

Relationship with Employees

The Capcom Group believes that in order to achieve sustainable growth and realize our principle of being a creator of entertainment culture that stimulates your senses, it is essential that we invest in human resources to create the world's highest quality content and expand our user base around the world. For that reason, we have positioned human capital initiatives as our most important sustainability issue and are promoting human resource investment strategies accordingly.

Providing a Pleasant Workplace

Promoting work-life balance

Creating entertainment culture requires that creators themselves make time for play.

At Capcom, we have established Paid Leave Promotion Days and encourage employees to take extended leave to refresh and look for new sources of inspiration during the year-end/New Year's holidays as well as during the series of holidays in May. Additionally, we have built a four-story bicycle parking facility near our development studios and encourage our employees to live within a five-kilometer radius to shorten commuting times. This saves time and living costs while giving creators the free time necessary to cultivate their creative powers and imaginations, which is essential for creative work. Moreover, we opened Capcom Juku as an on-site daycare facility in April 2017 to provide a stable workplace environment for creators. As it is located close to work, it provides peace of mind for employees who are married or have children and has been well-received by those who have utilized it.

➔ Please refer to the information below or page 54 of the 2018 Integrated Report.

Supporting employees' health management

The employee cafeteria was renovated in 2015 when the new development studio was completed. Healthy meals are served for breakfast, lunch, and supper. There is also a massage room staffed by nationally-certified massage therapists at both the Tokyo and Osaka locations to support our employees in managing their health.

Understanding employees' needs

In order for management to gain an understanding of the needs of employees directly from the source, a total of 20 management briefings and other events for employees were held in the fiscal year ended March 31, 2023, with more than 1,400 employees participating.

Fulfilling employee potential in a cutting-edge environment

The biggest thing when it comes to motivating developers working in a creative field such as games is access to an environment that allows them to bring their ideas to life. Capcom maintains a cutting-edge development environment that includes 3D scanners, a motion capture studio, a dynamic sound mixing stage, and a Foley stage. In this way, we support

our creators in fulfilling their vision. In March 2023, we established and launched operations at our new Creative Studio in Osaka City, equipped with one of the largest motion capture studios in Japan.

Capcom Juku

Providing an environment for vibrant childcare combining day care and education

Given the desire to quickly improve the issue of long day care waiting lists accompanying a lack of preschools, Capcom's top management set its sights on the future, desiring to provide an environment in which employees can raise their children with peace of mind while remaining employed over the long term. We operate Capcom Juku aiming to add individual education and growth to standard day care for children.

Capcom Juku goes beyond caring for infants and preschool children and accepts a wide range of youth, including after-school kindergarten and elementary school students. This helps employees avoid the stress of not being able to find open facilities for their children. Furthermore, by offering educational support in the form of a place for learning English, eurhythmics, art and design, and other subjects, Capcom Juku joins its efforts with employees and fosters the growth of children. Currently, as of March 31, 2023, the school takes care of 24 children a month and accepts as many as 295 temporary pupils a month.

In the future, we will create a learning atmosphere at Capcom Juku that stimulates and broadens children's curiosity, while also striving for an environment where parents can work with peace of mind so that both they and their families can lead fulfilling lives.

Promotion of Diversity

Initiatives aimed at promoting the improvement of the work environment for women and proactively utilizing foreign nationals

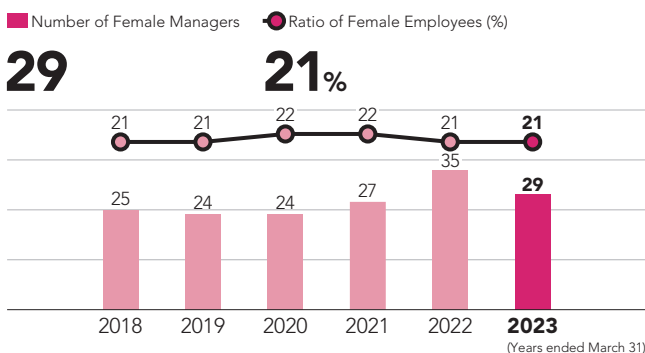
Capcom is currently engaged in initiatives aimed at improving the work environment for women and proactively hiring foreign nationals.

In terms of providing an environment that facilitates women, we introduced systems enabling women to take a leave of absence before and after giving birth, childcare leave and shortened working hours, and promote their use throughout the Company. In fiscal 2022, 42 employees took childcare leave, 30 of whom were men, and 85% of eligible women took childcare leave (fiscal 2021: 41 employees, 20 of whom were men and 100% of eligible women took leave). The ratio of women who returned to work afterwards is also high: 57 (100%) returned in fiscal 2022 (fiscal 2021: 34 (97.8%) returned). As a result, despite it being said that Japan's gaming industry is generally dominated by men, women account for roughly 21.3% of Capcom's workforce, and 29 (11.6%) of Capcom's managers are women. In accordance with the execution of the Act on Advancement of Measures to Support Raising Next-Generation Children and the Act on

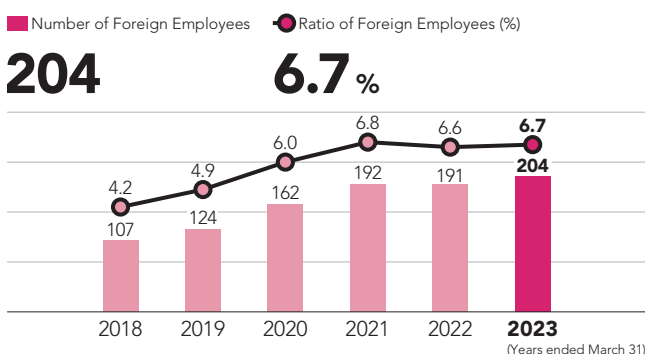
Promotion of Women’s Participation and Advancement in the Workplace, in 2019 we formulated the General Employer Action Plan, which seeks to achieve two things: (1) developing a personnel system that contributes to diversity in work styles, and (2) having women comprise at least 15% of managers by the end of fiscal 2023. We aim to achieve this goal by enhancing our recruitment website and improving the working environment, including the introduction of shortened working hours.

Further, regarding the proactive utilization of its foreign national employees, Capcom is working to strengthen its capabilities in expanding content globally by providing Japanese language education programs, career advancement support, and actively promoting foreign nationals to management positions. We currently employ 204 foreign nationals (representing 6.7% of our employees). Going forward, we will create a system for improving motivation and work on promoting diversity, including support for securing housing when foreign nationals move to Japan, and the introduction of special leave for temporarily visiting their home countries.

Number of Female Managers and Ratio of Female Employees (Capcom Co., Ltd.)



Number and Ratio of Foreign Employees (Capcom Co., Ltd.)



Improving employee engagement

As of March 31, 2023

Fiscal year (ending in March)	2019	2020	2021	2022	2023	Target
Work engagement (Non-consolidated) (t-score) (Note 1)	51.2	51.5	52.6	51.8	54.4	55.0
Turnover (Non-consolidated) (Note 2)	4.9%	4.3%	3.9%	5.4%	3.5%	—
Of which was for personal reasons	4.3%	4.0%	3.6%	4.7%	3.2%	about 3.0%

*1 Engagement represents our t-score in the results of a survey conducted by an external vendor of our employees (excluding short-time workers not covered by social insurance). The specific method used for the survey had an external vendor calculate our t-score as compared to other companies using the results of employee answers of “not at all applicable,” “not very applicable,” “fairly applicable,” and “very applicable” to multiple questions.

*2 Turnover is the ratio of the number of employees who left during the period (excluding employees who joined and left during the same period) to the total number of employees at the beginning of the period. Only full-time employees are included in the calculation.

The Capcom Group is committed to preventing employee turnover and improving employee engagement by creating a comfortable work environment. Specific measures for this include ongoing improvement and expansion of the working environment and facilities, an internal commendation system to recognize contributions to the company, enhancement of anti-harassment training and establishment of a globally accessible hotline, provision of recreational facilities for employees, and continuous expansion of other benefit programs.

As a result of these efforts, work engagement, a measure of initiative and positive feelings toward work, was higher than in previous years, and employee turnover decreased from the previous year. The main contribution was from the revision of the compensation system and efforts to create a comfortable working environment. To give specific examples from the survey, the percentages of employees responding “fairly applicable” or “very applicable” to the following questions are provided below.

I come up with original ideas on the job.	88.7%
When necessary for work, I go above and beyond my role.	76.0%
I experience joy in my current work.	70.9%

Additionally, to give specific examples from the section on employee engagement, which is an indicator of loyalty to the company, the percentages of employees responding “fairly applicable” or “very applicable” to the following questions are provided below. The results were positive.

I feel a sense of familiarity and loyalty to my current company.	77.5%
I am very glad that I am able to work for my current company.	85.6%
Working for my current company has been a positive experience.	86.2%

Capcom Voices

Marketing Strategy

Hikaru Ikeda

Manager
User Analysis Team,
Data Analysis Section,
Marketing Strategy Department,
Planning and Strategy Divisions



I joined Capcom in 2018 as a mid-career hire and was immediately put in charge of integrating business intelligence (BI) tools in the digital marketing department, before transferring to the digital sales department, where I was responsible for planning and analyzing digital promotions and user response analysis. By introducing BI tools, I was able to contribute to streamlining operations by unifying sales data that had been separate up until that point. At the time, the push for digital strategy within the company had grown stronger, and I was impressed by the progress that had been made in digitalization.

As manager of the User Analysis Team, I supervise a group that is responsible primarily for market research, community analysis, and brand marketing, while overseeing the budget and collaborating and coordinating with other departments. We work to analyze and develop strategies for Capcom's IPs in countries around the world, including measuring awareness, understanding what kinds of people are buying our games, and what should be done to expand brand communities.

Many on my team are women, including myself, and I feel that Capcom's push to invest in human resources in recent years has enhanced the work environment for both women and those with children. For example, paid menstrual leave was introduced this year, which allows women to take time off for this unique need so they can prioritize their physical well-being without worrying about how much personal time off they have remaining. Some employees are also balancing work and childcare by making good use of shortened working hours and staggered working hours. I'm very grateful that we have an environment where women can choose to continue pursuing their careers.



Animation

Yoko Kinoshita

Senior Manager
Animation Section,
R&D Department 3,
Consumer Games Development
Division 2



Among the departments that work with visuals, my section specializes in animation. We produce all the animation necessary in building titles, such as character movements and event scenes. As the Senior Manager, I strive to ensure that everyone can work with a sense of wellbeing, both physically and mentally, taking care to assign people to positions while considering their personalities and career paths. In addition, I am responsible for hiring and training new staff, and at times I work as an animator on our titles as well.

I've loved animation and games since I was a child and longed to work for Capcom, as I felt this was a place rich with creators capable of not only producing appealing characters, but who could also combine enjoyable game feel with truly imaginative visual designs. After joining the company, I was amazed by these exceptional people, just brimming with expertise in their fields and giving their all to create games.

Delivering high-quality games to the world is our motto, which requires top-notch results from game creators. I could really feel Capcom's intent to reward such results and develop globally competitive products when the company restructured its human resources investment strategy in April 2022, which both revised our compensation system and introduced a stock compensation system.

Game development is a very rewarding job in that the fruits of your labor remain in the world as a work of art. Creating a great game involves not only those who work with graphics, but many other people as well. I hope to continue working with my colleagues, who bring imagination and passion to life, to create games that will leave a lasting impression.



Localization Production

Marco Bombasi

Manager
Localization Team,
Localization Production Section,
Production Division



I was always a Capcom fan, but after joining my eyes were opened to the challenging reality of global game development. Having been given a role in management, I've gone from producing localizations myself, to providing a team with the resources they need to delight fans in every corner of the globe. Now, as Localization Team Manager, it's my responsibility to guide our team in delivering the best quality, on time and under budget, in a dozen different languages.

Our mission is to ensure that our games feel natural and appropriate in each market, and beyond translating the games, we contribute broadly by advising on cultural or political perspectives, working with overseas partners, and even assisting with international promotion. We dedicate ourselves to maintaining close communications across divisions to ensure that we spot issues in advance, and can nimbly course correct, contributing to overall production efficiency without compromising on the quality that fans expect.

Living in Japan has many great aspects, though it's not without its difficulties. Even preparing meals can differ widely from back home, and visiting family is now both costly and time consuming. Capcom has been making changes to its work environment for employees from outside of Japan, such as additional paid leave to visit home. Regular meetings where employees can speak directly with upper management also give the sense that the company is listening to our needs.

I can't help but view games through a professional lens now, though I'm still a fan at heart. Everyone on our team gives their all to recreate that sense of joy and excitement that made us love games in the first place. We hope you look forward to what we have in store!



Foundational Technology Development

Yuki Sekino

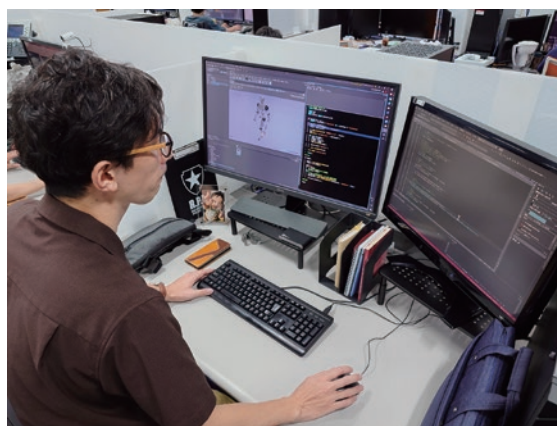
Foundational Technology
Development Section,
R&D Foundational Technology
Department, Technical
Research Division



I work in the Foundational Technology Development Section, which implements and supports features that sustain game creation, including the development of Capcom's in-house game engine, RE ENGINE. In my work, I oversee requests from game creators and implement features or troubleshoot issues that crop up.

I joined Capcom when MT FRAMEWORK, our in-house game engine at the time, was announced. While casual games for mobile phones and other devices were growing in popularity, I was impressed by Capcom's policy of focusing on high-end games for home video game consoles. After joining, I was awed by how the state-of-the-art expressions and experiences in the games are made through the knowhow and ingenuity of the developers, and sensed that high quality is maintained by constantly searching for improved development methods. Working in such an environment, when I develop new features to support fresh game experiences, and when those features are appreciated by the creators, I feel both a special kind of elation and that I've grown.

In my personal life, after my child was born I took a month of childcare leave and have since become more conscious of family time as well. I make use of the bicycle parking and onsite daycare known as Capcom Juku, and am very grateful for such support, which is essential for balancing childcare and work. At Capcom Juku, I had the chance to see a different side of my child, playing freely inside the tidy daycare center. While the number of children there is small, I feel that my child is learning social skills and have great peace of mind in using the service.



Relationship with Customers

Considerations in Game Development

In-game purchases

In the Japanese game market, discussions have been taking place for some time on the problem of gacha, or high-priced lottery-style game mechanics, primarily in mobile games. Overseas, gacha-like “loot boxes” have been banned in some countries.

As a creator of entertainment culture, Capcom believes that games should be enjoyed for the entertainment value they provide with gameplay, not for thrills associated with winning a lottery. We do not want to see games that are supposed to make people happy having the opposite effect as a result of excessive charges. For that reason, we are working to ensure that all users can enjoy our games fairly and safely. In principle, we minimize gacha elements in the mobile games we develop; in our home video games, we provide any content required to enjoy the full game free of charge, while offering some additional content at low cost.

Localization and culturalization

Capcom games are enjoyed worldwide. In the fiscal year ended March 2023, the percentage of home video games sold overseas was 80.3%. Naturally, translation (localization) of video games developed in Japanese is required so that game players around the world can enjoy them. The volume and importance of localization is increasing year after year due to factors such as improvements in game machine performance, support for online gameplay, and an increase in the number of languages accompanying a more diversified, global audience. As such, Capcom’s localization team is involved in game development from the initial stages.

By carrying out localization concurrently with development, rather than following completion of the Japanese language version as had been done in the past, Capcom is able to launch games simultaneously around the globe. What is more, depending on the country, simply translating games developed under Japanese norms can end up hurting users unexpectedly due to historical, religious, or cultural differences.

As such, we focus on employing staff from around the world to culturize the games so that they can be enjoyed by all, regardless of locale.

Healthy Development of Entertainment

Compliance with the CERO rating system and endorsement of guidelines

The Computer Entertainment Rating Organization (CERO), a Specified Nonprofit Corporation, was created to provide age-appropriate ratings for video games. Capcom complies with the CERO rating system and rules.

The rating system is an initiative for the healthy development of young people that calls for voluntary restrictions on home video game content and sales methods to limit access by young people to sexual or violent content. In addition, recent game platforms include a parental control function that enables

parents to limit the online purchase and use of certain games according to their ratings.

Guidelines issued by the Computer Entertainment Suppliers’ Association (CESA)

Name of guideline	Implementation date
Guidelines on blockchain games	Enforced July 1, 2021
Guidelines for Real Money Trade Measures	April 26, 2017
Guidelines for the Protection of Minors	December 21, 2016 Revised March 27, 2019 Revised April 1, 2022
Operating Guidelines for Random Item Distribution in Network Games	April 27, 2016
Guidelines for Advertisements, Etc. in Home Video Game Software Targeting Only Those 18 and Over	April 1, 2008 Revised June 20, 2012
Code of Ethics Concerning Computer Entertainment Software, 2nd Revision	October 1, 2002

Please refer to CESA’s website for information on its activities.
https://www.cesa.or.jp/index_e.html

Addressing the WHO’s recognition of gaming disorder

In May 2019, the World Health Organization (WHO) included gaming disorder as a new mental health condition characterized by excessive use of games to the point where it has a negative impact on health and social life. In March 2023, the Gaming Disorder Research Study Group released the results of a study commissioned by industry organizations in response to social demand. We are taking the appropriate steps to raise awareness of the issue and are cooperating with industry organizations that promote further detailed analysis and discussions based on published papers. Additionally, as an independent effort, we will continue to educate elementary and junior high school students on how to interact with games in a healthy manner through our educational support program based on the results of the study.

➔For details see p. 61

Addressing addiction to pachinko and pachislo

Pachinko and pachislo are a form of entertainment that has taken root in society. At the same time, however, there is concern over players becoming addicted. For that reason, the Recovery Support Network (RSN), a pachinko addiction consultation hotline, was established in 2006 with the support of industry organizations. In addition to the launch of this free phone-based consultation service, various measures were implemented in the industry to prevent addiction. These measures included putting up posters at all locations nationwide to raise awareness of RSN, establishing a system in which pachinko and pachislo advisors (specialist staff) are stationed at each location to provide customers with appropriate information on addiction, and preparing guidelines for addressing addiction at pachinko parlors. In 2017, the Pachinko and Pachislo Industry Association for the 21st Century, which consists of 13 organizations

from the amusement industry, announced the “Declaration on Pachinko and Pachislo Addiction,” strengthening measures to address pachinko and pachislo addiction and declaring it as a top priority.

Capcom endorses and cooperates with these initiatives to contribute to healthy development of the industry.

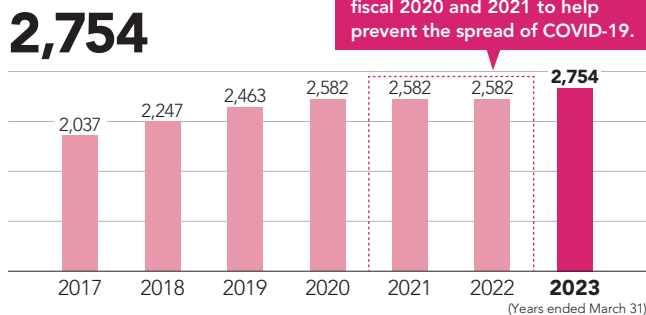
Support for Community-building among Senior Citizens

Holding regular amusement arcade tours

Today, amusement facilities are becoming increasingly popular among senior citizens as spaces for communication with friends and facility staff. Since 2012, Capcom has held amusement arcade tours free of charge on long public holidays and Respect-for-the-Aged Day for senior citizens where they can try out coin-operated games and crane games, enabling more people to make use of such facilities.

In addition, as part of efforts to create arcades where senior citizens can comfortably enjoy themselves, currently, 23 staff members have received Service Assistant certification.

Cumulative number of
participants in senior tours



Enhancing Customer Support

User support and utilizing feedback

At Capcom, we have dedicated support teams for each product to ensure that customers can fully enjoy the services they purchase. We also strive to quickly respond to customer questions by providing online FAQ pages, while each person in charge regularly engages in information exchanges with other teams, working to improve customer satisfaction. The questions and feedback our game support teams receive are condensed and analyzed to be incorporated in development of new products.

→Inquiries

https://www.capcom.co.jp/support/index_game.html (Japanese only)

Protecting the personal information of our customers

Capcom has more than 10 million records containing personal information on customers, accumulated from site memberships, prize deliveries, product purchases, and other sources. In 2015, the Japanese Act on the Protection of Personal Information was revised, and the revisions went into full effect on May 30, 2017.

Meanwhile, overseas, the EU General Data Protection Regulation (GDPR) went into effect in May 2018. The data of game players falls under the category of personal information in these laws, and the scope is expanding each year.

Under these circumstances, we established our new Information Management Department in April 2019 to enhance our information management structure and address the requirements of the Japanese Act on the Protection of Personal Information and the GDPR. This department is leading our efforts to address the risk of personal information leaks by developing a system of conduct guidelines, operational controls, and audits in accordance with the law.

In response to the unauthorized access of Capcom’s network in 2020, improvements were made to the security system to prevent recurrence. Additionally, based on the advice of the Security Oversight Committee, an external advisory body, we maintain and strengthen our information security system based on the PDCA cycle. This includes continuous system operation and monitoring and the establishment of a system for early response and recovery in the event of an emergency, such as the emergence of a cyber-attack or other security risk.

Expanding opportunities for customers to play games

In recent years, we have been focusing on promoting esports as part of our efforts as a creator of entertainment culture.

We have the role of planning and organizing events as a game manufacturer—a role that had been largely shouldered by the player community in the past—in order to provide an environment that better allows competitors and fans to enjoy the excitement of competitions.

Since 2013, we have held Capcom Cup to determine the top players in the world. We have also been working to provide amateur players with opportunities to shine, such as with the Street Fighter League: College-JP 2019 for students, in June 2019. Through these activities, we aim to increase points of contact with our customers and improve customer satisfaction. Further, we are steadily expanding our endeavors, such as by establishing our highest-ever annual prize pool of over 2 million dollars for CAPCOM Pro Tour 2023 to commemorate the release of *Street Fighter 6*, the latest title in the series. This initiative is intended to usher in a new era of competitive fighting eSports.

Relationship with Regional Communities

Promoting Healthy Relationships with Games

More than a decade of on-site classes for children in school

Games are a relatively new cultural phenomenon with little academic research, and discussions tend to focus on the detrimental effects rather than the educational aspects. Recently, recognition by WHO of gaming disorder made headlines as did the establishment of the Kagawa Prefectural Ordinance on Countermeasures for Addiction to Internet and Computer Games. However, video game creator is a popular future career choice among children, and programming and other such lessons will be made compulsory in Japanese elementary schools starting in 2020. Many private sector efforts are also underway, including opening programming academies for youth. Considering these developments, it is reasonable to expect that the number of children hoping to become game creators will increase.

Given this, with a desire to promote social understanding of games, we accept visits to our offices from primarily elementary and junior high school students and conduct on-site classes at schools to promote sustainable economic growth and social development. Class programs have three sessions: Career Education introduces the work done in a game company and its challenges and rewards; Game Literacy Education helps students use their judgement to build a healthy relationship with games; and CAPCOM: Work × Mathematics shows students how mathematics—typically not a favorite subject—is used in work. These programs have been well-received with schools, and Capcom is incorporating educators’ feedback to improve them. In addition, based on prior feedback expressed by educators we launched an online program starting in fiscal 2021, which also allows us to hold classes smoothly even during the COVID-19 pandemic. These initiatives have enabled us to respond flexibly over a wider geographical area than before.

Altogether, Capcom has welcomed 3,532 children as part of 412 different field trips to its offices (as of March 31, 2023). Capcom has also held 232 on-site classes for 19,557 students (as of March 31, 2023).

Impressions of the on-site classes (An excerpt of this fiscal year’s comments)

- I found it interesting to see how a game company identifies issues related to playing video games and how they think about solutions. (Junior high school teacher)
- I learned that math and other skills learned in school are useful in work. I felt that each individual has an essential role to play, and if one person is missing, a complete bond can’t be formed. (Junior high school student)
- It would be great if you could touch on SDGs since we’re looking at them in our lessons. (Junior high school teacher)

Supporting Social Welfare

Support for creating stable environments

As a game publisher, not only are children customers that play with our products but they are also potential future leaders that may become employees. Needless to say, a stable environment is necessary to play games, but education is essential for choosing a profession.

In the fiscal year ended March 2023, we again donated to three organizations that are working on the healthy development of children, including the Fund to Support Children’s Future. We also sent another donation to the Office of the United Nations High Commissioner for Refugees to support refugees from Ukraine and made a new donation to support victims of the 2023 Türkiye-Syria Earthquake.

Support for Children in Need

Recipient	Amount
Fund to Support Children’s Future, Welfare and Medical Service Agency	50 million yen
Single Mothers Forum (an authorized nonprofit organization)	40 million yen
Child Center Nukku (specified nonprofit organization)	10 million yen

Support for Refugees from Ukraine

Recipient	Amount
UNHCR, the UN refugee agency	20 million yen

* Supported via Japan for UNHCR, a national partner of UNHCR in Japan for accepting aid

Support for Victims of the 2023 Türkiye-Syria Earthquake

Recipient	Amount
Save the Children Japan	30 million yen

* Türkiye-Syria Earthquake Children Support Desk

Supporting the Promotion of Sports

Contributing to healthy mental and physical development through support for sports

In April 2022, Capcom expressed its endorsement of the goal of the Japan Volleyball Association to foster humanity while contributing to both the healthy development of children and young people as well as to the mental and physical growth of the nation through the greater promotion and advancement of the sport of volleyball. We are supporting the activities of the Japanese men’s and women’s volleyball teams in Japan and abroad as well as the promotion of the sport of volleyball.

We also signed an agreement with Cerezo Osaka in August 2022 establishing Capcom as a Top Partner. We will continue to support Cerezo Osaka, the representative soccer club of Capcom’s hometown, so that through both gaming and soccer we can realize our slogan of “From Osaka, to the World.”

Contributions to Regional Revitalization

Utilizing the appeal and brand recognition of popular games to contribute to society

The appeal of video game content was demonstrated to the world during the opening ceremonies of the preeminent international sporting event of summer 2021 held in Tokyo when video game music was played to accompany the entrance of the athletic teams. In the same vein, Capcom is following a Single Content Multiple Usage strategy for our content, which we deploy in a wide range of fields beyond video games. As such, we are proud to have a high level of recognition and popularity among men and women, young and old alike.

Based on our corporate philosophy of making people happy through games, since the mid-2000s Capcom has been engaged in the following four regional revitalization activities not only in Osaka, where we have our head office, but across Japan: 1) economic promotion that supports the local tourism industries; 2) cultural awareness raising that supports education concerning local history and culture; 3) crime prevention education through coordination with the police; and 4) raising awareness about voting in elections in coordination with the Committee for Election Administration.

Comments from a city official



Tsukasa Kawai

Crime Prevention Officer
Community Safety Planning Division,
Hyogo Prefectural Police Headquarters

I have personally loved video games since I was a child. I have lots of memories of games sold by Capcom.

In our prefecture, Capcom created *Monster Hunter* collaborative merchandise, posters, flyers, and more to raise awareness of the local child-safety program “Nagara Mimamori” (literally: watching vigilantly while doing other things) and to help prevent vehicle-related theft, which is on the rise.

We were also able to effectively educate many children and their guardians by distributing merchandise together with Felyne during the campaign.

I hope Capcom will continue to cooperate with our public relations and awareness campaigns for safety and security in Hyogo Prefecture through its animated movies and game contents, which remain popular among people of all ages.

