

April 5, 2007

Dear Mr. Cory Barlog,

As the Director of Devil May Cry 4, I would like to take this opportunity to personally thank you on behalf of the entire DMC4 team for the copy of God of War 2 and the kind letter you sent us. As we were all excited for the release of God of War 2 we had actually already ordered a copy for the team before receiving your letter. It was quite an unexpected and touching surprise to receive your generous gift.

As soon as we received the game, everyone on the DMC 4 team was eager to play the game as quickly as possible. (Although we only have a few US region Playstation 2 systems, so the game is having to make the rounds...) Everyone is extremely impressed with the graphics you have been able to achieve on the PS2, as you have really pushed the limits of what is possible on the system. Some of us feel that what you have been able to achieve even rivals a PS3 title! We are also impressed with the new gameplay mechanics and the number of fantastic enemies in the game. We are all looking forward to playing a Japanese localized version of the game!

Since we are quickly approaching the peak of Devil May Cry 4's development, we wanted you to know that God of War 2 has inspired us all to work as hard as possible in crafting a game that can live up to the standards that you have set. We are all looking forward to seeing what you can accomplish with God of War 3.

Let's put forth our best effort to make the Playstation 3 as exciting a platform as possible with our respective titles!

We wish you and the God of War 3 team the best of luck during development.

Warm Regards,



Hideaki Itsuno
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R&D Strategic Planning Department
Capcom Co., Ltd.