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Press Release

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Initial Shipments of “Resident Evil 6” Surpass 4.5 Million!

- Shipments set a new record for Capcom backed by the strong worldwide response to this high-quality title that offers the best gaming experience possible -

Capcom Co., Ltd. (Capcom) is pleased to announce that worldwide initial shipments of “Resident Evil 6”, the latest addition to the “Resident Evil” franchise, for “PlayStation® 3” and Xbox 360® have surpassed 4.5 million.

“Resident Evil” is a series of survival-horror games in which players use weapons and other items in order to escape from zombies. One of Capcom’s best-known game series, “Resident Evil” has recorded cumulative sales of more than 50 million units* since the first title was released in 1996. These sales figures demonstrate that “Resident Evil” is just as popular today as it was 15 years ago when the first title made its debut.

“Resident Evil 6” takes the series to the next step with graphics that deliver even greater realism and power. The game features dramatic stories that bring together for the first time two major characters of the series: “Leon” and “Chris”. In all, there are seven main characters and four stories, giving this title an unprecedented volume of game playing enjoyment. There are also upgraded online functions like the cooperative and crossover system as well as new types of action. Overall, “Resident Evil 6” offers a broad range of new forms of appeal. This is the first new title in the series in three and a half years. “Resident Evil 6” takes advantage of all of Capcom’s capabilities to offer quality that is far ahead of other games. Supported by extensive promotional activities worldwide, the initial shipment of this new game has reached 4.5 million, the highest ever for a Capcom game.

The movie “Resident Evil: Retribution” has been in theaters since September 2012 and the CG animation “Resident Evil: Damnation” will debut in October. “Resident Evil” is also part of “Halloween Horror Night” now under way at “Universal Studio Japan” and is the theme for the “Resident Evil Café & Grill S.T.A.R.S.” restaurant in Tokyo. Collaborations like this that cover many sectors are extending the appeal of the “Resident Evil” series to many people in addition to fans of the games.

Capcom has for many years used its multi-platform strategy of developing titles across many game platforms to make its brands even more popular. In addition, Capcom uses the Single content multiple usage strategy to maximize the value of its content. By continuing to use these approaches, Capcom is determined to provide a diverse spectrum of game players worldwide with games that meet their highest expectations.

*As of June 30, 2012

[Product Details]

1. Title	Resident Evil 6
2. Genre	Survival Horror
3. Platform	“PlayStation®3”, “Xbox 360®”, “PC”
4. Release Date	Japan : October 4, 2012 North America : October 2, 2012 Europe : October 2, 2012 *The launch date for the PC version has not been decided.

*“PlayStation®” is registered trademark of Sony Computer Entertainment Inc.

*Xbox 360® is a registered trademark of Microsoft Corporation and other related companies.



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