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Press Release

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CAPCOM Co., LTD. LICENSES UNREAL ENGINE 3

- Unreal Engine 3, the Most Cutting-Edge Game Engine in the Industry, to Power Unannounced European Title Being Developed by Capcom -

OSAKA, JAPAN (June 25, 2008) — Capcom Co., LTD., a leading developer and publisher of video games, with corporate headquarters located in Osaka, Japan, announced today that it has entered into an agreement to license Unreal Engine 3 from Epic Games, Inc. This is the second agreement between Capcom and Epic Games on licensing Unreal Engine 3.

“Unreal Engine 3 is a perfect fit for this project being developed in Europe, and is capable of ensuring a high-quality game experience. Not only does the development team have thorough knowledge of Unreal Engine 3, the general versatility of Unreal Engine 3 will fully meet the requirements particular to this project,” said Keiji Inafune, Managing Corporate Officer, R&D Management Group of Capcom. “Unreal Engine 3 comes with a wide variety of functions required for next-generation game development, and it provides ease of use. On top of that, one of the major advantages is the well-established support system. We are delighted to enter into this license agreement, and have strong backup by Epic Games. With Unreal Engine 3, we can expect high development efficiency as well as high creativity within the development team.”

"We're very excited that Capcom has, once again, chosen to use Unreal Engine 3 for one of their upcoming games," said Mark Rein, vice president, Epic Games. "Capcom is a legendary company in our industry and it is an honor to be able to work with them."

About Unreal Engine 3

The award-winning Unreal Engine is known for cutting-edge graphics and its best-of-breed toolset. Unreal Engine 3 maintains those features while adding massive world support, multi-processor support, next-generation console optimizations, and one of the most mature tool pipelines in the industry. Unreal Engine 3's advanced toolset is designed specifically to accelerate developers' productivity for ultra-complex, next-generation content. Additional information on Unreal Engine can be obtained at www.unrealtechnology.com.

About Epic Games

Epic Games, Inc., based in Cary, NC and established in 1991, develops cutting-edge games and cross-platform game engine technology. The company has created multiple million-selling, award-winning titles in its Unreal series, recently shipping *Unreal Tournament 3* for PC and PlayStation 3. Epic's breakthrough game, *Gears of War*, sold over 4.7 million copies and was awarded overall Game of the Year for 2006 by the Academy of Interactive Arts & Sciences, Game Developers Choice Awards, GameSpot, GamePro and many others. Epic is also responsible for the Unreal Engine, which is the underlying technology for a wide range of games including the Game Critics Awards' Best Console Game and Spike TV's 2007 RPG of the Year *Mass Effect* by BioWare and the 2007 BAFTA Best Game and Spike TV Game of the Year *BioShock* by 2K Games. Epic's Unreal Engine 3 is the current holder, and three-time consecutive winner, of Game Developer magazine's Front Line award for Best Game Engine. Epic was also recognized as 2006 Studio of the Year by Spike TV, 2006 Developer of the Year by Official Xbox Magazine and 2007 Large Company of the Year by the North Carolina Technology Association. Additional information about Epic can be obtained through the Epic Games Web site at www.epicgames.com.

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