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Press Release

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Capcom Co., Ltd.

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**Capcom's Social Games "Smurfs' Village" and "Zombie Café" Break  
The 10 Million Downloads Mark in Just 4 Months!**

- The Quick Emergence of a Top-Selling Brand in the Lucrative Smartphone Social Game Market -

Capcom Co., Ltd. (Capcom) is pleased to announce that downloads of our social games "Smurfs' Village" and "Zombie Café", for the iPhone/iPod Touch/iPad platforms have surpassed over 10 million downloads on Apple's App Store.

In "Smurfs' Village", which became available for download in November 2010, players will take on the role of a Smurf, the popular and beloved elf-like characters adapted from a Belgian comic. Starting out with a house and a plot of land, players will cultivate the village into a colorful and comical Smurf world. In "Zombie Café", released January 2011, players will create and run their own café, managing over 100 menu items as well as their staff of zombies.

As the global share of cell phone users increases, so does the demand for popular social games geared towards the mobile market. With smartphones gaining an ever-increasing rapid foothold on the cell phone market, social games that have been designed for the smartphone medium are also becoming a hot commodity.

In this highly competitive market, the secret behind "Smurfs' Village" and "Zombie Café" success lies in its attractive and user-friendly features. Mini-games that appeal to a wide variety of fans, integration with Facebook, and dedicated user support as well as additional content based on fan feedback has allowed these games to stand out in a sea of strong competitors.

In particular "Smurfs' Village" has captured the hearts of users worldwide, becoming the top-grossing app on Apple's App Store in 55 countries. Under the iTunes Store User Reviews, over 90% of the game's customers have given it a 5-star review, leading to its establishment as a top-selling brand.

We here at Capcom are committed to the development of new and creative social games, to take the rapidly expanding mobile market by storm.

### 【Product Details】

#### “Smurfs’ Village”

1. Title	“Smurfs’ Village”
2. Genre	Social Game
3. Platform	iPhone / iPod Touch / iPad
4. Release Date	Canada: November 4, 2010 Worldwide: November 11, 2010

#### “Zombie Café”

1. Title	“Zombie Café”
2. Genre	Social Game
3. Platform	iPhone / iPod Touch / iPad
4. Release Date	Worldwide: January 27, 2011 Japan: Undecided



“Smurfs’ Village”



“Zombie Café”

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