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Capcom Co., Ltd. publishes "*The Getaway*" in Japan

Capcom Co., Ltd. is pleased to announce the upcoming Japanese release of *The Getaway*, a free roaming, mission based, 3D action game created exclusively for PlayStation.2. *The Getaway* developed by Sony Computer Entertainment Europe's London based TEAM SOHO, has already sold over 2.5 million copies in the United States and Europe to wide critical acclaim.

*The Getaway* is scheduled for release, in Japan, in winter of 2003.

*The Getaway* takes place in possibly the largest living environment ever seen in a video game, with over 50 square kilometers of the heart of London created in blistering photo-realistic detail, taken from 50,000 digital photographs. With over 60 licensed automobiles, the player will be able to drive across the British capital, through all the major roads and side streets, from Hyde Park to the Tower of London.

Deploying professional actors, *The Getaway's* intricate plot has strong compelling cut-scenes; all scenes using the latest Motion Capture technology. Individual actor's personalities, facial expressions and body language are faithfully captured and transformed in the game to give true cinematic performances.

Furthermore, Capcom has hired Koji Kikuchi, one of the most renowned movie translators in Japan, to translate the in-game text into Japanese, and we believe his celebrity appeals to customers.

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