



September 13, 2019

Press Release

3-1-3, Uchihiranomachi, Chuo-ku
Osaka, 540-0037, Japan
Capcom Co., Ltd.
Haruhiro Tsujimoto, President and COO
(Code No. 9697 First Section of Tokyo Stock Exchange)

Monster Hunter World: Iceborne Ships 2.5 Million Units Globally!

- Series first massive expansion off to solid start, cementing global-brand status -

Capcom Co., Ltd. (Capcom) today announced that *Monster Hunter World: Iceborne*, the massive expansion for *Monster Hunter: World* for PlayStation®4 and Xbox One^{*1, 2}, has shipped over 2.5 million units^{*3} worldwide.

*1 Xbox One version available in North America and Europe only *2 PC version scheduled for release in January 2020 *3 Includes *Monster Hunter World: Iceborne* (digital sales) and *Monster Hunter World: Iceborne Master Edition* (physical shipments and digital sales).

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. The series has grown into a mega-hit, with *Monster Hunter: World (MH:W)*, which released in January 2018, achieving 13.1 million^{*4} units shipped—the first title in Capcom’s history to achieve this record-high—and cumulative sales of the series exceeding 58 million units as of September 13, 2019.

*4 .As of June 30, 2019

Monster Hunter World: Iceborne (MHW:I) is a massive premium expansion for *MH:W*. The game features a full narrative experience that continues from the ending of *MH:W*, bringing players to a vast new area known as the Hoarfrost Reach. A host of additional elements have also been included, such as both new and fan-favorite monsters, a new “Master Rank” difficulty level and a new player mechanic known as the Clutch Claw. Further, *MHW:I* was honored with the Best Ongoing Game award at Gamescom 2019 in Germany last month, a prize awarded to the best expansion or downloadable content of the show. As a result of garnering this attention from around the globe, and in addition to successfully carrying out a variety of strategic measures that included offering *Monster Hunter World: Iceborne Master Edition*, a set aimed at newcomers to the game which bundles *MH:W* with the expansion, *MHW:I* achieved sales of 2.5 million units soon after launch.

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

[Product Details]

1. Title	<i>Monster Hunter World: Iceborne</i>
2. Genre	Action RPG
3. Platform	PlayStation®4 computer entertainment system, Xbox One, PC
4. Release Date	PlayStation®4, Xbox One: September 6, 2019
	PC: January 2020



Inquiries regarding the above information may be directed to:

Capcom Co., Ltd.
Public Relations and Investor Relations Section
(Address) 3-1-3, Uchihiranomachi, Chuo-ku, Osaka, 540-0037, Japan
(Tel)+81-6-6920-3623 (Fax) +81-6-6920-5108