

Resident Evil Village Ships Over 5 Million Units Globally!

- Steady growth of sales supported by multifaceted expansion of series overall -

Capcom Co., Ltd. (Capcom) today announced that multi-platform title *Resident Evil Village* has shipped over 5 million units* worldwide.

(*Includes digital download sales)

Resident Evil Village is the sequel to *Resident Evil 7 biohazard* (which has gone on to ship over 10 million units cumulatively) and once more places players into the role of protagonist Ethan Winters as they venture into a mysterious, snowy village to rescue his daughter. In addition to providing a sense of scale that outdoes its predecessor, as well as storytelling that rises above the genre of horror games, this title was lauded for featuring a higher degree of action and even more expansive, highly engaging gameplay. Utilizing the company’s proprietary RE ENGINE, which made a simultaneous release on both the new and current generation of consoles possible, the game captivated players with a spectacular play experience featuring stunning, photorealistic visuals and cutting-edge 3D audio. This led worldwide shipments of the game to surpass 5 million units at a quicker pace than its preceding entry in the series.

Further, based on its Single Content Multiple Usage strategy, Capcom is actively leveraging the series in a variety of mediums, befitting the 25th anniversary of the *Resident Evil* brand. These activities include the CG animated series *Resident Evil: Infinite Darkness*, now streaming worldwide on Netflix, the upcoming release of the live-action Hollywood adaptation *Resident Evil: Welcome to Raccoon City*, as well as collaborations with other companies.

Capcom remains firmly committed to satisfying the expectations of all stakeholders by leveraging its industry-leading game development capabilities.



[Product Details]

1. Title	<i>Resident Evil Village</i>
2. Genre	Survival horror
3. Platform	PlayStation®5, PlayStation®4, Xbox Series X S, Xbox One, Stadia, PC
4. Release Date	May 7, 2021 (May 8, 2021 in Japan due to time difference)

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About the *Resident Evil* series:

The *Resident Evil* franchise features survival horror games in which players utilize a variety of weapons and other items to escape terrifying situations. Cumulative shipments of the games in the series now exceed 100 million units since the first title debuted in 1996. Now, more than 25 years later, the series continues to maintain a passionate global fanbase.

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