

Contact:
Alicia Kim
Arne Cual-Pedroso
408.774.0500



**CAPCOM® PRESENTS *WITHOUT WARNING*™ FOR
THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM AND XBOX®**

-Capcom Publishes Flagship Title from UK Developer CiRCLE Studio-

E³, LOS ANGELES — May 18, 2005 — Capcom® today presented **Without Warning**™ for the PlayStation®2 computer entertainment system and the Xbox® video game system from Microsoft®. As part of a global publishing agreement, Capcom will publish this first title from UK developer CiRCLE Studio, a development house founded by the creators of the world renowned *Tomb Raider*® series. **Without Warning** is a highly charged third person action shooter set against the backdrop of a brutal terrorist siege of a U.S. based chemical plant. The title features a unique Timeline element and takes place over a 12 hour period, during which players will experience the events from the vantage point of six characters that are caught up in the crisis situation. Capcom plans to release the game across North America in the fall.

“We are delighted to be working with Capcom on the release of such a significant title,” commented Jeremy Heath-Smith, managing director of CiRCLE Studio. “**Without Warning** is CiRCLE Studio’s flagship product and partnering with such a respected publisher will be invaluable toward its success.”

CiRCLE Studio Ltd is an independent UK games developer that was founded in 2003 by Jeremy Heath-Smith and Adrian Smith. The Smith brothers share more than 39 years of collective experience in the gaming industry. They are the original founders of Core Design and responsible for numerous software hits, including the *Tomb Raider* series and one of the world’s most successful video game icons, Lara Croft®. The development studio is largely comprised of former Core Design staff.

“This global deal marks the first time Capcom has published a title from a European developer,” said Hiroshi Tobisawa, president of Capcom Entertainment, Inc. and president, CE Europe. “As CiRCLE Studio’s first title, **Without Warning** is momentous for both parties and compliments Capcom’s own internally developed product line. The staff at CiRCLE Studio has a successful track record and they will deliver again with a new title that provides an innovative and intense gameplay experience.”

In **Without Warning**, a radical terrorist group has targeted and seized the Peterson-Daniels Chemical Facility, a vulnerable location that jeopardizes millions of people from the devastating ecological hazard it imposes if destroyed. Pleas are useless and any direct military assault would be too great a risk. As terrified hostages fear for their lives, their only hope lies with a covert operations team, whose goal is to infiltrate the plant and eliminate the merciless enemy.

The Timeline is a distinctive feature that allows the six central characters to experience events across the same period but from their own unique viewpoints. Characters are controlled individually, with the gameplay

- more -

automatically shifting to the next, often at critical moments. Cinematic cut scenes unfold the plot and by switching between characters, their individual tales are gradually woven together to create an overall picture of the events that happened during the crisis. The player may also retrospectively view events through the eyes of another character and is therefore not only a participant in the events, but a spectator as well. Furthermore, actions performed as one character could affect the progress of others and players must successfully utilize the strengths of each in order to advance.

Without Warning includes the following features:

- Unique Timeline element
- Play as six different characters and experience the game from each of their perspectives:
 - **Three members of the covert operations team:**
 - **Kyle Rivers** – the leader of the squad with an experienced combat background
 - **Jack Hooper** – the youngest and most inexperienced member of the team for whom this is the first combat mission
 - **Ed Reagan** – the squad’s bomb disposal specialist
 - **Three civilians with distinct agendas and views on the events:**
 - **Tanya Shaw** – a terrified secretary whose only desire is to escape safely
 - **Dave Wilson** – a security guard who was overlooked by the terrorists; his fierce determination drives him as he fights to rescue his co-workers
 - **Ben Harrison** – a news cameraman who is grounded when his helicopter is shot down by the terrorists; his quest is to obtain breaking news coverage, however dangerous it may be
- **Diverse gameplay** – exploration, puzzle-solving and a variety of mini games including bomb diffusion, lock picking and hostage rescue
- **Pick up and play control system** – accessible and immediate participation in action-intense, volatile environments
- Objective based gameplay progression
- Advanced physics and lighting effects heighten the dynamic environmental interaction
- Full Motion Video and cinematic cut scenes link storylines together
- **Modern environments** – a sprawling chemical plant with numerous interior and exterior locations such as treatment plants, loading and storage areas, offices, docks, train terminals and more

Capcom is a leading worldwide developer, publisher and distributor of interactive entertainment. Founded in 1983, the company has created world renowned franchises including *Resident Evil*, *Street Fighter*, *Mega Man*, *Breath of Fire*, *Devil May Cry* and the *Onimusha* series. Headquartered in Osaka, Japan, the company maintains operations in the U.S., United Kingdom, Germany, Tokyo and Hong Kong. More information about Capcom and its products can be found on the company’s web site at www.capcom.com.

###