

Business activity achievements

Business Overview

Operating Results for This Fiscal Year



Digital Contents

This business develops and sells packaged games and digital download content for home video game consoles. It also develops and manages Mobile Contents and PC Online Games. Consumer games produces creative, original content with a focus on action and adventure. Many of these million-seller titles are used for smartphone, tablet device and PC online games distributed worldwide in order to maximize earnings.

Consumer (Package + Digital Download Contents)

- ◆ Both major new titles *Resident Evil 2* and *Devil May Cry 5* gave a strong performance
- ◆ Catalog sales and the PC version of *Monster Hunter: World* performed steadily
- ◆ Minor and mid-sized titles, such as rereleases, displayed solid progress

Mobile Contents

- ◆ Launched *BLACK COMMAND* and *Toraware no Paruma Refrain*



Arcade Operations

We operate amusement facilities, primarily Plaza Capcom arcades, in Japan. These arcades are predominantly in large commercial complexes. We have diligently followed a scrap-and-build policy to maximize our efficiency in arcade operations, and have been hosting various events designed to attract families and female customers.

- ◆ We focused efforts on cultivating new customer segments, including the start of an online crane game service and free game experience tours for middle-aged and elderly persons.
- ◆ A large-scale Plaza Capcom was opened in Hiroshima
- ◆ Two arcades were opened, and one was closed
- ◆ Same store sales were up 2% year over year



Amusement Equipments

Here, we are engaged in sub-segments that utilize the content from our home video games. The Pachinko & Pachislo (PS) sub-segment is involved in the development, manufacture and sales of frames and LCD devices for gaming machines as well as software. The Arcade Games Sales sub-segment develops, produces and sells arcade games for amusement facilities.

- ◆ Sold a total of 7,800 units across five PS models
- ◆ Changes to model testing methods resulted in market softening and a weakened sales trend
- ◆ In Arcade Games Sales, sales of equipment released the previous fiscal year continued



Other Businesses

Based on our Single Content Multiple Usage strategy of leveraging game IP across different media, we pursue a variety of copyright-related business opportunities. In addition to adapting game content into movies, animated television programs, music CDs, character merchandise and other products as part of our licensing business, we are also devoting resources to our esports business.

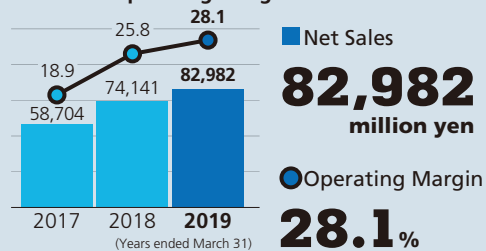
- ◆ We held events using IPs like *Monster Hunter* and *Resident Evil*. This contributed to maximizing sales.
- ◆ Active efforts were made to develop new esports events such as the Capcom Pro Tour Japan Premier and the Capcom Street Fighter League powered by RAGE.

Main Products for This Fiscal Year (Output)

PC Online

- ◆ The performance of PC Online titles *Monster Hunter Frontier Z* and *Dragon's Dogma Online* declined

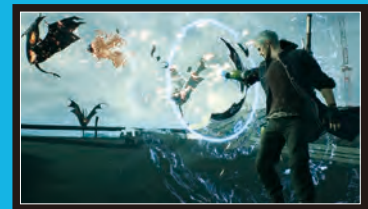
Net Sales/Operating Margins

*Resident Evil 2*

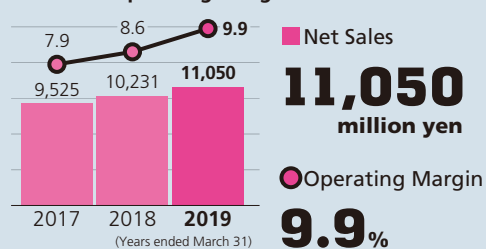
With the original title ranked 4th in the series for total cumulative sales at 4.96 million, *Resident Evil 2* was completely rebuilt from the ground up for current-generation game consoles. Cutting-edge technology was used to create the visual and audio effects, garnering high praise and resulting in 4.2 million units in global sales.

*Devil May Cry 5*

The first new numbered sequel in the series in 11 years. The high-resolution photorealistic graphics and polished action, made possible by our proprietary development tool, the RE Engine, received high acclaim from both domestic and overseas media, resulting in 2.1 million units in sales.



Net Sales/Operating Margins



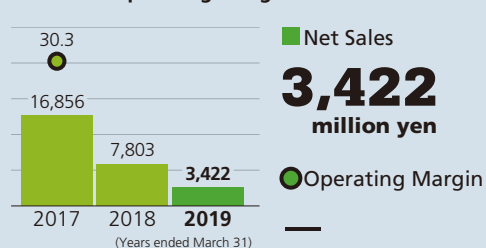
Online Crane Game

Capcom Net Catcher Cap Tore

Starting in November 2018, this new service enables crane game play around the clock using the internet browser on your smartphone or computer.

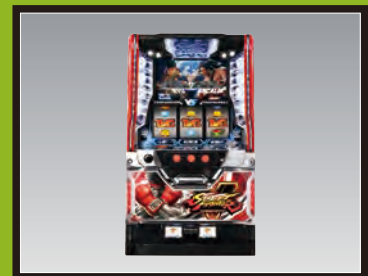


Net Sales/Operating Margins

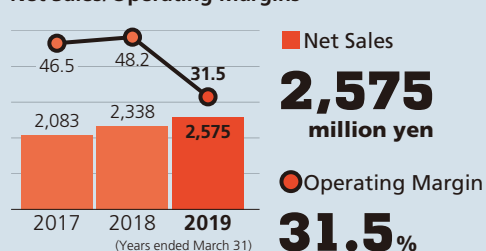
*Street Fighter V* for Pachislo

This pachislo machine uses the fighting game masterpiece, *Street Fighter*.

Released in July 2018, 3,300 units have been sold.



Net Sales/Operating Margins



Capcom Pro Tour Japan Premier

Capcom held its first domestic tournament in September 2018 at the Makuhari Messe, contributing a substantial total of 10 million yen in prize money.

The event was well received, attracting 3,700 visitors; the largest number of visitors at any of the esports competitions held on the same day at the same venue.

