Airplay SDK powers Capcom's "Resident Evil Degeneration" on multiple mobile platforms

LONDON, UK – 09:00 October 13th 2008 – Ideaworks3D Ltd, developer of the cross-platform Airplay™ SDK for advanced native mobile games and applications, today announced that Capcom's forthcoming "Resident Evil Degeneration" is powered by Airplay.

"Resident Evil Degeneration" is a brand new installment of Capcom's flagship franchise, widely considered to be the benchmark of the survival horror video game genre. The game features cutting-edge 3D graphics and will be deployed to native mobile platforms such as KDDI au, Verizon VCAST and Nokia N-Gage.

Airplay SDK is a unique cross-platform technology for creating best-in-class native applications on mobile and handheld devices, enabling developers to build a single application binary and deploy it unmodified to all supported operating systems and devices. Airplay SDK includes advanced tools and runtime technology for delivering console-quality graphics and animation across a wide variety of mobile handsets.

Airplay supports all open native operating systems in the market today, including BREW (Verizon and KDDI), iPhone, Nokia N-Gage, Symbian OS (Series60 and UIQ3), Windows Mobile and Linux.

"It has been an honour to share our technology with Capcom, to help them deliver a truly revolutionary mobile game", said Rob Hendry, Ideaworks3D's Head of Studio. "The Resident Evil franchise demands a level of graphical subtlety and depth of gameplay which until now has been impossible to deliver on mobile. Airplay's unique tools and technologies have allowed Capcom not only to create a ground-breaking mobile game, but to deliver it on multiple native platforms from the same application binary".

Takeshi Tezuka, general manager of Capcom's mobile division, added "To realise Resident Evil Degeneration on mobile platforms, Capcom required a mobile technology that could deliver outstanding 3D graphics, animation and effects across multiple platforms including BREW, N-Gage and others. We highly valued Airplay SDK as the one-stop solution to enable deployment of our key franchise title across various mobile platforms."

About Ideaworks3D
Ideaworks3D is a privately held technology and game development company headquartered in London. Founded in 1998 with a strong Oxford and Cambridge computer science and electronic engineering pedigree, the company has an

unparalleled track record of creative innovation and technical leadership in the field of high performance mobile gaming. Ideaworks3D's Airplay™ platform is the result of over 7 years of research and development into high-performance native multimedia applications on mobile devices, and has powered many award-winning games. Ideaworks3D's Studio is also the recipient of multiple industry accolades including Best Mobile Studio at the Develop Excellence Awards 2008, Best Games Developer at the ME Awards 2008, and two BAFTA Games Awards for best handheld and mobile games. More information about Ideaworks3D can be found at:
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About Capcom
Capcom is a leading worldwide developer, publisher and distributor of interactive entertainment for game consoles, PCs, handheld and wireless devices. Founded in 1983, the company has created hundreds of games,including best-selling franchises Resident Evil®, Street Fighter®, Mega Man® and Devil May Cry®.
Capcom maintains operations in the U.S., U.K., Germany, France, Tokyo, Korea and Hong Kong, with corporate headquarters located in Osaka, Japan.
More information about Capcom can be found on the company web site:
www.capcom.com