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CAPCOM ENTERTAINMENT PROMOTES CHRIS JELINEK TO VICE PRESIDENT OF SALES

E3, LOS ANGELES — May 17, 2001 — Capcom Entertainment today announced the promotion of Mr. Chris Jelinek to vice president of sales. In this capacity, Jelinek oversees all field sales and sales operations and administration functions in the United States, Canada and South America for Capcom Entertainment, the company's U.S. based consumer product arm and Capcom Coin-Op, the company's coin-operated products. Jelinek brings to his position more than 20 years of sales and retail experience, 11 of those directly in the video game industry.

"Jelinek brings a great deal of experience to Capcom having worked directly for the company for more than 11 years with more than half of them as a retailer selling our products to the end user consumer," said Robert Lindsey, senior vice president of sales and marketing, Capcom Entertainment. "His expertise in sales, planning and operations have proven to be a great asset to Capcom. We have more than stabilized our sales operation since Chris accepted the sales director assignment in 1997."

Promoted in 1997 to Director of Sales, Capcom Entertainment, Jelinek has consistently achieved record sales for the company. In addition to his other responsibilities, Jelinek opened up direct accounts with all the major retailers in Canada. Prior to his 1997 promotion, Jelinek was director of operations and was instrumental in developing the systems and resources which have supported the recent growth.

Prior to Capcom, Jelinek worked five years for G&G Software, a 75 store retail chain owned by Capcom, culminating as general manager. He managed all functional areas of the group including purchasing and systems, merchandising, retail sales and store operations. Jelinek came to Capcom from IJR, a jewelry chain based in Scottsdale, Arizona, where he held several positions including buyer and district manager.

Jelinek received his Bachelor of Arts degree in economics from the University of Chicago and was in the Ph.D. program in Middle Eastern Studies.

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 22 years of entertaining video gamers. Capcom develops, markets, and distributes home video games for the PlayStation® game console, PlayStation®2 computer entertainment system, Sega Dreamcast and Nintendo 64 game consoles, Game Boy Systems, personal computers, and coin-operated games. Worldwide recognizable product lines include the *Street Fighter*, *Mega Man*, *Breath of Fire*, and the *Resident Evil* 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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