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**THE ONLINE QUEST TO HUNT OR BE HUNTED BEGINS
AS CAPCOM® PRESENTS *MONSTER HUNTER* FOR
THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM**

E³, LOS ANGELES — May 12, 2004 — Capcom®, a powerhouse in the multi-billion dollar video game industry, today showcased **Monster Hunter**, an exciting new online action game for the PlayStation®2 computer entertainment system. **Monster Hunter** offers gamers the challenge of exploring vastly detailed environments confronting mammoth creatures and completing numerous quests. The game can be enjoyed either single player offline or with up to four friends online. **Monster Hunter** is scheduled for release throughout North America in the fall 2004.

In **Monster Hunter**, creatures from all walks of life coexist with mankind. The struggle to hunt or be hunted rules the world. As monster hunters, players will face a variety of quests and battle against powerful beasts either alone or with the aid of others. Players begin by creating and customizing their very own character, selecting the type of hair, face, voice, and other various features they want their monster hunter to possess. **Monster Hunter** unfolds as expeditions are revealed and players are given the option to choose between the wide ranges of challenging assignments they would like to undertake. Objectives vary from defeating specific beasts, protecting a town or collecting items. Hunters are richly rewarded for every accomplished objective or efforts put forth during battle, allowing them upgrade weapons and equipment. The world continues to expand as difficult missions are successfully accomplished.

“**Monster Hunter** is a game truly epic in scope,” said Todd Thorson, director of marketing, Capcom USA. “From the very beginning of creating your own character’s physical appearance and attributes, to photo realistic environments and larger than life quests, **Monster Hunter** is a genre defining must play.”

As the story unfolds, individual characters develop through surviving battles and the strength of the weapons and protective gear they possess. Weapon shops located in the neighboring towns and villages allow hunters to purchase, create or strengthen powerful weapons and armor using items collected during combat and the skin or horns acquired from the monsters that have been defeated. The variety of armament combinations used or obtained is almost limitless. However, its effectiveness will vary depending on the materials used to produce it.

With online multiplayer scenarios, gamers can participate in group sessions of up to four players working as a team to vanquish powerful monsters and accomplish tasks. For instance, work collectively to create traps for unsuspecting monsters or distract a monster’s attention as a friend tries to escape from a dragon’s nest, toting an enormous egg. Moreover, new quests and items will be available for use on the network. Monster hunters will be overwhelmed by the possibilities that online play lends itself as **Monster Hunter** reveals the expansive world that awaits them.

Monster Hunter includes the following features:

- Richly detailed and diverse environments – Explore breathtaking landscapes that are richly detailed and marvel at the surroundings that encompass the world of **Monster Hunter**
- Online and offline gameplay options –
 - Up to four friends can play simultaneously online to hunt monsters and accomplish various objectives or choose to single handedly complete missions offline.
 - Village Lobbies – Villages within Monster Hunter have lobbies which allow many online players to chat and join up to create hunting groups and accomplish missions
- Character customization – Players can create and modify their main character. Various customizable attributes include name, gender, hairstyle, face, and voice
- Create your own unique equipment – Not only can weapons and armor be obtained by purchasing them, but can also be created from monster claws, scales and various materials collected
- Upgradeable artillery such as swords and cannons
- Expanded online content – For additional replay value, new quests featuring unique sets of enemies and objectives can be accessed online. Special items can be rewarded to players for completing only these new missions.

Capcom is a leading worldwide developer, publisher and distributor of interactive entertainment. Founded in 1979, the company has created world renowned franchises including *Resident Evil*, *Street Fighter*, *Mega Man*, *Breath of Fire*, *Devil May Cry* and the *Onimusha* series. Headquartered in Osaka, Japan, the company maintains operations in the U.S., United Kingdom, Germany, Tokyo and Hong Kong. More information about Capcom and its products can be found on the company's web site at www.capcom.com

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