemon”, “Pokemn” as strong appealing characters to kids audience)

Sho-pro as contents providers to various fields including animation such as “Doraemon” and “Pokemon”.

Takara as one of leading toy manufacturers such as “Bay Blade” and “Duel Masters”.