



June 22nd, 2007

Press Release

Capcom Co., Ltd.

“Learning about Business through Games” Educational Sessions Begin!

- Cooperative corporate responsibility effort with the Tokyo Stock Exchange
and Japan Securities Dealer Association -

Capcom Co., Ltd. (President and CEO Kenzo Tsujimoto, Osaka, Japan) in cooperation with the Tokyo Stock Exchange, Inc. (President and CEO Taizo Nishimuro, Tokyo, Japan) and the Japan Securities Dealer Association (Chairman Toshio Ando, Tokyo, Japan) have initiated a long-term program for supporting education in middle schools and high schools across Japan.

Capcom’s goal is to help create a bright future with a deep, rich culture by expanding children’s sensitivity to the world around them. Since 2005, Capcom has not only invited elementary and middle school children to visit the company, but has also actively pursued other efforts to support learning such as producing the educational book “Secrets of Video Games” to present to schools and libraries across Japan.

With the current program, students choose their “favorite company” and receive free informational pamphlets or even school visits from that company, helping them to gain a deeper understanding of business through explorative learning. For the first educational session, Capcom employees will go to the Junior high school in Saitama, Japan. There, they will use games as a reference material for further describing the joys and difficulties of game development as well as teaching about the game creator career path and the parental ratings system.

Through our active participation in this program, Capcom employees have an opportunity to spark curiosity that can foster inquiring minds and self-exploration. This enriching program will not only help generate a desire for learning, but develop a better understanding of how business works.

Capcom will continue to strive to live up to its corporate social responsibilities as a trusted member of society.

Details

Date/Time	June 27 th , 2007 (Wednesday) / starts at 8:55AM (for 45 minutes)
Location	Junior high school in Saitama, Japan
Content	1. Introduction to Capcom 2. About creative work and how games are made 3. About game parental ratings 4. Question and answer session



Distributed Materials



Company Introductory Video Content

Inquiries regarding the above matter may be directed to:

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