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**CAPCOM® DEBUTS *RESIDENT EVIL® OUTBREAK* AT E³ 2003
GAME SUPPORTS ONLINE AND OFFLINE PLAY**

E³, LOS ANGELES – May 14, 2003 — Capcom®, a leading worldwide developer and publisher of video games, today debuts **Resident Evil Outbreak** for the PlayStation®2 computer entertainment system. One of the most talked about titles of the year, **Resident Evil Outbreak** supports both single player and online multiplayer game modes set within the *Resident Evil* world. **Resident Evil Outbreak** is played from the viewpoint of ordinary Raccoon City citizens. Now players can experience the horror with up to four concurrent players on network mode or enjoy various scenarios with one-player in off-line mode. Capcom plans to release **Resident Evil Outbreak** this winter. The *Resident Evil* series is one of the most successful video game franchises in history having sold more than 20 million units worldwide. The property became a major motion picture with the 2002 release of the *Resident Evil* movie starring Milla Jovovich who will reprise her role in the sequel that will begin shooting this August.

Resident Evil Outbreak retains the signature *Resident Evil* storytelling, visuals, and bone-chilling audio that Capcom's *survival-horror* fans demand. The game introduces an all-new story, an assortment of new characters, and a large number of non-player characters (NPC's). Scenarios are generated for the player by the game with storylines branching off in new directions based on decisions made. Players can enjoy each character's own storyline, as well as communicate with others.

“Capcom is thrilled to return our award-winning and multi-million unit selling *Resident Evil* franchise to the PlayStation 2 community,” said Bill Gardner, president and CEO, Capcom Entertainment. “Millions of fans asked for a new, innovative *Resident Evil* release on the PS2... now Capcom delivers. **Resident Evil Outbreak** is revolutionary in the fact that it will support online and offline play to bring many gamers together to experience their favorite survival horror game.”

Resident Evil Outbreak tells the dramatic story of an outbreak caused by a secret biological weapon infecting the people of Raccoon City. Citizens are turning into flesh-eating zombies that swarm the streets. Players wage war against the pharmaceutical giant, Umbrella who is responsible for the events leading up to this disaster. In the shadow of this nightmare are a few desperate survivors. Players take the role of these distraught few as they search for traces of life. They must find a way to get out of this city before the government quarantines the entire area by firing a missile and destroying all proof of existence. Players must beat the clock or die trying. **Resident Evil Outbreak** is the story of those survivors, fighting to endure this horrific ordeal.

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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 23 years of entertaining video gamers. Capcom develops, markets, and distributes home video games for the 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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