

Press Release

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Capcom to Release "deep down -working title-", the First Title for SCE's Next-generation "PlayStation®4" Game Console!

- Capcom to quickly develop titles for the new hardware with state-of-the art development engine "Panta Rhei" -

Capcom Co., Ltd. (Capcom) is pleased to announce that it has decided to develop "deep down -working title-", a new game title for Sony Computer Entertainment's next-generation "PlayStation®4" game console. This will be the first title to be developed for SCE's "PlayStation®4" game console.

This title is to be developed using "Panta Rhei", Capcom's proprietary software development engine designed to provide the optimum game development environment for next-generation game consoles. "Panta Rhei" supports the latest graphics, enhances work flow to bring down development costs and improves game development efficiency in order to raise game quality. Clearly distinct from conventional game software, "deep down -working title-" for the "PlayStation®4" game console will bring a new dimension of game experience.

As always, Capcom aims to use its exemplary development power to create games overflowing with originality to satisfy the expectations of our users.

[Product Details]

1. Title	"deep down -working title-"
2. Genre	TBA
3. Platform	"PlayStation®4"
4. Release Date	TBA
5. Official Teaser Site	http://www.d-down.jp/

^{*&}quot;PlayStation®" is registered trademark of Sony Computer Entertainment Inc.





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