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## CAPCOM® REVEALS PLANS TO RELEASE *CLOCK TOWER™ 3* A MACABRE MYSTERY AWAITS

E<sup>3</sup>, LOS ANGELES – May 22, 2002 – Capcom® today announced plans to release **Clock Tower™ 3**, one of the most horrific action/horror titles ever for the PlayStation®2 computer entertainment system. Players take the role of Allyssa, a young girl who searches for her destiny as she wanders a demon controlled town. **Clock Tower 3** promises to evoke fear with unnerving visuals and an equally intense storyline. The entire game features fully rendered 3D backgrounds, offering an incredibly realistic look to each scene and battle event. **Clock Tower 3** is currently not yet rated by the ESRB (Entertainment Software Rating Board). It is scheduled to release this winter.

*Clock Tower 3* boasts the following features:

- **Allyssa's Fight** - Allyssa doesn't possess a particular weapon. She will only have her courage and wits to survive the evil spirits that fill the town. Allyssa must hide within the shadows and use various items that stand before her. She must fight her way through, step-by-step, until she gains special abilities.
- **Allyssa's Fate** - Allyssa is destined to fight against demons as her ancestors have done before her. Every time a new demon is born, it is her fate to destroy it.
- **Allyssa's Growth** – The main focus of the player is to assist Allyssa as she travels through the adventure. Players will experience a great sense of accomplishment as they help Allyssa grow into a powerful being.
- **Cinemas directed by Kinji Fukasaku** - In order to give the game a more "realistic" feel, several cinemas that rival those of high budget films have been included, all directed by the highly respected, Kinji Fukasaku, 'the last great Japanese action movie director.' The cinemas use motion capture that surpass current standards and will convey the game's essence perfectly.

Set in London, England, **Clock Tower 3** players join Allyssa, a young girl whose ancestors have fought the powers of evil for centuries. As she progresses through the story, Allyssa slowly begins to discover the truth, but maybe some stones are best left unturned.

Capcom Entertainment, headquartered in Sunnyvale, California, is a wholly owned subsidiary of Capcom, Co., Ltd. of Japan. A leading force in the multi-billion dollar interactive entertainment industry, Capcom's legacy spans more than 22 years of entertaining video gamers. Capcom develops, markets, and distributes home video games for the PlayStation® game console, PlayStation®2 computer entertainment system, Nintendo® GameCube and Xbox™ game consoles, Game Boy® Advance and Game Boy® Color Systems, personal computers, and coin-operated games. Worldwide recognizable product lines include the *Resident Evil*, *Street Fighter*, *Mega Man*, *Breath of Fire*, and *Onimusha* series. World headquarters in Osaka, Japan, the company also has offices in Tokyo, Hong Kong, London and Sunnyvale, California. The company is publicly traded on the Tokyo Stock Exchange code number 9697.

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