

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.





Providing a healthy game culture

Effectively Leveraging IP, p.09

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

Development of proprietary multimedia



Esports



Arcade Game Machines

Medal games, pachinko and pachislo



Arcade Operations

Facilities at shopping centers, large format locations



Home Video Games



PC Online

Develop games for multiple platforms

Net sales for the year ended March 31, 2021

75.3 billion yen



Mobile Contents



Digital Download Contents

Collaborative expansion into other media



Events
Concerts, theatrical productions



Publishing, Character Merchandising

Strategy books, illustrated compilations, figures, etc.

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Hollywood movie projects announced



Movies

Hollywood movies, animated movies, CG movies

Multimedia expansion of content

Net sales for the year ended March 31, 2021

20.0 billion yen

30.1 million games sold during the year

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14 educational support activities

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2,582 senior tour participants (cumulative)

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OUTPUT (Non-financial results)

Hired 163 new graduates

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6 cooperative projects with local governments

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Stimulating communication

Social contributions

Game market-based innovation

Contributing to local revitalization

Earning trust and building a positive image for Japan

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.09