Capcom Co., Ltd.
(Tokyo and Osaka Exchanges, First Section, 9697)

Forecast revisions for year ending March 31, 2011

Precautions Concerning 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 diversifying user needs and other changes in market conditions. Items that can affect Capcom's performance include: (1) the number of hit titles and sales volume in the Consumer Online Games Business, which accounts for the majority of sales; (2) progress in developing home video games; (3) the popularity of home video game players; (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. Please note that this is not a complete list of factors that can influence Capcom's operating results.

＜ Major reasons for forecast revisions ＞

1. 1st half of the fiscal year ending March 31, 2011

- Effect of foreign exchange rate
- Effect of a delay in the release of “Dead Rising 2”

2. Fiscal year ending March 31, 2011

- Revision of the assumed foreign exchange rates

Forecast for the 1st half of the fiscal year ending March 31, 2011

Forecast for 1st half of fiscal year ending March 31, 2011 (1)

■ Forecast for 1st half of fiscal year ending March 31, 2011

(Million Yen)

	Previous Forecast	Revised Forecast	Difference	Difference (%)
Net sales	45,300	40,500	(4,800)	(10.6%)
Operating income	4,800	3,700	(1,100)	(22.9%)
Ordinary income	4,700	2,800	(1,900)	(40.4%)
Net income	2,900	1,700	(1,200)	(41.4%)

＜Major reasons for the revisions＞

- Effect of yen's appreciation
- Shortfall in shipments of "Dead Rising 2" in the 1st half due to a delay in the release to late September (Whole year shipments likely to be on target)

Forecast for 1st half of fiscal year ending March 31, 2011 (2)

■ Forecast for 1st half of fiscal year ending March 31, 2011 (by segment)

(Million Yen)

	Net sales			Operating income		
	2009/9	2010/9	Difference	2009/9	2010/9	Difference
Consumer Online Games	27,748	30,600	2,852	7,299	4,300	(2,999)
Mobile Content	-	1,400	-	-	250	-
Arcade Operations	6,249	6,000	(249)	480	800	320
Amusement Equipment	-	1,300	-	-	0	-
Other Businesses	1,676	1,200	(476)	668	150	(518)
Elimination and corporate	-	-	-	(2,137)	(1,800)	337
Total	38,892	40,500	1,608	5,574	3,700	(1,874)

<Major reasons for the revisions>

- **Mainly shortfall in sales in the Consumer Online Games business**
- **Arcade Operations and Amusement Equipments business sales likely to exceed forecasts**

Forecast for 1st half of fiscal year ending March 31, 2011 (3)

■ Estimated sales units of major titles for the1st half

(Thousand units)

Title	Platform	Estimated sales
Dead Rising 2	PS3 Xbox 360	1,800
Lost Planet 2	PS3 Xbox 360	1,500
Super Street Figher Ⅳ	PS3 Xbox 360	1,400
Sengoku BASARA : Samurai Heroes	PS3 Wii	550
MONHAN NIKKI POKAPOKA AIRU MURA	PSP	500

＜Major reasons for the revisions＞

- **Shortfall in sales of “Dead Rising 2” due to a delay in its release**
- **Brisk sales of minor and medium titles for the domestic market**

Forecast for fiscal year ending

March 31, 2011

Forecast for the fiscal year ending March 31, 2011 (1)

■ Consolidated forecast for the fiscal year ending March 31, 2011

(Million Yen)

	Previous Forecast	Revised Forecast	Difference	Difference (%)
Net sales	95,000	91,000	(4,000)	(4.2%)
Operating income	15,000	13,000	(2,000)	(13.3%)
Ordinary income	14,000	11,000	(3,000)	(21.4%)
Net income	8,000	6,500	(1,500)	(18.8%)

＜Major reasons for forecast revisions＞

- **Lower sales and profit due to revision of the assumed foreign exchange rates**
- **No change in projected sales volume of major titles**

Forecast for the fiscal year ending March 31, 2011 (2)

■ Effect of foreign exchange rates

(Yen)

	Previous rates	Revised rates (end of March 31, 2011)
USD/¥	90	84
Euro/¥	130	110

＜Operating income＞

・Effect on operating income for each 1 yen appreciation (Annually):

⇒ U.S. dollar: Approximately 150 million yen

⇒ Euro: Approximately 50 million yen

＜Ordinary income＞

・likely to post additional “exchange loss, net” as non-operating expenses