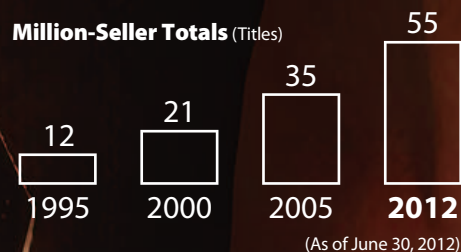


Strength 1

55 Total Million-Seller Titles

One of the World's Leading Creative Groups Generating Original Content

Scene after scene overflows with presence in creative and minutely detailed worlds with attractive characters able to be manipulated at will. Capcom games, consisting of original content not dependent on licenses from other companies, has generated over 55 million-selling hit titles up to now. The world's leading creative group—that's Capcom.



A Development Environment that Achieves a Combination of High Quality and Efficiency

Detailed development plans are indispensable for titles with presence and precisely timed releases. To create games according to development planning, Capcom efficiently develops high-quality products using the integrated development environment "MT Framework", the culmination of development expertise accumulated in-house, to develop games for multiple game consoles.



CAPCOM



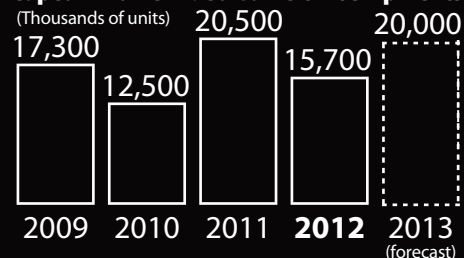
Strength 2

Annual Sales of 15,700,000 Units

Passionate Support from Fans Sparks Major Movement

Popular for cooperative play between multiple users, the "Monster Hunter" series created a social phenomenon in Japan. Fans in North America and Europe are crazy about the "Resident Evil" series. Even in developing countries, mobile games are popular. Capcom games attract multitudes of fans across borders.

Capcom Home Video Game Unit Shipments



戦国
BASARA
HD Collection



BIOHAZARD



Street Fighter 2
Special Champion Edition



MONSTER
HUNTER 3G



Capcom's
Strength

Strength 3

6 Hollywood Films Bring in 800 Million Dollars* at Box Office

Possessing an Abundance of Powerful Content for Unlimited Business Expansion

Since our establishment in 1983, Capcom has continued to create new titles and popular series, possessing a wealth of powerful original content. Furthermore, we develop these creative worlds in a wide range of areas including film, television, publications, merchandise and gaming machines in an attempt to expand our business field and maximize profits.

* Box office total for Hollywood films based on Capcom games.

Single Content Multiple Usage Achievements

(Fiscal 2012 Net Sales)

Home Video Games
¥53,501 million



Mobile Contents
¥6,308 million



Amusement Equipments
¥7,663 million



Arcade Operations
¥11,729 million



Others
(Movies, Publications)
¥2,862 million



Content for Unlimited
Business