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Press Release

3-1-3, Uchihiranomachi, Chuo-ku  
Osaka, 540-0037, Japan  
Capcom Co., Ltd.  
Haruhiro Tsujimoto, President and COO  
(Code No. 9697 First Section of Tokyo Stock Exchange)

***Resident Evil 2 Ships 3 Million Units Worldwide in First Week of Sales!***

- Survival-horror masterpiece enthralls the world in high-tech revival -

Capcom Co., Ltd. (Capcom) today announced that *Resident Evil 2* for the PlayStation®4 computer entertainment system, the Xbox One family of devices including Xbox One X, and PC has shipped 3 million units globally.

The *Resident Evil* franchise features survival horror games in which players utilize a variety of weapons and other items to escape terrifying situations. Cumulative sales of the games in the series now total 88 million units\* since the first title debuted in 1996. More than 20 years later, continuous support from the passionate fan base across the globe makes it Capcom's flagship game series. \*As of January 28, 2019

Originally released in 1998, *Resident Evil 2* went on to achieve cumulative sales of 4.96 million units, making it the fourth best-selling game in the *Resident Evil* franchise. In the 2019 release, Capcom used its cutting-edge R&D facilities to build the game completely from the ground up for current-generation game platforms. In addition to visual effects, including detailed, photo-realistic graphics made possible with RE ENGINE, Capcom's proprietary development engine, the title provides players with a fresh horror experience via audio featuring Dolby Atmos 7.1.4 and real-time sound image rendering that utilizes binaural technology. *Resident Evil 2* garnered mass attention prior to release, being honored with Best of Show in the Game Critics Awards: Best of E3 2018—as judged by major game media outlets from around the globe—as well as boasting over 4.7 million downloads for its “1-Shot Demo,” propelling sales to 3 million units worldwide in the title's first week. Further, with *Resident Evil 7 biohazard* (released in January 2017) having now gone on to sell a cumulative 6 million units\*, Capcom looks to achieve similar, long-term sales for *Resident Evil 2* as well. \*As of December 31, 2018

Capcom remains firmly committed to satisfying the expectations of all stakeholders by leveraging its industry-leading game development capabilities in order to create highly entertaining gameplay experiences.

**[Product Details]**

1. Title	<i>Resident Evil 2</i>
2. Genre	Survival horror
3. Platform	PlayStation®4 system, Xbox One, PC
4. Release Date	January 25, 2019

Microsoft and Xbox One are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.



**Inquiries regarding the above information may be directed to:**

Capcom Co., Ltd.  
Public Relations and Investor Relations Section  
(Address) 3-1-3, Uchihiranomachi, Chuo-ku, Osaka, 540-0037, Japan  
(Tel)+81-6-6920-3623 (Fax) +81-6-6920-5108