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**CAPCOM® ANNOUNCED ONIMUSHA™ 3  
ACTORS JEAN RENO AND TAKESHI KANESHIRO JOIN HONG KONG ACTION  
STAR AND DIRECTOR, DONNIE YEN IN A WORLD CLASS TITLE**

E<sup>3</sup>, LOS ANGELES – May 14, 2003. – Capcom® Entertainment, the U.S.-based subsidiary of Capcom Co., Ltd of Japan, has announced **Onimusha 3** and revealed the celebrities who will join this multi-million dollar project. Set to star in the next installment of the award-winning series is Takeshi Kaneshiro, who reprises his role as Samanosuke Akechi from the original Onimusha. Joining him is Jean Reno, the world-renowned movie star who is best known for his roles in ‘*The Professional*’, ‘*Big Blue*’ and ‘*La Femme Nikita*.’ The talent behind **Onimusha 3** includes four computer graphics experts including Donnie Yen, an action director, who has appeared in such movies as ‘*Blade 2*’, ‘*Shanghai Nights*’, the Oscar nominated film ‘*Hero*’.

**Onimusha 3** is the tale of a man who has just “returned” and a man who has just “arrived.” This saga of two different stories transcends four centuries from ancient Japan to modern day. Capcom plans to release **Onimusha 3** in 2004 for the PlayStation®2 computer entertainment system.

*Onimusha 3* boasts the following features:

- As a first for the series, **Onimusha 3** will use full polygonal backgrounds as Capcom strives to realize the title real and dramatic camerawork. Players will exalt the battle scenes, as they are full of depth, and even more sword slashing action.
- The opening movies have been pushed to a new level. Capcom has enlisted the talents of Hong Kong action star and director Donnie Yen as the CG action director. Returning to the Onimusha project is Robot, the company responsible for making all of the *Onimusha* opening movies and Yamazaki Takeshi, the CG movie director. **Onimusha 3** is a collaboration of several talented staff members as they focus on bringing a masterpiece that rivals even the biggest blockbuster movies.
- Flagship, the company responsible for scripting the stories for *Onimusha: Warlords* and *Onimusha 2: Samurai's Destiny* increase the level and depth of the story for **Onimusha 3**. With more drama and thrills than before, **Onimusha 3** will weave an epic tale bringing the series to a whole new level.
- **Onimusha 3** introduces a ‘dual hero system’, bringing not only a deeper story, but also a game chock full of content and detail! The design of the ‘dual hero system’ offers two very different kinds of action, giving the player unique ways to enjoy the game as they experience very different styles of excitement!

The year is 1582 and Takeshi Kaneshiro as Samanosuke is the man who just returned. The stage is set at the burning Honnoji Temple, as the famous Onimusha warrior Samanosuke Akechi fights. As he faces the demons in front of him, he is compelled to move forward by hatred for his true enemy, the undying Nobunaga Oda, ever latching on to his crazed ambition. Samanosuke prepares for the long-awaited final battle against Nobunaga.

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The year is 2004 and Jean Reno as Jacques Blanc is the man who has arrived. A peaceful French city is suddenly attacked by demons. In the blink of an eye, the town is transformed into a nightmarish nest of Genma demons who are slaughtering the civilians and soldiers one by one. Within this nightmare, appears one man, a man who stands up against the Genma demons.

Why has Samanosuke suddenly appeared in present Paris and Jacques in feudal Japan? What fate awaits these two men? What will be the final outcome of each of their stories? Players will find out the truth when they play the game.

The original release, **Onimusha: Warlords**, became the smash hit for the PlayStation 2 having garnered numerous awards including “Best of Show” at the SIGGRAPH 2000 Computer Animation Festival. **Onimusha: Warlords** was named PlayStation 2 People’s Choice Award for “PlayStation 2 Game of the Year” and PlayStation 2 People’s Choice Award for “Best Action/Adventure Game.” The series has sold nearly five million units worldwide.

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 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*, *Devil May Cry*, *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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