



K O E I I N F O R M A T I O N

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KOEI Co., Ltd

Koei begins it's i-Mode version of "Romance of the Three Kingdoms" in Japan and Taiwan in July.

A genuine historical simulation game for simultaneous play by 1,000 people!

Koei Co., Ltd (Head Office: Yokohama City, Kanagawa Prefecture, President: Kiyoshi Komatsu) will begin it's i-Mode version of Romance of the Three Kingdoms in Japan and Taiwan from July of this year.

The historical simulation game "Romance of the Three Kingdoms" is one of Koei's most popular series, with total sales of both the PC and home video game console versions reaching approximately 6 million. Since going on sale in 1985, it has received the overwhelming support of fans of the Three Kingdoms story and has now reached number eight in the series.

The i-Mode version of Romance of the Three Kingdoms is based on a network of cell phones and employs a system which makes the most of the thrill of multiplayer gameplay.

The game will also be offered as an i-Mode compatible service in Taiwan by KG Telecommunications Co., Ltd. (hereinafter referred to as KG Telecom, Head Office: Taipei, Taiwan, President: Gu Cheng-yun). KG Telecom intends to begin its i-Mode compatible service on June 20th, which is the first of its kind in Taiwan and Romance of the Three Kingdoms will be a first-generation cell phone game there. Koei already sells both PC and home video game console versions of the Romance of the Three Kingdoms series in Taiwan, where it has proved to be extremely popular.

We are confident that the i-Mode version of Romance of the Three Kingdoms will enjoy widespread popularity in both the Japanese and Taiwanese markets.

Outline of Game

Name of service: "Romance of the Three Kingdoms", i-Mode version.

Starting date: July 2002

Fee : In Japan: 300 yen per month (tax not included)

In Taiwan: NT\$90 per month (tax not included)

Details of Game:

The i-Mode version of "Romance of the Three Kingdoms" is a network-based Multiplayer Historical Simulation game set in the Three Kingdoms period of ancient Chinese history. You adopt the role of officer and aim for the unification of China with the other players.

The player is free to decide how they live through the game as an officer. You can approach the game from a variety of standpoints - act alone as an unaligned warrior, or serve a specific liege as a strategist or commander. Each kingdom is headed by a liege and is made up of a number of "armies" (teams), each led by a commander. Players belonging to the same army share the same fate. They fight together, train together, and must exchange views about which kingdoms to ally with. Sometimes the choice made by a single army can completely alter the course of history in the game world, allowing players to experience what it's like to write the pages of history with their companions.

* "i-Mode" is a trademark of NTT DoCoMo