

March 16, 2009



Press Release

3-1-3, Uchihiranomachi, Chuo-ku  
Osaka, 540-0037, Japan  
Capcom Co., Ltd.  
Haruhiro Tsujimoto, President and COO  
(Code No. 9697 Tokyo - Osaka Stock Exchange)

**Capcom's First Shipment of "Resident Evil 5" Breaks Four Million Copies!**

· The biggest launch of any title in the series acts as a major boost to Capcom's performance ·

Capcom Co., Ltd. (Capcom) is proud to announce that the first shipment of "Resident Evil 5," the newest title in one of Capcom's most popular series, has shipped more than 4 million copies worldwide.

"Resident Evil 5" combines powerful visuals only capable on today's generation of video game consoles with Hollywood's film-making skills and technology to create a new sense of fear that arises from the contrast between light and darkness. Thanks to the company's proprietary engine, the MT Framework, Capcom was able to make "Resident Evil 5" a multi-platform title (PLAY STATION®3/Xbox 360™), giving a vast number of players the opportunity to enjoy the game. Many players' expectations were raised by playing through the demo, which was downloaded over 4 million times. This all culminated in the largest first shipment of any title for the series to date.

The "Resident Evil" series is extremely popular, having shipped over 40 million copies worldwide since the first title was released in 1996 (as of March 16, 2009). The series paved the pathway for a new genre, Survival Horror, and even after ten years, the "Resident Evil" series is renowned as one of the most popular video game franchises in the world.

The "Resident Evil" brand has grown increasingly popular outside of the video game industry, acquiring non-video game playing fans for Capcom. The three "Resident Evil" Hollywood major motion pictures have achieved combined sales of over 300 million dollars, and the CG film, "Resident Evil: Degeneration," has now shipped over 1.5 million copies.

As always, Capcom will continue pursuing its "Single Contents Multiple Usage" strategy, in which the company's large selection of unique properties is also used for movies, animation, publications, cell phone games, merchandise, and various other applications. Basing operations on this strategy creates numerous opportunities to increase profits through expanding the range of customers who enjoy Capcom properties. Capcom will continue to employ this strategy to both maximize the value of its content and achieve more growth in sales and earnings.

**【Product Details】**

1. Title	Resident Evil 5
2. Genre	Survival Horror
3. Platforms	PLAYSTATION®3, Xbox 360™
4. Release Date	Japan: March 5, 2009 North America: March 13, 2009 Europe: March 13, 2009

\* "PlayStation" and "PLAYSTATION" are registered trademark of the Sony Computer Entertainment Inc.

\*© 2009 Microsoft Corporation. All rights reserved.



**Inquiries regarding the above information may be directed to:**

Capcom Co., Ltd.

Public Relations Office

(Email) [ir@capcom.co.jp](mailto:ir@capcom.co.jp)

(Address) 3-1-3, Uchihiranomachi, Chuo-ku, Osaka, 540-0037, Japan

(Tel)+81-6-6920-3623 (Fax) +81-6-6920-5108