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TECMO'S CRITICALLY ACCLAIMED DOA2: HARDCORE TO APPEAR AT E3

TORRANCE, Calif., May 17, 2001 - Tecmo, Inc.'s DOA2: Hardcore®, the fighting game for PlayStation®2 computer entertainment system, will be on display at Tecmo's booth at the 2001 Electronic Entertainment Expo in the Los Angeles Convention Center, West Hall - Booth 2800, through May 19. Tecmo is holding DOA2: Hardcore® tournaments three times a day from May 17-19th, and will be rewarding participants with exclusive Dead or Alive 2® prizes.

DOA2: Hardcore®, has won IGN.com's Editors' and Readers' "Best of 2000" awards. IGN.com attracts 13,000,000 unique visitors each month and offers engaging, up-to-date content on movies, music, multimedia, games, and more. DOA2: Hardcore® has also been voted "Fighting Game of the Year" by the Official U.S. PlayStation Magazine.

DOA2: Hardcore® (in DVD format) is Tecmo's latest Dead or Alive game to be released, complete with new story mode, stages, interactive multi-layered fighting environments, a superior tag-battle mode, and tons of extra costumes. It carries a suggested retail price of \$49.99 and is available everywhere video games are sold and through the company's website at <http://www.tecmoinc.com> .

"Tecmo is honored and overjoyed to receive such prestigious awards," commented John Inada, Tecmo's marketing manager. "A lot of blood, sweat and tears have gone into making the Dead or Alive® series the best offering in martial arts games, and it's satisfying to see our hard work being recognized."

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DOA2: Hardcore® features a unique “Tag Battle” mode for simultaneous multiple player participation and advanced 3D technology for realistic, movie-like movement and environments. Twelve female and male fighters in DOA2: Hardcore® are capable of dozens of basic and special attacks, tag-team combos, reversals, and throws. Between matches, the Cinema Mode lets players review each character’s personal story in chapter format.

About Tecmo

Founded in 1967, Tecmo (Tokyo Stock Exchange Market 1st Div. “TECMO”) is comprised of hard-core gamers, dedicated to producing only AAA titles. Tecmo’s designers eat, breath and sleep video games, especially since they have a storied legacy to uphold. Tecmo is a software developer famous for popular franchises dating back to the 8-bit era, such as Tecmo Bowl® and Ninja Gaiden®, and continuing through to the present with the hit series Monster Rancher® and Dead or Alive®. Tecmo is constantly striving to improve its titles by responding to feedback from fans, professional game reviewers and console manufacturers.