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CAPCOM® STRIKES DISTRIBUTION AGREEMENT WITH NEC

E³, LOS ANGELES – May 14, 2003 – Capcom® Entertainment today announced they have reached a distribution agreement with NEC Interchannel, Ltd., a subsidiary of NEC Corporation. Under the terms of the contract, Capcom will be the exclusive distributor for future NEC Interchannel, Ltd. game titles. The first product released under this new agreement is **Tube Slider™**, a fast and furious, futuristic racing game exclusively for the Nintendo GameCube™. **Tube Slider**, developed by NdCube, is a jointly-funded company supported by Nintendo and Densu. **Tube Slider** released in April 2003.

“We are pleased to be working with NEC,” said Chris Jelinek, vice president, sales, Capcom Entertainment. “With the profusion of video gaming experience and resources at NEC, Capcom is confident this will be a successful partnership.”

“Capcom has a track record of excellence in every facet of the gaming industry,” said Norman Evangelista, vice president of NEC Interchannel, Ltd. “We’re looking forward to a successful sales and marketing partnership in the US market.”

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® game console, PlayStation®2 computer entertainment system, Nintendo GameCube™ and the Xbox™ game consoles, Game Boy® Advance, Game Boy® SP 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.

NEC Interchannel, Ltd., an interactive entertainment company headquartered in Tokyo, Japan develops and publishes for video game systems, personal computers and other digital devices. Established as an NEC group company to specialize in planning, development and sales of digital content, in only a short time, NEC Interchannel, Ltd. has built a solid reputation for producing a wide variety of digital content in the areas of culture, education/edutainment, amusement and music. More information about NEC’s products and full text of press releases can be found on the Internet at <http://www.necgames.com>.

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