

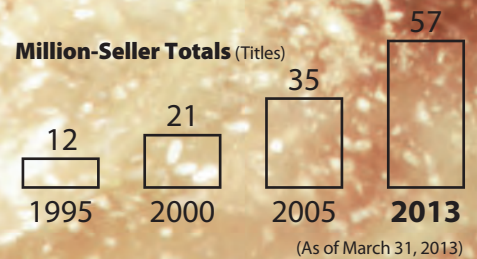


Strength 1

Three Million-Seller Titles This Year Brings Total to 57

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

Since our founding in 1983, Capcom has generated one creative game genre after another, from "Street Fighter" to "Resident Evil" and "Monster Hunter". In this the 30th year since our establishment, we are moving forward with the development of new title "deep down" for next-generation consoles, representing the culmination of Capcom technology and our next leap forward.



Next Generation Console Development Engine "Panta Rhei"

Development engines support daily game development and can be thought of as the core element of game manufacturers. In addition to the "MT Framework" integrated development environment we have employed since 2006, we are moving forward with the development of "Panta Rhei", a new efficient development environment for the upcoming highly functional next-generation of game consoles. Together, these two engines will enable the creation of even more creative titles.





Strength 2

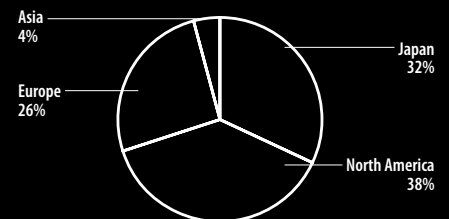
Annual Sales of 14,000,000 Units*

Passionate Support from Fans Sparks Major Movement

Appealing titles go beyond nationality, region and race to capture fans' hearts. Capcom has a number of series with passionate fans all over the world. In 2013, a global fad called "hadoukening" arose where fans shared pictures of themselves on SNS in which they imitate "hadouken", a deadly fighting technique made famous by a character from the "Street Fighter" series.

* Package software global unit sales

Package Software Global Sales

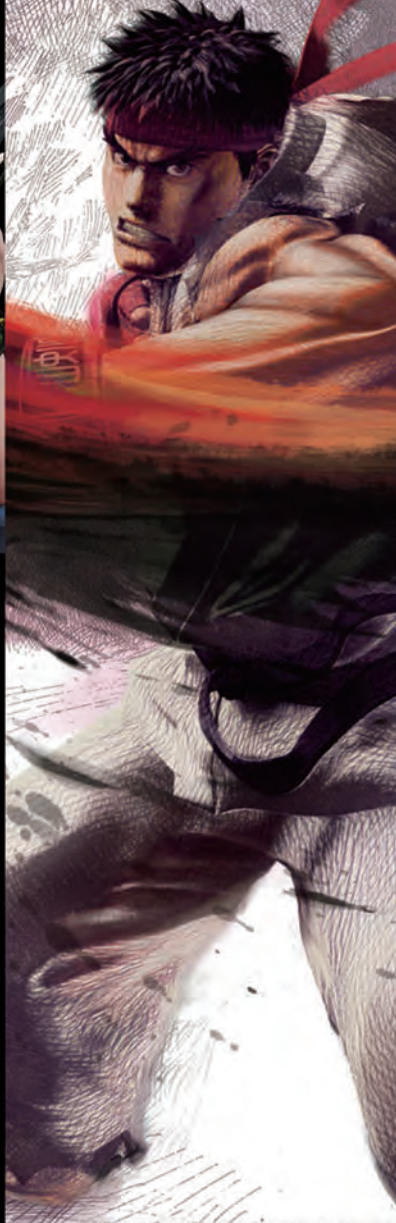




BIOHAZARD®
REVELATIONS
UNVEILED EDITION



Capcom's
Strength



Strength 3

7 Hollywood Films Bring in 1 Billion Dollars* at Box Office

Possessing an Abundance of Powerful Content for Unlimited Business Expansion

Capcom titles with high potential are not limited to the game arena. They extend to the development of movies, stage productions, printed materials, merchandise and a wide range of other genres that make the daily lives of users vibrant and enjoyable. Going forward, we will continue to promote our Single Content Multiple Usage strategy in an attempt to maximize earnings.

* Total box office proceeds from Hollywood films based on Capcom games.

Single Content Multiple Usage Achievements (Fiscal 2012 Net Sales)

