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Press Release

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***Resident Evil Requiem* and *PRAGMATA* Win an Award for Excellence
in the Games of the Year Division at the Japan Game Awards 2026!**

- *PRAGMATA* also wins the Breakthrough Award -

Capcom Co., Ltd. (Capcom) today announced that *Resident Evil Requiem* won an Award for Excellence in the Games of the Year Division of the Japan Game Awards 2026 (held by the Computer Entertainment Supplier's Association). In addition, *PRAGMATA* won two awards: an Award for Excellence and the Breakthrough Award.

The Games of the Year Division covers titles released in Japan between June 1, 2025 and May 31, 2026, with winners announced on September 15, 2026. Awards for Excellence recognize games that are highly acclaimed and worthy representatives of the year, while the Breakthrough Award is given to the title which has created an entirely new genre or gameplay experience through unique ideas and bold challenges.

Winner of an Award for Excellence, *Resident Evil Requiem* is the latest title in the survival horror series. The game features two protagonists, Leon and Grace, and depicts their confrontation with fear through the interplay between tension and release. A culmination of the series' history as it celebrates its 30th anniversary, the title received high acclaim from many users, leading it to achieve a milestone of 8 million units* in sales faster than any previous title in the series.

PRAGMATA, which won an Award for Excellence and the Breakthrough Award, depicts the adventures of Hugh Williams and Diana, an android girl, in a near-future lunar world where the two attempt to return to Earth. This new sci-fi action-adventure game, that mixes puzzle and action elements, resonated with users for its unique world and the personality of Diana, while also garnering attention via marketing initiatives, including the early release of a playable demo. As a result, sales of the title surpassed 2.5 million units* and continue to grow.

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.

*As of June 30, 2026



[Product Details]

Title	<i>Resident Evil Requiem</i>
Genre	Survival Horror
Platform	PlayStation®5 system, XBOX Series X S, Nintendo Switch™ 2, PC
Release Date	February 27, 2026
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Title	<i>PRAGMATA</i>
Genre	Sci-Fi action-adventure
Platform	PlayStation®5, XBOX Series X S, Nintendo Switch 2, PC
Release Date	April 17, 2026 *Nintendo Switch 2 in Japan and other parts of Asia: April 24, 2026
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