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## **AN ADVENTURE OF TIME AND SPACE BEGINS IN CAPCOM'S *DINO STALKER*™ FOR THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM**

E<sup>3</sup>, LOS ANGELES – May 22, 2002 – Capcom® today announced plans to release **Dino Stalker**™, a new first-person shooter for the PlayStation®2 computer entertainment system, this August. **Dino Stalker** is a mystery of time and space that begins in World War II as Veteran pilot Lt. Mike Wired's plane is shot down in an intense dogfight over the Atlantic Ocean. Bailing out in a last ditch fight for survival, he is suddenly enveloped in a blinding flash of white light. Suddenly everything has changed for this hero...lost in time.

**Dino Stalker** features intense first-person shooting action with arcade-style targeting (the game supports play with the Guncon2 light gun controller). Through its engaging story line and challenging game play, **Dino Stalker** showcases interactive backgrounds and beautifully detailed visuals to immerse players in a wicked game of 'hunt or be hunted' as players fight to survive against an onslaught of prehistoric beasts. **Dino Stalker**'s ESRB (Entertainment Software Rating Board) rating is pending.

**Dino Stalker** boasts the following list of features:

- *Story written by Flagship* – A premiere script writing company responsible for writing the scripts for *Resident Evil* and *Onimusha*.
- *Fourteen different types of dinosaurs!* – The diverse set of dinosaurs in **Dino Stalker** will attack the player from land, sea and air.
- *New gun-switching system!* – Players can switch their primary weapon in real-time as they select between a sniper for distance shooting, a machine gun for close range and special weapons including grenades to wipe out a group of predators.
- *See invisible predators with a pre-equipped sensor* – Players must use this sensor in order to determine how many enemies are looming in the vicinity.
- *Varied locations* – Jungle setting to futuristic city and more with fully interactive backgrounds
- Intense first-person shooting action with arcade-style targeting
- Guncon™2 light gun controller compatible

Capcom Entertainment, headquartered in Sunnyvale, California, is a wholly owned subsidiary of Capcom, Co., Ltd. of Japan. A leading force in the multi-billion dollar interactive entertainment industry, Capcom's legacy spans more than 22 years of entertaining video gamers. Capcom develops, markets, and distributes home video games for the

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PlayStation® game console, PlayStation®2 computer entertainment system, Nintendo® GameCube and Xbox™ game consoles, Game Boy® Advance and Game Boy® Color Systems, personal computers, and coin-operated games. Worldwide recognizable product lines include the *Resident Evil*, *Street Fighter*, *Mega Man*, *Breath of Fire*, and *Onimusha* series. World headquarters in Osaka, Japan, the company also has offices in Tokyo, Hong Kong, London and Sunnyvale, California. The company is publicly traded on the Tokyo Stock Exchange code number 9697.

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