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**CAPCOM® PRESENTS *ONIMUSHA™ 2: SAMURAI'S DESTINY*
EPIC SEQUEL BOASTS TECHNICAL ACHIEVEMENT AND INCARNATES
LEGENDARY ACTOR**

One million units sold within two weeks of its debut in Japan

E³, LOS ANGELES — May 22, 2002 — Capcom Entertainment has announced an August 27 launch for **Onimusha 2: Samurai's Destiny**, the highly anticipated sequel to *Onimusha: Warlords*, for the PlayStation[®]2 computer entertainment system. Based on this award winning, multi-million selling blockbuster, **Onimusha 2: Samurai's Destiny** takes the series to an entirely new level. Major achievements include more expansive environments to explore, new character interactions, enhanced swordplay and over twice the volume of animated movies. In a revolutionary use of talent, **Onimusha 2: Samurai's Destiny** “brings-to-life” the late, famous Japanese actor, *Yusaku Matsuda* (known for his numerous works including the 1989 film Black Rain) as the main character and hero, *Jubei Yagyu*. **Onimusha 2** has been a phenomenal success in Japan, where it sold through more than one million units within two weeks of its launch. This exceeds its predecessor, which achieved the same milestone in a two month span. **Onimusha 2: Samurai's Destiny** is currently rated ‘RP’ (rating pending) by the ESRB (Entertainment Software Review Board).

Onimusha 2 is an epic story that blends magical realism with accurate historical accounts of 16th century Feudal Japan. It offers the most in-depth adventure in Capcom's samurai action series. **Onimusha 2: Samurai's Destiny** begins 10 years following the events in *Onimusha: Warlords*, after Nobunaga, an infamous Japanese warlord, has brutalized a village. Players take the role of the hero, a young warrior and master of the Yagyu Shinkage sword fighting style, who seeks revenge against Nobunaga and to uncover his destiny.

“The opening cinematics are even more stunning than the original masterpiece. The game is so realistic you actually feel panic and fear as Nobunaga and his henchmen terrorize the village,” said Todd Thorson, director of marketing, Capcom Entertainment. “**Onimusha 2** will be a ‘must-have’ video game for the *Onimusha* aficionado and all PlayStation 2 game players. This is the first time a video game has brought an actor back to life. The late Yusaku Matsuda was an extremely popular actor and his presence adds a totally unique quality to **Onimusha 2.**”

To create the vastly unique and immense world of **Onimusha 2**, Capcom employed the talents of Mr. Keita Amamiya, a famous Japanese character designer, director and illustrator to perpetuate further creativity and to bring a fresh perspective to an already detailed universe. In addition to his creative talents, a host of other professionals in various forms of entertainment added their expertise to the project including those in writing, directing, character movement, special effects and motion capture.

Onimusha 2: Samurai's Destiny boasts the following features:

- Explore new and diverse environments - Outside the castle walls players will travel around the Town of Imasho, a lively old gold rush town, the Sacred Place of the Oni Clan over run with demons, as well as foggy canyons, hidden forests, a gold mine, caves and more.
- Players can simply execute a new set of sword moves called 'Ohgi' or 'esoteric fighting' to execute devastating combos using a simplistic control scheme.
- **Onimusha 2** will feature twice the amount of CG story line movies. Capcom has employed the talents of live-action movie actors to add facial and movement realism as well as an actual stage director to ensure overall realism and continuity.
- Revolutionary character interaction – Players can gain access to the new fighting skills of not only the main character but up to four unique sub-characters.
- Features world-renowned music from composer Taro Iwashiro.
- Epic story blends magical realism with accurate historic accounts
- The most epic adventure in Capcom's samurai action series.

The original release, *Onimusha: Warlords*, became the smash hit for the PlayStation 2 having garnered numerous awards including "Best of Show" by SIGGRAPH 2000 Computer Animation Festival. Earlier this year, **Onimusha: Warlords** was named PlayStation 2 People's Choice Award for "PlayStation 2 Game of the Year" and PlayStation 2 People's Choice Award for "Best Action/Adventure Game." **Onimusha: Warlords** won these prestigious awards through voting conducted on Sony Computer Entertainment America's Web site, www.scea.com.

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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