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Press Release

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Monster Hunter: World Ships 5 Million Units!

- Sets series record for most units shipped in first three days, backed by support of fans across the globe -

Capcom Co., Ltd. (Capcom) today announced that *Monster Hunter: World* for the PlayStation®4 computer entertainment system and Xbox One^{*1} has shipped 5 million units worldwide (including digital download sales). A PC version is to be released at a later date.

*1: Xbox One version is available in North America and Europe only

The *Monster Hunter* series consists of hunting action games that pit players against giant monsters in a beautiful natural environment. The series has sparked a social phenomenon known as the “Monster Hunter Craze” by introducing a new kind of communication style for players through cooperative play focused on hunting monsters with their friends. Since the first *Monster Hunter* title made its debut 14 years ago in 2004, the series has attracted a dedicated fan base, and overall grown into a mega-hit with cumulative sales of more than 45 million units worldwide as of January 28, 2018.

Monster Hunter: World is the latest entry in the series and is the first new *Monster Hunter* title for home consoles in nine years. Players step into the role of a researcher, whose team travels to an unexplored, new continent and become hunters. This game offers significant innovations to the series, including seamless transitions between map areas as well as smooth, on-the-fly actions, displayed damage points dealt to monsters, and the ability to join mid-quest when playing online. What’s more, in order to further build upon its fan base both in Japan and in markets overseas, this is the first title in the series to be given a global simultaneous launch. As a result, *Monster Hunter: World* has shipped 5 million units, the largest shipment a title in this series has achieved in the first three days following release. Capcom plans to support the sales growth of the title over the long term through a number of free downloadable updates, which will include additional monsters among other content.

Beginning in the spring of 2018 Capcom plans to hold qualifying events in seven areas across Japan leading up to the *Monster Hunter: World* Kariou Playoffs, which will determine the top hunter in the country. What’s more, Capcom will roll out further cross-industry initiatives to increase long-term brand value and capture an even wider fan base, such as with a Hollywood film adaptation of the series and the *Monster Hunter: The Real* attraction currently running at Universal Studios Japan.

Capcom remains firmly committed to satisfying the expectations of all users by leveraging its industry-leading game development capabilities in order to create highly entertaining gameplay experiences.

[Product Details]

1. Title	<i>Monster Hunter: World</i>
2. Genre	Action RPG
3. Platform	PlayStation®4 computer entertainment system, Xbox One, PC
4. Release Date	PlayStation®4: North America, South America, EMEA, Oceania, Asia (including Japan): Friday, January 26, 2018
	Xbox One: North America, South America, EMEA, Oceania: Friday, January 26, 2018
	PC: TBA

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