

P R A G M A T A™

Genre: Action Adventure

Number of Players: 1

Format: Digital / Physical

Rating: PEGI 16 / USK 12

Release Date: 24 April 2026

Developer: Capcom

Publisher: Capcom

Platform: PlayStation 5, Xbox Series X|S, Steam, Nintendo Switch 2



GAME OVERVIEW

Capcom's newest IP— **PRAGMATA™**. An all-new Science Fiction action adventure with its own unique hacking twist! It is the near future, and protagonists Hugh and his android companion Diana, must work together as they make their way through the cold lunar research station.

When a lunar quake strikes during an investigation of a research facility that's lost contact, Hugh is separated from the rest of his team. He finds himself saved by Diana, and android girl. Now they must work together to return to Earth.

FEATURES

- **Unique Hack and Shoot Gameplay** – combat begins with disarming the enemy's armor – otherwise players will find it difficult to inflict any real damage to enemies. This is where Diana comes in! She can use her hacking ability in real time to take down enemy armor, allowing Hugh to attack their weak points. With an arsenal of unique weapons, and evolutions to the hacking mechanic, **PRAGMATA™** offers a compelling combat system that's never been seen before in an action-adventure title.
- **A World Governed by AI** – The lunar research station has been taken over by an AI system, which has attempted to replicate the human world using a 3D printing material known as Luna filament. Explore twisted AI interpretations of Times Square and lush forests, all within the confines of the lunar research station, in this unique portrayal of where a future utilizing AI may take us.
- **Captivating Characters** – **PRAGMATA™** follows the unlikely adventure between a human and android – Hugh can be a bit sarcastic at times but is a kind soul, and Diana is a curious and enigmatic android who is known to throw caution to the wind! Experience their bond grow on their mission to return to Earth.

KEY BEATS	Physical SKU INFORMATION
First Public Playable (GamesCom) – August 2025 Pre-order and SKU Information – December 2025 Launch – 24 April 2026	Standard edition only – SRP Pre-order bonus – included in box with initial orders

