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**CAPCOM'S ONIMUSHA WARLORDS™
FOR THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM
SELLS NEARLY 1.5 MILLION UNITS IN JAPAN AND U.S.**

—PRODUCT SCHEDULED TO RELEASE THIS SUMMER IN EUROPE—

E³, LOS ANGELES — May 17, 2001— Capcom®, a worldwide developer and publisher of video games, today announced that **Onimusha Warlords** for the PlayStation®2 computer entertainment system has sold nearly 1.5 million units in Japan and United States. It is scheduled to release this summer in Europe. An epic saga of 16th century Japan, **Onimusha Warlords** was inspired by the battle scenes of famed Japanese director Akira Kurosawa. It is the most technically advanced video game ever conceived and was honored with the distinction of being named “Best of Show” at the SIGGRAPH 2000 Computer Animation Festival. **Onimusha Warlords** was supported in North American with multi-million dollar marketing campaign that including TV advertising, radio, print advertising, massive online support and intensive coverage in major video game and consumer publications. **Onimusha Warlords** is rated “M” for mature audiences by the Entertainment Software Rating Board and carries a suggested retail price of \$49.95.

“What a phenomenal way to usher in Capcom’s epic PlayStation 2 masterpiece,” said Bill Gardner, president and CEO, Capcom Entertainment. “The Capcom team has done a tremendous job of creating, marketing and selling a stunning game that could only be brought to market with the power of the PlayStation 2. The US launch in March was incredibly successful due to the intensive marketing campaign and a quality product. With sales continuing to holding strong, we anticipate **Onimusha Warlords** to be one of the biggest titles the marketplace has seen.”

Gardner went on to add, “This is certainly not the first time Capcom has achieved sales records in the company’s 22 year history. The most notable and perhaps best example is when the original *Resident Evil* game for the original PlayStation® game console sold more than a million units worldwide in less than six months. Some credit *Resident Evil* for driving PlayStation hardware sales. The expectation is that **Onimusha** is doing the same. That tremendous achievement five years ago seems to pale in comparison with the achievement **Onimusha** has already achieved.

Onimusha Warlords takes place in a world of darkness and magic, when power hungry warlords battle for control of Feudal Japan. One brave Samurai, Samanosuke, boldly volunteers to rescue the kidnapped princess Yuki, but even Samanosuke does not realize the desperation of this mission. An entire legion of demon warriors stands between him and his mission to avenge the princess.

The Siggraph “Best of Show” award was bestowed to **Onimusha Warlords** for the five minute opening movie animation created using an optical motion capture system to “film” six samurais battling simultaneously. **Onimusha’s** other motion picture quality production values include, a script written by Flagship, the company who penned the story lines for the *Resident Evil* series; a 200-piece orchestra who performs the original musical score; and famed Japanese actor Takeshi Kaneshiro as the lead character. **Onimusha Warlords** takes advantage of the power of the PlayStation 2 by delivering finely detailed character graphics created at 10,000 polygons per character.

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Onimusha Warlords is currently enjoying phenomenal success having release in Japan on January 25 and on March 14 in the United States. **Onimusha Warlords'** multi-million dollar marketing campaign included broadcast, radio, print, retail, online and intensive public relations efforts. A National TV advertising campaign began March 16 which ran six weeks, in the US and Canada to create more than 100 million impressions. Capcom's **Onimusha** marketing blitz also included an extended print ad campaign running in the major video game publications. These campaigns, including TV, tease and launch ads, spreads and back cover placements, generated more than 125 million impressions, fueling the success of the title.

Capcom Co., Ltd. is a leading worldwide developer and publisher of coin-operated and video games. 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, Sega Dreamcast and Nintendo 64 game machines, Game Boy Color and Game Boy Advance Systems and coin-operated games. Headquartered 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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