



Press Release

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Osaka, 540-0037, Japan

Capcom Co., Ltd.

Haruhiro Tsujimoto, President and COO

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## **Capcom Distributes Social Games for the Android Platform**

- First title is “Smurfs’ Village”, which has more than 15 million downloads worldwide -

Capcom Co., Ltd. (Capcom) is pleased to announce that our subsidiary company, Beeline Interactive, Inc. (Beeline), will start distributing social games for the Android platform as part of measures to expand sales of games for multiple platforms. Distribution of the first Android social game, “Smurfs’ Village”, will begin on September 28.

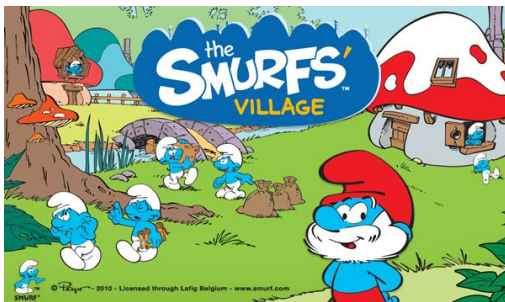
“Smurfs’ Village” is based on a well-known historical comic in Belgium that features little people called the “Smurfs”. Players in this social game create fields, build houses and engage on other activities to create a village according to their likes and dislikes. The game has become a mega-hit around the world. “Smurfs’ Village” has recorded more than 15 million downloads for the iPhone/iPod touch/iPad platform (iOS hereafter). Furthermore, this game is the top-grossing app on Apple's App Store in 69 countries.

The market for games used on mobile devices continues to grow rapidly primarily because of the increasing use of smartphones worldwide and the popularity of social games. Sales of Android devices are posting strong growth, ranking first in global sales volume due to the use of Android as a platform for smartphones. Capcom’s “Smurfs’ Village” for distribution to iOS devices has been an enormous success. Now Capcom plans to reinforce its multi-platform approach for supplying games for the iOS and Android platforms. The aim is to establish a position at the forefront of the Android market as well, chiefly outside Japan, in order to further increase the scale of activities in the market for mobile games.

We here at Capcom are committed to the development of new and creative social games and plan to take the rapidly expanding mobile market by storm through our two-pronged strategy, one primary “Capcom” brand and another second “Beeline” brand. Our Capcom will continue to focus on home console systems, which will make synergy effects by both brands. Through this, the Capcom Group aims to continue expanding and increasing our brand value.

**【Product Details】**

1. Title	Smurfs' Village
2. Genre	Social Game
3. Platform	Android, iPhone/iPod touch/iPad
4. Release Date	(1)Android Global (except Japan): September 28, 2011 Japan: TBD (2)iPhone/iPod touch/iPad (Japanese Version) Japan: July 15, 2011 (English Version) Canada: November 4, 2010 All other regions: November 11, 2010



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