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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 Tokyo - Osaka Stock Exchange)

Capcom Announces Entry in the Growing Browser Game Market
First Title will be “Onimusha Soul” for PCs and Smartphones

- Aiming for more growth in the online content business through the multiple use of popular titles -

Capcom Co., Ltd. (Capcom) is pleased to announce that the launch date of “Onimusha Soul”, the company’s first browser game, will be June 28, 2012.

“Onimusha” is a series of samurai survival action game. Set in the Warring States period of Japan, the games require young swordsmen to advance while slaying enemies and solving mysteries. The first title was “Onimusha”, a game for the “PlayStation®2” that made its debut in 2001 and became the first million seller. Cumulative sales of all “Onimusha” titles were 7.9 million units at the end of December 2011, making this one of Capcom’s most successful series of games. In recent years, the pachislo versions of “Onimusha 3” and “Onimusha: Dawn of Dreams” have also become big hits.

“Onimusha Soul” is a Sengoku simulation RPG based on the characters that appear in “Onimusha” series. Each player is a daimyo (feudal lord) of one of the warring states. Players use their powers to achieve the growth of their respective states and train military commanders as they fight with other players. “Onimusha Soul” also allows players to enjoy an original story.

The game is easy to play as it offers two unique advantages of browser games. There is no need to download or install the game data. In addition, the game features an unprecedented level of community and social elements. For example, players can be grouped separately based on Japan’s 47 prefectures to enjoy a variety of cooperative game playing or fight players in other prefectures. Furthermore, the development engine uses “Unity 3D” to generate graphics that are far more attractive than the images of conventional browser games. Overall, “Onimusha Soul” was created to appeal to a broad spectrum of game players. Capcom plans to distribute this title for use on PCs and smartphones.

Capcom is targeting many opportunities in the rapidly expanding market for online games. The goal is to increase sales of online content (mobile, PC online and downloads for consumer games) to 30 billion yen in the fiscal year ending March 2015.

Capcom’s “Monster Hunter Frontier Online”, which is a PC online game, is performing consistently well. In addition, sales from downloadable contents in the Consumer Online Games business and from social and other games in the Mobile Contents business continue to grow.

By entering the browser game market, Capcom plans to continue to expand in the growing market for online games through the use of many methods to supply a diverse lineup of content.

【Product Details】

1. Title	Onimusha Soul
2. Genre	Sengoku Simulation RPG
3. Platform	PC Browser, Smartphone
4. Release Date	PC Browser : June 28, 2012 Smartphone : Autumn in 2012
5. Price	Paid content in-game
6. How to Play	Capcom Online Games, Other Portal Site
7. Official Website	http://www.oni-soul.jp/



*The screen shot above is that of the game under development, the actual screen may be different.

*“PlayStation®” is registered trademark of Sony Computer Entertainment Inc.

Inquiries regarding the above information may be directed to:

Capcom Co., Ltd.

Public Relations Office

(E-mail) ir@capcom.co.jp

(Address) 3-1-3, Uchihiranomachi, Chuo-ku, Osaka, 540-0037, Japan

(Tel) +81-6-6920-3623 (Fax) +81-6-6920-5108