

***Resident Evil Village* Ships Over 4 Million Units Globally!**

- Steady userbase growth fueled by praise for gameplay that balances horror and action -

Capcom Co., Ltd. (Capcom) today announced that multi-platform title *Resident Evil Village*, the latest entry in the *Resident Evil* series, has shipped over 4 million units* worldwide. (*Includes sales of digital version)

Resident Evil Village is the sequel to *Resident Evil 7 biohazard* (which has gone on to ship a cumulative 9 million units as of March 31, 2021) and features a higher degree of action and even more expansive, highly engaging gameplay. In the game, players take on the role of protagonist Ethan Winters as they delve into a new kind of survival horror set in a mysterious, snowy village. Lauded for its technical merits, including its stunning, photorealistic visuals and cutting-edge 3D audio, the game also won support from fans for featuring appealing characters grounded in traditional horror and gameplay that expertly balanced elements of action and horror. This resulted in worldwide shipments of the title surpassing 4 million units.

Capcom remains firmly committed to satisfying the expectations of all stakeholders by leveraging its industry-leading game development capabilities.

[Product Details]

1. Title	<i>Resident Evil Village</i>
2. Genre	Survival horror
3. Platform	PlayStation®5, PlayStation®4, Xbox Series X S, Xbox One, Stadia, PC
4. Release Date	May 7, 2021 (May 8, 2021 in Japan due to time difference)



About the *Resident Evil* series:

The *Resident Evil* franchise features survival horror games in which players utilize a variety of weapons and other items to escape terrifying situations. Cumulative shipments of the games in the series now exceed 100 million units since the first title debuted in 1996. Now, more than 25 years later, the series continues to maintain a passionate global fanbase.

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