

Making smiles, moving hearts and building a better society with our original content

Utilizing the capital we have cultivated over the years and our foundation for sustainable growth, we create popular original IP through business activities while guided by our corporate philosophy. We are expanding our business by further extending that original content into a variety of areas. These activities provide both financial and non-financial value; to put it another way, by providing the happiness brought about by games, we are able to contribute to solving societal issues.



At Capcom, we operate our own Plaza Capcom amusement facilities, develop and sell amusement machines, and hold esports tournaments.

➔ Effectively Leveraging IP, p.11

Corporate Philosophy
Capcom: Creator of entertainment culture that stimulates your senses

Social issues

- Desire for an enriched lifestyle
- Generational and interregional communication gaps
- Global economic and information gaps

Industrial metabolism

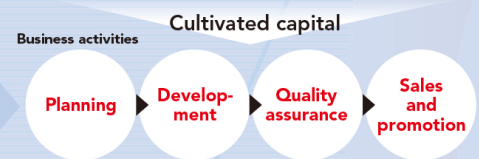
Sluggish local industries

Decline of Japan's international status

Amount invested in development **29.8 billion yen** ➔ Financial Strategy According to the CFO, p.43

Number of developers **2,369 people** ➔ The Head of Development ... p.47

Intellectual Properties (IP) **19 Million-seller series** ➔ Major Intellectual Properties (IP), p.09



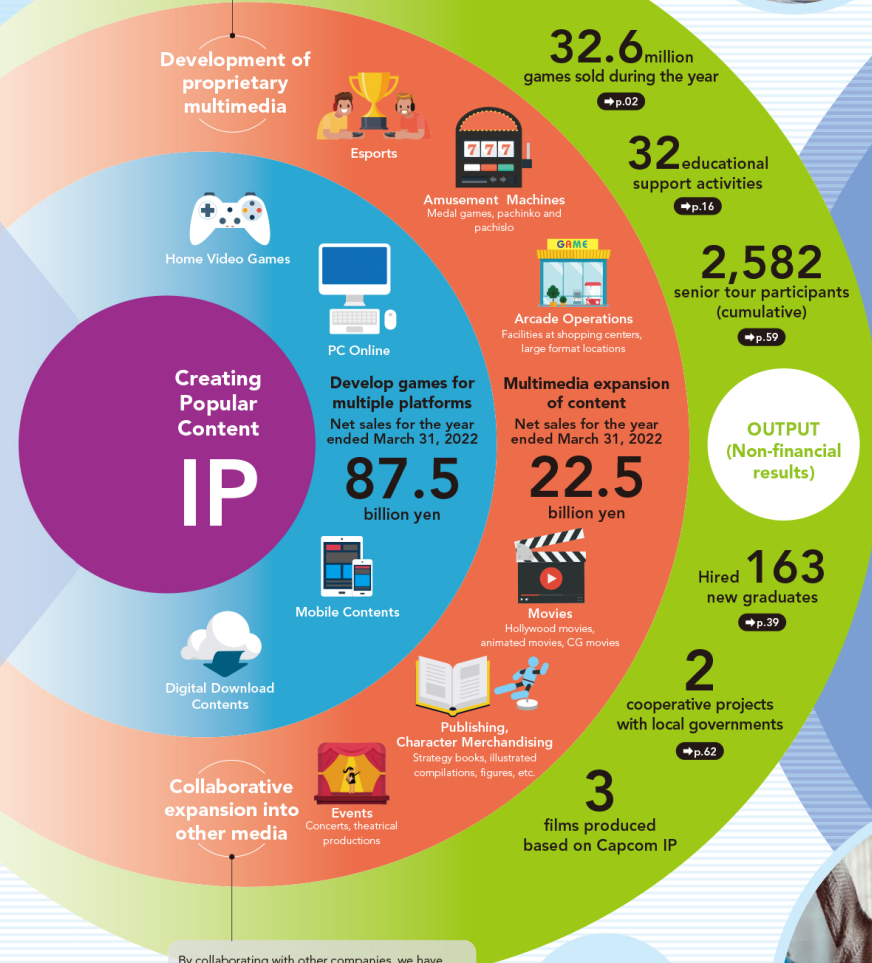
Foundation for Sustainable Growth

Material Issue ① **Securing and Training of Human Resources** ➔ Training Human Resources and ... p.49

Material Issue ② **Promoting Diversity** ➔ Society and Capcom, p.55

Material Issue ③ **Development of Solid Relationship with Society** ➔ Society and Capcom, p.55

Material Issue ④ **Enhancement of Corporate Governance** ➔ Corporate Governance, p.63



By collaborating with other companies, we have turned our original content into Hollywood movies. We have also expanded into a variety of other mediums, including animation, live theater, events, and publications.

➔ Effectively Leveraging IP, p.11



Social contributions

- Providing reasonably-priced and easily available entertainment to the world
- Providing a healthy game culture
- Stimulating communication
- Game market innovation
- Contributing to local revitalization
- Earning trust and building a positive image for Japan

OUTPUT (Non-financial results)

- 32.6 million** games sold during the year ➔ p.02
- 32** educational support activities ➔ p.16
- 2,582** senior tour participants (cumulative) ➔ p.59
- Hired **163** new graduates ➔ p.39
- 2** cooperative projects with local governments ➔ p.62
- 3** films produced based on Capcom IP