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Press Release

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(Code No. 9697 First Section of Tokyo Stock Exchange)

Capcom Decided to Launch Seven Online Titles for China and Other Asian Countries

- Full-scale entry into growing markets by using major franchise and joint operations with overseas partners -

Capcom Co., Ltd. (Capcom) is pleased to announce that the decision has been made to start selling seven new titles for smartphones and PCs in order to aim for growth of the online business in China and other Asian countries. The titles will be introduced one by one in this region beginning with the current fiscal year.

The online game market in Asia is expected to expand from sales of 19.7 billion US dollars in 2013 to 24.5 billion US dollars in 2015 along with economic growth in this region and the rapid increase in sales of smartphones. Games for smartphones and PCs will be the primary source of growth. This is why Capcom's growth strategy as well is focused on this market sector.

Capcom plans to move quickly to establish its brands in Asia and to build a revenue base for earnings. To accomplish these goals, Capcom will use major game series to launch several games in China: "Monster Hunter Hunting Quest" and "Street Fighter Battle Combination", which are smartphone apps, the PC online game "Ghosts'n Goblins Online", and the PC browser game "Onimusha Soul". In Korea, Capcom will start selling the smartphone app "Street Fighter IV Arena" and in Thailand Capcom will start selling "Onimusha Soul". To provide games that match the preferences of customers in each country, Capcom will form alliances with prominent companies in this region, including Qihoo 360 of China. Development and operation of this content will be outsourced, localized in the local languages, and other forms of cooperation with partner companies will be used for the success of business operations in Asia.

In addition, Capcom is considering sales of "Onimusha Soul" in other Southeast Asian countries after the Thailand launch. In China, work is under way with Tencent on the collaborative title "Monster Hunter Online" for sale in China. Capcom's goal is to use all of these activities to establish a full-scale presence in the game markets of China and other Asian countries.

Capcom remains firmly committed to satisfying the expectations of all users by making the most of its industry-leading game development capabilities in order to create games that are full of originality for the expanding global market.

【Product Details】

• Smartphone Applications			
	Title	Country	Release Date
1	Monster Hunter Hunting Quest (Simplified Chinese character version)	China	CY2014
2	Street Fighter Battle Combination	China, Korea	FY2014
3	Street Fighter IV Arena	Korea	FY2014
• PC Online Game			
	Title	Country	Release Date
4	Monster Hunter Online	China	TBA
5	Ghosts'n Goblins Online	China, Korea	China: July 18, 2014 Korea: Available
• PC Browser Game			
	Title	Country	Release Date
6	Onimusha Soul (Simplified Chinese character version)	China	July 16, 2014
7	Onimusha Soul (Thai version)	Thailand	FY2014



“Monster Hunter Hunting Quest”
(Simplified Chinese character version)



“Street Fighter IV Arena”

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