DRAGON BALL XENOVERSE
Exceeds Two Million Units in Cumulative Shipments Worldwide!

Online Event "Tenkaichi Budokai" Scheduled to Start from Japan in May

"DRAGON BALL XENOVERSE" launched by BANDAI NAMCO Entertainment Inc. as home video game software on February 5, 2015 has exceeded two million units in cumulative shipments worldwide (as of April 15, 2015). [200 thousand units in Japan and Asia (launched on February 5, 2015); 1,100 thousand units in North and South Americas (launched on February 24, 2015); and 750 thousand units in Europe (launched on February 27).]

This is the latest version of "DRAGON BALL," home video game software exceeding 30 million units in cumulative shipments. As the first software from a piece of work in WEEKLY SHONEN JUMP (issued by SHUEISHA Inc.) and from BANDAI NAMCO Entertainment Inc. intended for the latest video game consoles, this multiplatform version is compatible not only with PS4™ and Xbox One, but also with PlayStation$_{(R)}$3 (hereinafter PS3$_{(R)}$), Xbox 360, and Steam (overseas only).

These record-breaking sales of over two million units are the result of the high esteem afforded to the game by global customers mainly in Europe and the United States. In addition to the great fun of online communication, cooperation and battling with other players, a new you-are-there experience where an alter-ego character of the player enters the DRAGON BALL world to fight together with Son Goku and Vegeta is realized with the cutting-edge game consoles although the character of "DRAGON BALL," which is familiar mainly with men in their twenties and thirties, is used.

Package

Moreover, the online event "TENKAICHI BUDOKAI" will start from Japan and then to other countries in May. Downloadable contents for the theater version of "DRAGON BALL Z: Revival Of 'F'" will also be put on the market. By continuing to evolve, "DRAGON BALL XENOVERSE" always meets your expectations.

■Message from Masayuki Hirano, Producer of "DRAGON BALL XENOVERSE"

"DRAGON BALL XENOVERSE" has exceeded two million units in global shipments. We owe much of this success to its fans who waited with high expectations and the people concerned who supported us in this new challenge. This one provides you with new ways to enjoy DRAGON BALL under the concept of "New Experience in DRAGON BALL" where the player is allowed to enter the world of DRAGON BALL to fight together with Son Goku and Vegeta. Appreciating this popularity among so many customers, I would like to further express the unique world of "DRAGON BALL" through video games. I will make every effort to satisfy your expectations. Your warm support would be much appreciated.

In-game screenshot

[Product Outline]

Product Name	DRAGON BALL XENOVERSE	Launching Day	Japan and Asia: February 5, 2015 North & South Americas: February 24, 2015 Europe: February 27, 2015
Compatible Platforms	PlayStation$_{(R)}$4/PlayStation$_{(R)}$3/ Xbox One/Xbox 360 *Also compatible with Steam overseas	Price (Domestic)	[Package Version] All models: ¥7,120 plus tax [Download Version] PS 4™/PS 3$_{(R)}$: ¥7,690 (Including tax) Xbox One & Xbox 360：¥7,668 (Including tax)
Genre	DRAGON BALL Action	Target Age	CERO B (12 years old or more)
Sales Territories	Japan, Asia, North & South Americas, Europe, etc.	Official Website URL	http://dbx.bngames.net/
Copyright Information	(C)BIRD STUDIO / SHUEISHA, TOEI ANIMATION (C)BIRD STUDIO / SHUEISHA (C)2013 DRAGON BALL Z the Movie Production Committee Game (C)BANDAI NAMCO Entertainment Inc.		