



**Capcom Co., Ltd.**  
**(TSE Prime, 9697)**

**1st Quarter Report**  
**Fiscal year ending March 31, 2025**

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## Forward-looking Statements

Strategies, plans, outlooks and other statements that are not historical facts are based on assumptions that use information currently available and reasonable judgments. Actual performance may be significantly different from these statements for a number of reasons.

In the entertainment industry, which includes Capcom, performance may be highly volatile because of diverging user needs and other changes in market conditions.

Factors that can affect Capcom's performance include: (1) the number of hit titles and sales volume in the Home Video Game Business, which accounts for the majority of sales; (2) progress in developing home video games; (3) consumer demand for home video game consoles; (4) sales outside Japan; (5) changes in stock prices and exchange rates; (6) alliances with other companies concerning product development, sales and other operations; and (7) changes in market conditions; (8) natural disasters, disease outbreaks, economic crises and other unforeseeable events. Please note that this is not a complete list of factors that can influence Capcom's operating results.

# Major Takeaways

## ■ Q1 Results

- All business segments outperformed the company's plan
- Ongoing pricing strategy drives solid start for catalog title sales, especially for major IP
- Sales and profit grew YoY in Amusement Equipments and Arcade Operations businesses

## ■ Full-Year Business Plan

- Results weighted to H2 due to release timing of new titles
- Good progress toward achieving full-year plan

(100 million yen)

	2023/6		2024/6		Difference	25/3 Plan					
		YoY		YoY		H1	YoY	H2	YoY	2025/3 Plan	YoY
<b>Net sales</b>	<b>438</b>	74%	<b>295</b>	-33%	<b>-142</b>	<b>570</b>	-24%	<b>1,080</b>	39%	<b>1,650</b>	8%
<b>Operating income</b>	<b>240</b>	99%	<b>128</b>	-46%	<b>-111</b>	<b>200</b>	-41%	<b>440</b>	89%	<b>640</b>	12%
<b>Operating margin</b>	<b>54.8%</b>	-	<b>43.5%</b>	-	<b>-</b>	<b>35.1%</b>	-	<b>40.7%</b>	-	<b>38.8%</b>	-
<b>Ordinary income</b>	<b>258</b>	102%	<b>134</b>	-48%	<b>-123</b>	<b>190</b>	-48%	<b>440</b>	89%	<b>630</b>	6%
<b>Net income attributable to owners of the parent</b>	<b>181</b>	102%	<b>99</b>	-45%	<b>-81</b>	<b>140</b>	-45%	<b>320</b>	77%	<b>460</b>	6%

\*YoY indicates percent change from the same term of the previous year

# 1. Forecasts for FY3/25

**Aiming for 12 consecutive years of OP growth  
driven by steady growth of Digital Contents business**

(100 million yen)

	21/3 YoY	22/3 YoY	23/3 YoY	24/3 YoY	25/3 Plan YoY	Difference
<b>Net sales</b>	<b>953</b> 17%	<b>1,100</b> 16%	<b>1,259</b> 14%	<b>1,524</b> 21%	<b>1,650</b> 8%	<b>125</b>
<b>Operating income</b>	<b>345</b> 52%	<b>429</b> 24%	<b>508</b> 18%	<b>570</b> 12%	<b>640</b> 12%	<b>69</b>
<b>Operating margin</b>	<b>36.3%</b> -	<b>39.0%</b> -	<b>40.3%</b> -	<b>37.5%</b> -	<b>38.8%</b> -	<b>-</b>
<b>Ordinary income</b>	<b>348</b> 52%	<b>443</b> 27%	<b>513</b> 16%	<b>594</b> 16%	<b>630</b> 6%	<b>35</b>
<b>Net income attributable to owners of the parent</b>	<b>249</b> 56%	<b>325</b> 31%	<b>367</b> 13%	<b>433</b> 18%	<b>460</b> 6%	<b>26</b>

\*YoY indicates percent change from the same term of the previous year

- Expect increased sales and profit due to digital sales growth in the Consumer sub-segment
- Earnings per share forecast: ¥109.98
- Dividend forecast: interim dividend of ¥18 and year-end dividend of ¥18 resulting in a ¥36 dividend for the fiscal year

\*With an effective date of April 1, 2024, the Company performed a 2-for-1 split of its common stock.

# 2-1. Q1 Financial Highlights – Consolidated Business Results

## ■ FY6/24 Net Sales/Operating Income (by segment)

(100 million yen)

	20/6	YoY	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	Difference	25/3 Plan	YoY
<b>Net sales</b>	<b>237</b>	32%	<b>484</b>	104%	<b>252</b>	-48%	<b>438</b>	74%	<b>295</b>	-33%	<b>-142</b>	<b>1,650</b>	8%
Digital Contents	214	54%	439	105%	198	-55%	378	91%	214	-44%	-164	1,250	4%
Arcade Operations	11	-56%	23	102%	32	38%	41	25%	48	18%	7	220	14%
Amusement Equipments	1	-20%	12	608%	6	-49%	8	38%	22	147%	13	127	41%
Other Businesses	8	-14%	8	-5%	14	73%	9	-33%	10	13%	1	53	26%
<b>Operating income</b>	<b>107</b>	39%	<b>236</b>	120%	<b>120</b>	-49%	<b>240</b>	99%	<b>128</b>	-46%	<b>-111</b>	<b>640</b>	12%
Digital Contents	118	53%	244	107%	125	-49%	246	97%	128	-48%	-118	669	12%
Arcade Operations	-5	-	-0	-	1	-	3	102%	5	37%	1	21	12%
Amusement Equipments	0	-47%	2	242%	2	11%	6	151%	10	60%	4	48	17%
Other Businesses	5	-20%	4	-6%	8	70%	4	-40%	6	34%	1	16	81%
Adjustments*	-11	-	-15	-	-17	-	-21	-	-21	-	-	-114	-
<b>Operating margin</b>	<b>45.2%</b>	-	<b>48.7%</b>	-	<b>47.8%</b>	-	<b>54.8%</b>	-	<b>43.5%</b>	-	<b>-</b>	<b>38.8%</b>	-
<b>Ordinary income</b>	<b>106</b>	38%	<b>238</b>	125%	<b>128</b>	-46%	<b>258</b>	102%	<b>134</b>	-48%	<b>-123</b>	<b>630</b>	6%
<b>Net income attributable to owners of the parent</b>	<b>78</b>	44%	<b>173</b>	122%	<b>90</b>	-48%	<b>181</b>	102%	<b>99</b>	-45%	<b>-81</b>	<b>460</b>	6%

\*Adjustments include unallocated corporate operating expenses. The corporate operating expenses, which do not belong to any reportable segment, mainly consist of administrative expenses. \*YoY indicates percent change from the same term of the previous year.

- All business segments outperformed plan, making good progress toward achieving full-year target; YoY net sales and operating income growth in Arcade Operations, Amusement Equipments, and Other Business
- Ordinary income includes foreign exchange gain of ¥620 million

## 2-2. Q1 Financial Highlights – Financial Position

### ■ FY6/24 Balance Sheet/Statement of Cashflows (Summary)

#### Balance Sheet

(100 million yen)

<b>Assets</b>	21/3	YoY	22/3	YoY	23/3	YoY	24/3	YoY	24/6	YoY	Difference
Cash on hand and in banks	712	9%	1,072	51%	1,021	-5%	1,251	23%	1,275	2%	23
Notes receivable - trade & Accounts receivable - trade	250	57%	-	-	-	-	-	-	-	-	-
Accounts receivable - trade	-	-	74	-	249	237%	253	2%	136	-46%	-117
Work in progress for game software	244	15%	311	28%	385	24%	390	24%	449	15%	58
Others	429	6%	415	-3%	517	25%	538	4%	547	2%	8
<b>Total assets</b>	<b>1,637</b>	<b>14%</b>	<b>1,873</b>	<b>14%</b>	<b>2,173</b>	<b>16%</b>	<b>2,434</b>	<b>12%</b>	<b>2,407</b>	<b>-1%</b>	<b>-26</b>
<b>Liabilities</b>											
Notes and accounts payable - trade & Electronically recorded monetary liabilities	37	-37%	36	-3%	55	54%	43	-22%	38	-11%	-4
Deferred income	66	-13%	89	34%	54	-39%	6	-87%	5	-18%	-1
Others	325	8%	283	-13%	452	60%	433	-4%	377	-13%	-56
<b>Total liabilities</b>	<b>429</b>	<b>-2%</b>	<b>408</b>	<b>-5%</b>	<b>562</b>	<b>38%</b>	<b>483</b>	<b>-14%</b>	<b>421</b>	<b>-13%</b>	<b>-62</b>
<b>Total net assets</b>	<b>1,207</b>	<b>21%</b>	<b>1,464</b>	<b>21%</b>	<b>1,611</b>	<b>10%</b>	<b>1,950</b>	<b>21%</b>	<b>1,986</b>	<b>2%</b>	<b>35</b>
<b>Total liabilities and net assets</b>	<b>1,637</b>	<b>14%</b>	<b>1,873</b>	<b>14%</b>	<b>2,173</b>	<b>16%</b>	<b>2,434</b>	<b>12%</b>	<b>2,407</b>	<b>-1%</b>	<b>-26</b>

\*YoY indicates percent change from the end of the previous year

#### Statement of Cashflows

(100 million yen)

	20/6	21/6	22/6	23/6	24/6	Difference
Cash flows from operating activities	80	343	-55	129	94	-35
Net income before income taxes	106	238	128	258	136	-122
Increase (decrease) in notes and accounts receivable - trade	88	106	-101	84	118	33
Decrease (increase) in work in progress for game software	-5	50	-46	-12	-58	-45
Increase (decrease) in deferred revenue		14	38	-39	-1	38
Cash flows from investing activities	-20	-20	-13	-18	-8	10
Cash flows from financing activities	-29	-50	-62	-87	-94	-6
Cash and cash equivalents at beginning of year	596	640	956	894	1,090	196
Cash and cash equivalents at end of quarter	626	914	851	947	1,102	155

# 3-1. Business Segments – Digital Contents (1)

**Q1 results outperform company plan**  
**Making good progress toward achieving full-year plan**

## ■ Digital Contents Performance

(100 million yen)

	20/6	YoY	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	2025/3 Plan
<b>Net sales</b>	<b>214</b>	54%	<b>439</b>	105%	<b>198</b>	-55%	<b>378</b>	91%	<b>214</b>	-44%	<b>1,250</b>
<b>Consumer breakdown</b>											
<b>Package sales</b>	<b>60</b>	82%	<b>184</b>	207%	<b>29</b>	-84%	<b>89</b>	207%	<b>24</b>	-73%	<b>144</b>
<b>Digital sales (incl. digital license)</b>	<b>143</b>	42%	<b>246</b>	72%	<b>163</b>	-34%	<b>285</b>	75%	<b>178</b>	-38%	<b>1,066</b>
Digital license portion	<b>0</b>	-	<b>5</b>	-	<b>19</b>	280%	<b>2</b>	-90%	<b>10</b>	400%	<b>22</b>
<b>Consumer total</b>	<b>203</b>	52%	<b>430</b>	112%	<b>192</b>	-55%	<b>374</b>	95%	<b>203</b>	-46%	<b>1,211</b>
Deferred revenue portion			<b>-5</b>	-	<b>-38</b>	-	<b>40</b>	-	<b>1</b>	-98%	
<b>Mobile Contents</b>	<b>11</b>	120%	<b>9</b>	-18%	<b>6</b>	-33%	<b>4</b>	-33%	<b>10</b>	150%	<b>39</b>
<b>Operating income</b>	<b>118</b>	53%	<b>244</b>	107%	<b>125</b>	-49%	<b>246</b>	97%	<b>128</b>	-48%	<b>669</b>
<b>Operating margin</b>	<b>55.0%</b>	-	<b>55.7%</b>	-	<b>63.1%</b>	-	<b>65.2%</b>	-	<b>59.9%</b>	-	<b>53.5%</b>

\*Digital license indicates income from providing content etc. to online platforms. \*Deferred revenue indicates the variance between deferred revenue and reversed revenue stemming primarily from the release of free downloadable content that typically follows the release of a full game. \*YoY indicates percent change from the same term of the previous year.

## ■ Units Sales by Hardware

(thousand units)

	20/6	Share	21/6	Share	22/6	Share	23/6	Share	24/6	Share	2025/3 Plan
<b>PC units (digital)</b>	<b>2,750</b>	30%	<b>3,900</b>	29%	<b>5,850</b>	50%	<b>6,150</b>	46%	<b>4,915</b>	52%	
<b>Console units (digital)</b>	<b>4,600</b>	50%	<b>5,200</b>	39%	<b>4,550</b>	39%	<b>5,450</b>	40%	<b>3,911</b>	41%	
<b>Package units</b>	<b>1,850</b>	20%	<b>4,200</b>	32%	<b>1,300</b>	11%	<b>1,900</b>	14%	<b>708</b>	7%	<b>3,400</b>

# 3-1. Business Segments – Digital Contents (2)

**New title unit sales expected to be weighted to H2**  
**Catalog unit sales off to a solid start**

## ■ Unit Sales for the 3 Months (Consumer)

(units in thousands)

	2020/6			2021/6			2022/6			2023/6			2024/6			2025/3 Plan		
Titles sold / sales regions	290 / 198			299 / 200			297 / 206			283 / 224			240 / 214					
Total unit sales	YoY		YoY		YoY		YoY		YoY		YoY		YoY		YoY			
	<b>9,200</b>	<b>111.5%</b>	<b>13,300</b>	<b>44.6%</b>	<b>11,700</b>	<b>-12.0%</b>	<b>13,500</b>	<b>15.4%</b>	<b>9,534</b>	<b>-29.4%</b>	<b>50,000</b>	<b>8.9%</b>						
	Share YoY		Share YoY		Share YoY		Share YoY		Share YoY		Share YoY		Share YoY		Share YoY			
Overseas units	<b>8,100</b>	88.0%	113.2%	<b>10,800</b>	81.2%	33.3%	<b>8,700</b>	74.4%	-19.4%	<b>10,800</b>	80.0%	24.1%	<b>7,819</b>	82.0%	-27.6%	<b>41,500</b>	83.0%	8.9%
Japan units	<b>1,100</b>	12.0%	100.0%	<b>2,500</b>	18.8%	127.3%	<b>3,000</b>	25.6%	20.0%	<b>2,700</b>	20.0%	-10.0%	<b>1,715</b>	18.0%	-36.5%	<b>8,500</b>	17.0%	9.1%
Digital units	<b>7,350</b>	79.9%	129.7%	<b>9,100</b>	68.4%	23.8%	<b>10,400</b>	88.9%	14.3%	<b>11,600</b>	85.9%	11.5%	<b>8,826</b>	92.6%	-23.9%	<b>46,600</b>	93.2%	12.7%
Physical units	<b>1,850</b>	20.1%	60.9%	<b>4,200</b>	31.6%	127.0%	<b>1,300</b>	11.1%	-69.1%	<b>1,900</b>	14.1%	46.2%	<b>708</b>	7.4%	-62.7%	<b>3,400</b>	6.8%	-25.1%
Catalog units	<b>6,600</b>	71.7%	69.2%	<b>8,800</b>	66.2%	33.3%	<b>9,000</b>	76.9%	2.3%	<b>9,800</b>	72.6%	8.9%	<b>9,260</b>	97.1%	-5.5%	<b>37,000</b>	74.0%	1.9%
New units	<b>2,600</b>	28.3%	477.8%	<b>4,500</b>	33.8%	73.1%	<b>2,700</b>	23.1%	-40.0%	<b>3,700</b>	27.4%	37.0%	<b>274</b>	2.9%	-92.6%	<b>13,000</b>	26.0%	35.5%
<b>Major titles</b>																		
<b>New</b>	Resident Evil 3			Resident Evil Village			Monster Hunter Rise: Sunbreak			Street Fighter 6 MegaMan Battle Network Legacy Collection Vol. 1 & Vol. 2			Monster Hunter Stories (port) Monster Hunter Stories 2: Wings of Ruin (port)			Monster Hunter Stories (port) Monster Hunter Stories 2: Wings of Ruin (port) Kunitsu-Gami: Path of the Goddess		
<b>Catalog</b>	Monster Hunter World: Iceborne Resident Evil 2 Resident Evil 7 biohazard Monster Hunter: World			Monster Hunter Rise Resident Evil 7 biohazard Monster Hunter World: Iceborne Resident Evil 2 Resident Evil 3			Monster Hunter Rise Devil May Cry 5 Dragon's Dogma: Dark Arisen Street Fighter V Monster Hunter: World			Resident Evil 4 Monster Hunter Rise: Sunbreak Resident Evil 2 Resident Evil 3 Monster Hunter Rise			Monster Hunter: World Monster Hunter World: Iceborne Monster Hunter Rise Monster Hunter Rise: Sunbreak Resident Evil 4 Street Fighter 6			Continue to grow catalog unit sales via key brands: Resident Evil, Monster Hunter, Street Fighter, Dragon's Dogma, etc.		

\*New titles: titles released in the current fiscal year; Catalog titles: titles released in the previous fiscal year or earlier. \*Includes distribution titles. \*YoY indicates percent change from the same term of the previous year.



# 3-1. Business Segments – Digital Contents (3)

**Focused on long-term sales of catalog titles via pricing strategies while releasing existing titles on additional platforms**

## ■ 3 Months Highlights (Consumer)

- Released titles such as *Monster Hunter Stories* for additional platforms on June 14
- Grew sales for catalog titles, especially major IPs such as the *Monster Hunter* series
- **FY24 Top Title Unit Sales**

Title	FY24	Lifetime
Monster Hunter: World <sup>*1</sup>	998	26,323
Monster Hunter World: Iceborne	819	13,419
Monster Hunter Rise	725	15,459
Monster Hunter Rise: Sunbreak	672	8,420
Resident Evil 4 <sup>*2</sup>	483	7,664
Street Fighter 6	469	3,774
Dragon's Dogma 2	461	3,084

Figures in the above list reflect totals that include ports to additional platforms following initial title release

\*1 Includes sales of *Monster Hunter World: Iceborne Master Edition*

\*2 Includes sales of *Resident Evil 4 Gold Edition*



New release  
*Monster Hunter Stories* (port)



Catalog title  
*Monster Hunter World: Iceborne*

## 3-2. Business Segments – Arcade Operations

**Sales and profit up due to efficient operations of existing store**

### ■ 3 Months Business Results

(100 million yen)

	20/6	YoY	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/3 Plan
Net sales	11	-56%	23	102%	32	38%	41	25%	48	18%	220
Operating income	-5	-	-0	-	1	-	3	102%	5	37%	21
Operating margin	-	-	-	-	5.7%	-	9.1%	-	10.6%	-	9.5%
Same store sales	37%	-	214%	-	130%	-	109%	-	111%	-	102%

\*YoY indicates percent change from the same term of the previous year

### ■ Number of Stores

(stores)

	21/3	22/3	23/3	24/3	24/6	25/3 Plan
New stores	1	2	5	4	2	7
Closed stores	0	1	2	0	0	0
Total	41	42	45	49	51	56

### ■ 3 Months Highlights

- Opened Plaza Capcom Oyabe Store (Toyama prefecture) on April 26
- Opened new areas, such as Capsule Lab at the Ikebukuro Store on May 17



Plaza Capcom Oyabe Store

## 3-3. Business Segments – Amusement Equipments

**Sales and profit up from sales of new title that features popular IP**

### ■ 3 Months Business Results

(100 million yen)

	20/6	YoY	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/3 Plan
Net sales	1	-20%	12	608%	6	-49%	8	38%	22	147%	127
Operating income	0	-47%	2	242%	2	11%	6	151%	10	60%	48
Operating margin	39.2%	-	19.0%	-	41.6%	-	75.5%	-	48.8%	-	37.8%

\*YoY indicates percent change from the same term of the previous year

### ■ Pachislo Sales Volume

	20/6	YoY	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/3 Plan
New titles	0	-	1	-	1	-	0	-	1	-	4
Sales (thousand units)	-	-	6	-	2.7	-55%	3	11%	5.9	97%	41.5

\*YoY indicates percent change from the same term of the previous year. \*Includes catalog title sales

### ■ 3 Months Highlights

- Total 5,900 units sold (FY6/23: 2 machines, 3,000 units sold (includes catalog title sales) )  
New release *Street Fighter V Chosensha No Michi* sold 5,500 units  
Licensing fees contributed to segment operating income



Smart Slot

*Street Fighter V Chosensha no Michi*

## 3-4. Business Segments – Other Businesses

**Promoted Single Content Multiple Usage strategy  
in conjunction with game sales**

### ■ 3 Months Business Results

(100 million yen)

	20/6	YoY	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/3 Plan
<b>Net sales</b>	<b>8</b>	-14%	<b>8</b>	-5%	<b>14</b>	73%	<b>9</b>	-33%	<b>10</b>	13%	<b>53</b>
Character	7	-	7	0%	13	86%	9	-31%	10	11%	47
eSports/Media	1	-	1	0%	1	0%	0	-58%	0	0%	6
<b>Operating income</b>	<b>5</b>	-20%	<b>4</b>	-6%	<b>8</b>	70%	<b>4</b>	-40%	<b>6</b>	34%	<b>16</b>
Character	5	-	5	0%	9	80%	6	-33%	7	17%	31
eSports/Media	-0	-	-0	-	-1	-	-2	-	-1	-	-15
<b>Operating margin</b>	<b>58.1%</b>	-	<b>57.9%</b>	-	<b>57.0%</b>	-	<b>51.0%</b>	-	<b>60.5%</b>	-	<b>30.2%</b>

\*Beginning FY23/6, business results for Media have been incorporated with eSports. This change has been reflected in the above full year FY24/3 plan and business results for previous years. \*YoY indicates percent change from the same term of the previous year.

### ■ 3 Months Highlights

- Carried out various events and collaborations in conjunction with the *Monster Hunter* series 20<sup>th</sup> anniversary
- Announced that esports tournament Capcom Cup 11, which features \$1 million grand prize, will be held at *Ryogoku Kokugikan* arena in Japan
- *Street Fighter 6* selected for the Esports World Cup, which is scheduled to be held in Saudi Arabia starting in July

# 4-1. Supplement: Summary of Major Financial Information (1)

## ● Profit and Loss Sheet

(100 million yen)

	2021/3	YoY	2022/3	YoY	2023/3	YoY	2024/3	YoY	2025/3 plan	YoY	2024/6
Net Sales	953	16.8%	1,100	15.5%	1,259	14.4%	1,524	21.0%	1,650	8.3%	295
Gross Profit	527	28.8%	613	16.3%	738	20.4%	846	14.7%	-	-	184
Margin (%)	55.3%	-	55.7%	-	58.6%	-	55.5%	-	-	-	62.5%
Sales and G&A Expenses	181	0.1%	184	1.5%	230	25.0%	275	19.8%	-	-	56
Operating Income	345	51.6%	429	24.0%	508	18.4%	570	12.3%	640	12.1%	128
Margin (%)	36.3%	-	39.0%	-	40.3%	-	37.5%	-	38.8%	-	43.5%
Ordinary Income	348	51.8%	443	27.2%	513	15.9%	594	15.7%	630	6.0%	134
Margin (%)	36.6%	-	40.3%	-	40.8%	-	39.0%	-	38.2%	-	45.6%
Net income attributable to owners of the parent	249	56.3%	325	30.6%	367	12.9%	433	18.1%	460	6.1%	99
Margin (%)	26.1%	-	29.6%	-	29.2%	-	28.5%	-	27.9%	-	33.7%

## ● Sales and Profit by Business Segments

(100 million yen)

		2021/3	YoY	2022/3	YoY	2023/3	YoY	2024/3	YoY	2025/3 plan	YoY	2024/6
Digital Contents	Net Sales	753	25.6%	875	16.3%	981	12.1%	1,198	22.1%	1,250	4.3%	214
	Operating Income	370	53.2%	453	22.6%	535	18.0%	598	11.8%	669	11.8%	128
	Margin (%)	49.1%	-	51.8%	-	54.5%	-	49.9%	-	53.5%	-	59.9%
Arcade Operations	Net Sales	98	-18.4%	124	25.7%	156	25.8%	193	23.9%	220	13.7%	48
	Operating Income	1	-87.7%	6	337.6%	12	88.2%	18	52.2%	21	12.4%	5
	Margin (%)	1.5%	-	5.3%	-	7.9%	-	9.7%	-	9.5%	-	10.6%
Amusement Equipments	Net Sales	70	8.5%	57	-18.9%	78	35.7%	90	15.6%	127	40.8%	22
	Operating Income	24	15.4%	23	-2.5%	34	46.2%	41	19.9%	48	16.6%	10
	Margin (%)	33.9%	-	40.8%	-	44.0%	-	45.6%	-	37.8%	-	48.8%
Others	Net Sales	30	0.9%	43	43.4%	43	-0.1%	42	-3.6%	53	26.1%	10
	Operating Income	9	81.4%	15	53.7%	14	-5.5%	8	-38.4%	16	81.2%	6
	Margin (%)	32.4%	-	34.7%	-	32.9%	-	21.0%	-	30.2%	-	60.5%

\*YoY indicates percent change from the same term of the previous year

# 4-1. Supplement: Summary of Major Financial Information (2)

## ● Promotional Expense

(100 million yen)

	20/6	YoY	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	2025/3 plan
Consolidated	7	-14.3%	14	100.8%	7	-48.1%	20	166.8%	9	-55.0%	93

## ● Number of Stores

(stores)

	20/6	YoY	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	2025/3 plan
Consolidated	40	8.1%	41	2.5%	43	4.9%	47	9.3%	51	8.5%	56

## ● Capital Expenditure

(100 million yen)

	20/6	YoY	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	2025/3 plan
Consolidated	9	14.2%	20	108.4%	13	-33.7%	18	32.1%	9	-44.7%	98

## ● Depreciation

(100 million yen)

	20/6	YoY	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	2025/3 plan
Consolidated	6	10.5%	6	-6.5%	7	24.4%	9	16.3%	10	18.0%	54

## ● Number of Employees

(people)

	20/6	YoY	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	2025/3 plan
Consolidated	3,202	6.6%	3,319	3.7%	3,350	0.9%	3,517	5.0%	3,715	5.6%	3,792
Consolidated Developers	2,312	7.1%	2,452	6.1%	2,494	1.7%	2,666	6.9%	2,810	5.4%	2,843

## ● R&D Investment Cost

(100 million yen)

	20/6	YoY	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	2025/3 plan
R&D Investment Cost	62	-2.4%	73	18.8%	85	15.7%	92	8.3%	111	20.4%	535

## ● Foreign Exchange Rate (end of March)

	20/6	YoY	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	2025/3 plan
USD/JPY	107	0.0%	110	2.8%	136	23.6%	145	6.6%	161	11.0%	135
Euro/JPY	121	-0.8%	131	8.3%	142	8.4%	157	10.6%	172	9.6%	145

\*YoY indicates percent change from the same term of the previous year

## 4-2. Supplement: Our Major IP

Capcom owns a wealth of globally popular brands originating from its games

### ■ Cumulative Unit Sales and Examples of Brand Utilization

- **Resident Evil series: 160 million units**



*Resident Evil Village* became the fastest title in the series to reach 10 million units after just 3 years

- **Street Fighter series: 55 million units**



Akuma, the fourth Year 1 character for *Street Fighter 6* was released on May 22

- **Monster Hunter series: 103 million units**



*Monster Hunter* series was used in Capcom's Supporting Match for Cerezo Osaka in April as part of the series' 20th Anniversary activities

- **Mega Man series: 42 million units**
- **Devil May Cry series: 32 million units**
- **Dead Rising series: 17 million units**
- **Dragon's Dogma series: 12 million units**