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Press Release

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***Monster Hunter: World* for PC Scheduled for August Release on Steam!**

- Capcom aims to expand *Monster Hunter*'s global fan base further with Steam release -

Capcom Co., Ltd. (Capcom) today announced that *Monster Hunter: World* for PC will be released for Steam on August 10 (JST).

The *Monster Hunter* series consists of hunting action games that pit players against giant monsters in a beautiful natural environment. The series has sparked a social phenomenon known as the “Monster Hunter Craze” by introducing a new kind of communication style for players through cooperative play focused on hunting monsters with their friends. Since the first *Monster Hunter* title made its debut 14 years ago in 2004, the series has attracted a dedicated fan base, and overall grown into a mega-hit with cumulative sales of more than 48 million units worldwide (as of March 31, 2018), with the latest title in the series, *Monster Hunter: World*, achieving sales of over 8 million units (as of April 16, 2018).

The release of *Monster Hunter: World* on Steam, a platform utilized throughout the world, makes it possible for Capcom to reach a much broader base of game players in a greater number of regions. Further, in addition to holding official tournaments in Japan to determine the fastest hunter, as has been the case until now, the company plans to hold events in Asia, such as in Taiwan, and San Francisco as well. Through holding such awareness-raising activities, Capcom aims to expand its global fan base even further.

Capcom has strengthened its brands over the years via a fundamental multi-platform strategy, under which it releases games for popular series on a number of platforms. Capcom is committed to continuing to provide games that fully satisfy the needs of a wide breadth of game players worldwide.

[Product Details]

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| 1. Title | <i>Monster Hunter: World</i> |
| 2. Genre | Action RPG |
| 3. Platform | PC, PlayStation®4 computer entertainment system, Xbox One |
| 4. Release Date | PC: Worldwide Steam: August 10, 2018 (Japan Standard Time) |
| | PlayStation®4: North America, South America, EMEA, Oceania, Asia (including Japan) January 26, 2018 |
| | Xbox One: North America, South America, EMEA, Oceania January 26, 2018 |

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