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CAPCOM®'S *RESIDENT EVIL® DEAD AIM* IS DEAD ON TARGET FOR PLAYSTATION®2

E³, LOS ANGELES – May 14, 2003. —Capcom®, a powerhouse in the multi-billion dollar video game industry, today confirmed a June release for **Resident Evil® Dead Aim**, an all new survival horror first-person shooter for the PlayStation®2 computer entertainment system. Based on the popular *Resident Evil* series, which has sold more than 20 million units worldwide, **Resident Evil Dead Aim** is the first title to combine the genres of adventure and shooting with GunCon™2 peripheral support. **Resident Evil Dead Aim** carries a mature rating from the Entertainment Software Rating Board (ESRB).

In **Resident Evil Dead Aim**, players join anti-Umbrella search and pursuit team agent, Bruce McGivern, in his fight against hordes of attacking zombies shrouded in the darkness of the night. In this all-new *Resident Evil* story, players must take back control of a sea-jacked cruise ship travelling across the Atlantic. In the true spirit of the survival horror genre, players must use search, sneak, and battle moves to make it out alive. New weapons become available as players progress through the game like the grenade launcher and shotgun. **Resident Evil Dead Aim** maintains the action and puzzle solving the *Resident Evil* series is known for, but is set in a first-person perspective viewpoint.

“**Resident Evil Dead Aim** marks a new milestone in the blockbuster survival horror series,” said Todd Thorson, director of marketing at Capcom Entertainment. “With the combination of first person action and third person exploration, gamers are going to love the fact that Capcom has created a new way to play one of its most popular series. **Resident Evil Dead Aim** pushes the limits of reality!”

Resident Evil Dead Aim boasts the following features:

- The first title in the Resident Evil series to combine the genres of action and shooting
- Unique mix of a first-person and third-person view that transits real time
- An intense blend of action and puzzle solving
- Two different gameplay perspectives - Shoot in a first person viewpoint and explore in a third person perspective
- A cache of weapons will be available to help rid the waters of flesh eating zombies including a handgun, assault rifle, grenade launcher and particle rifle.
- Survey the bowels of a cruise ship from the upper and lower deck to the lower cargo area and underwater test center
- GunCon™2 light gun controller compatible

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

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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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