



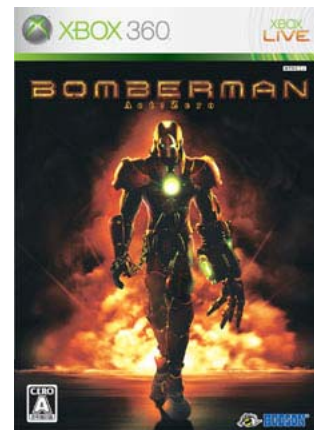
Bomberman returns for the low price of 3,129 yen (tax included)!  
Now up to eight players can battle via Xbox Live®!

## “BOMBERMAN Act : Zero”

Available for Xbox360™ on Thursday, August 3

Hudson Soft Co., Ltd. (Head Office: Chuo-ku, Tokyo; Representative Director and President: Hidetoshi Endo) is pleased to announce the release of “BOMBERMAN Act: Zero,” for Microsoft Co. Ltd., Japan’s (Head Office: Shibuya-ku, Tokyo; President & CEO and Corporate Vice President: Darren Huston) next-generation video game platform, “Xbox360™,” on Thursday, August 3, 2006. At 3,129 yen (2,980 yen before tax), the new action title will be available for a substantially lower price than most Xbox360 games.

Aimed at a global audience, BOMBERMAN Act: Zero utilizes Xbox360's capabilities as a next-generation console to introduce a completely revamped version of the classic Bomberman character. New features like First Person Bomber (FPB) mode and a revamped life system require players to develop completely new tactics and strategies. Additionally, up to eight players can communicate via voice chat during Xbox Live online battles.



### **Fight it out in two separate modes - WORLD BATTLE and SINGLE BATTLE**

***WORLD BATTLE lets you take on players across the globe!***

In this mode, gamers can battle up to eight players from around the world using Xbox Live. Bragging rights will also be established as players with headsets communicate via voice chat. In NORMAL mode, victory is determined by who garners the highest point score, while in BATTLE ROYAL mode consecutive wins are the key to triumph. Online records update to reflect player rankings, and post-fight battle scores are displayed in the World Rankings.

***For the ultimate SINGLE BATTLE experience, try completing all 99 levels!!***

In this mode, players take control of Bomberman to blast through 99 subterranean levels with the ultimate goal of escaping to the surface. STANDARD mode gives players the opportunity to compete via the classic top-down Bomberman battle system. First Person Bomber (FPB) mode enables the player to see only their immediate surroundings. This first-person mode utilizes a life gauge which decreases as you take damage from exploding bombs. Difficulty increases as players pass each stage, with formidable enemies appearing to block your escape, heating up the SINGLE BATTLE experience to a dramatic climax. BOMBERMAN Act: Zero utilizes 5.1 channel surround sound enabling players to enjoy the edge of your seat tension that only comes from having no continues!

## Customize your Bomberman using CAGE

Players can customize their Bomberman to add a personal touch. Customizable attributes include character's sex and suit color (sixteen exterior patterns are selectable).

## Story

You awake in a cold, dark underground room.

Is this a dream, or reality?

Disoriented, you're sure of only one thing: that you exist. You are *you*.

A straitjacket enfolds you...

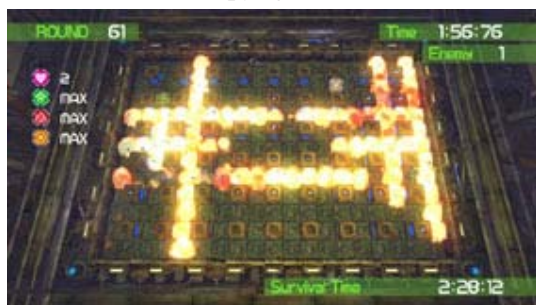
Your body feels heavy, stiff, cold...

Why? Who could have brought you here, and for what purpose?

Now it begins...the battle to escape to the surface –the battle for survival!

### BOMBERMAN Act: Zero Product Outline

Release Date:	Thursday, August 3, 2006
Price:	3,129 yen (2,980 yen before tax)
Platform:	Xbox360™
Genre:	Action
Players:	1 to 8 simultaneously (Xbox Live® compatible)
Rating:	All ages
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A calm head for strategy is demanded in STANDARD mode.



Feel the tension of actually being there with the new First Person Bomber (FPB) view!

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\*The screenshots shown here are from the development phase. Actual game screens may vary.