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**CAPCOM'S AWARD-WINNING *RESIDENT EVIL*™ COMES TO
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM IN,
RESIDENT EVIL CODE: VERONICA X™**

—FIVE YEAR ANNIVERSARY EDITION FEATURES THE “WESKER’S REPORT”—

E³, LOS ANGELES — May 17, 2001 — Celebrating five years of publishing Resident Evil products, Capcom®, today announced plans to release **Resident Evil Code: Veronica X** for the PlayStation®2 computer entertainment system this August. Designed by award-winning Capcom Executive Producer, Shinji Mikami, this special five year anniversary edition will include the “Wesker’s Report” and include never-before-seen footage that sheds new light on the mysterious character, Wesker, and reveals insight into the *Resident Evil* plot line. The product will be a special two DVD set. As an added bonus, consumers will have an opportunity at select retailers to get a playable demo of the highly anticipated upcoming release, *Devil May Cry*, another Mikami designed masterpiece. The most visually stunning chapter of the *Resident Evil* saga, **Resident Evil Code: Veronica X** is an enhanced version of the chart-topping Sega Dreamcast™ blockbuster, *Resident Evil Code: Veronica*. The entire blockbuster, multi-platform *Resident Evil* series has sold more than 18 million units worldwide making the franchise worth more than \$600 million. **Resident Evil Code: Veronica X** will carry an “M” rating by the Entertainment Software Rating Board.

“Not only is **Resident Evil Code: Veronica X** the best of the series, the game now returns to its original roots on PlayStation 2, and is further enhanced with the incredible series retrospective in the “Wesker’s Report,” said Todd Thorson, director of marketing, Capcom Entertainment. “Brand new footage explains some of the mysteries and insidious plots surrounding the character, Wesker, from the original *Resident Evil*. If all this weren’t enough, the icing on the cake is the playable demo of Capcom’s upcoming **Devil May Cry**, an entirely new gothic thriller from the creator of *Resident Evil*. **Devil May Cry** is already one of the most highly anticipated titles for the PlayStation 2 computer entertainment system.”

Resident Evil Code: Veronica X begins as Claire Redfield leaves Raccoon City for Europe, headquarters of Umbrella Corporation, in search of her brother Chris and to solve the mystery surrounding Umbrella Corporation’s secretive activities. In her search she is captured and sent to an isolated prison on a desolate Island. While it remains unexplained how Chris, one of the original S.T.A.R.S. team members, appears in **Resident Evil Code: Veronica X**, players will be reacquainted with his iron will and munitions expertise to seek the truth behind the dreaded Umbrella biotoxins. **Resident Evil Code: Veronica X** contains never-before-seen footage that focuses on battles between Chris and the enigmatic character, Wesker, and sheds new insight into the ominous *Resident Evil* story line.

The additional DVD called the ‘Wesker’s Report’ which includes three different sections. The first section is a narrated retrospective of the entire *Resident Evil* series through the eyes of the infamous super villain, Wesker. Consumers will uncover secret plots that explain various details of Wesker’s involvement in the *Resident Evil* storyline.

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Capcom to Release Resident Evil Code: Veronica X for PlayStation 2 Page 2

The second section is a highlight video of the amazing footage from **Resident Evil Code Veronica X**, setting up the storyline. The final section is an interview with the director and producer of the *Resident Evil* series as they reveal behind the scene details regarding the creation of the blockbuster series.

In **Resident Evil: Code Veronica X** players control Claire at the beginning of the game and later assume the role of Chris Redfield in their efforts to stop Umbrella's devious plans. One of the many features that makes **Code Veronica** different from previous *Resident Evil* games is the Real World System (R.W.S.). Now when Claire opens doors, solves puzzles, stores items or ammunition, they remain in the same spot when playing the second half of the game as Chris.

"This five year mark is an important milestone in the history of Resident Evil and we are pleased to celebrate it by releasing the best of the series on the PlayStation 2," continued Thorson. "Resident Evil fans continue to hunger for more story information and the Wesker's Report will answer many questions."

In March 1996, Capcom released the original *Resident Evil* which quickly rose to the top of the charts and established the Survival Horror genre. In 1997, it was honored with the "Consumer's Choice Best PlayStation Game Overall" award from Sony Computer Entertainment America. In January 1998, Capcom released *Resident Evil 2* which received top honors from consumers who voted it "Best Overall Title" and "Best Action/Adventure Game" in Sony Computer Entertainment Consumer's Choice Awards. In March 2000, *Resident Evil Code: Veronica* released and in November 2000, *Resident Evil 3* was launched. Personal computer versions of *Resident Evil*, *Resident Evil 2* and *Resident Evil 3* are also available.

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 22 years of entertaining video gamers. Capcom develops, markets, and distributes home video games for the PlayStation® game console, PlayStation 2 computer entertainment system, Sega Dreamcast and Nintendo 64 game consoles, Game Boy Color System, personal computers, and coin-operated games. Worldwide recognizable product lines include the *Street Fighter*, *Mega Man*, *Breath of Fire*, and the *Resident Evil* 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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