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Press Release

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**Capcom Acquires Global Distribution Rights to Social Games Featuring
“Snoopy and His Friends”**

- Goal is to establish a strong overseas presence by launching a major title to
follow up on the success of “Smurfs’ Village” -

Beeline Interactive, Inc.(Beeline), a subsidiary of Capcom Co., Ltd., has signed a licensing agreement with Peanuts Worldwide, LLC for the global distribution of social games that use “Snoopy and his friends”.

Beeline Interactive specializes in the development of social games for smartphones. Three titles that the company has been distributing since November 2010 have become worldwide hits: “Smurfs’ Village,” “Lil’ Pirates” and “Zombie Café”. With cumulative downloads of more than 20 million as of July 31, 2011, these three games have become very popular in overseas markets.

Signing this licensing agreement with U.S.-based Peanuts Worldwide, LLC will allow Beeline to distribute social games that feature Snoopy and his friends. Beeline believes this will lead to even faster growth on a global scale in the steadily expanding market for social games.

“Snoopy and his friends” are well-known characters that appear in the Peanuts comic strip, which first appeared in U.S. newspapers in 1950. Even after more than 50 years, Peanuts characters are popular among people of all ages around the world. Beeline Interactive plans to start global distribution in the fall of 2011 of a social game that incorporates the qualities of the beloved Snoopy character and his view of the world.

Prior to launching a Snoopy game, Beeline Interactive plans to introduce three titles in the 2nd quarter of the current fiscal year: “Smurfs’ Grabber”, “Dream Park” and “Monster Pet Shop”. One objective is earning greater satisfaction among current game players. Beeline also plans to use these new titles to extend the social game market to new customer segments by incorporating popular characters that everyone knows.

We here at Capcom are committed to the development of new and creative social games and plan to take the rapidly expanding mobile market by storm through our secondary brand "Beeline". While fulfilling casual gamers' needs through Beeline, our primary "Capcom" brand will continue to focus on home console systems. Through this two-pronged strategy, the Capcom Group aims to continue expanding and increasing our brand value. This licensing agreement with Peanuts Worldwide, LLC will not have a significant effect on results of operations in the current fiscal year.

【Product Details】

“ Snoopy (TBD)”

1. Title	Snoopy (TBD)
2. Genre	Social Game
3. Platform	iPhone / iPod touch / iPad
4. Release Date	Worldwide : This fall

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“Smurfs’ Grabber”

1. Title	Smurfs’ Grabber
2. Genre	Social Game
3. Platform	iPhone / iPod touch / iPad
4. Release Date	Worldwide : August 2011

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“ Dream Park ”

1. Title	Dream Park
2. Genre	Social Game
3. Platform	iPhone / iPod touch / iPad
4. Release Date	Worldwide : August 2011



“Monster Pet Shop ”

1. Title	Monster Pet Shop
2. Genre	Social Game
3. Platform	iPhone / iPod touch / iPad
4. Release Date	Worldwide : September 2011



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