



June 15, 2005

Capcom's "Resident Evil Director's Cut" makes its way to SAMSUNG's Gamephone!

Capcom Co., Ltd. is pleased to announce the upcoming release of "Resident Evil Director's Cut" for SAMSUNG's Gamephone (SCH-G100 and SPH-G1000).

With the introduction of "Resident Evil" a new game genre was created. Called "survival horror", the player's objective is to use their wits to stay alive from bloodthirsty creatures and discover the secrets behind these biological experiments gone wrong. Since the first Resident Evil was released, over 27.3 million units were sold on a worldwide basis as of March 31, 2005.

"Resident Evil Director's Cut" for SAMSUNG's Gamephone is a reappearance of the hugely popular "Resident Evil Director's Cut Dual Shock Version" originally released in 1998 for the PlayStation. The title is being localized for Korean audiences for the first time in the Resident Evil series.

The Gamephone is a high-tech mobile phone developed by SAMSUNG which features a multistage vibration system and impressive 3D graphics. With this new handheld device, the mysteries and thrills of "Resident Evil" come to life.

As a worldwide leader in gaming industry, we here at Capcom are proud to be on the forefront of this new cutting-edge technology and the expansion of our mobile contents business to the overseas market starting with Korea. As always, we will continue to strive to provide our customers with the best possible forms of innovative entertainment on this new and exciting device.

Particulars of the new game are described below.

[Product Information]

[Name] “ Resident Evil Director’s Cut ”

[Hardware] Gamephone

[Genre] Survival Horror

[Release Date] Korea ; June 15, 2005

[Price] 12,000 Won



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