



**Capcom Co., Ltd.**  
**(Tokyo and Osaka Exchanges,**  
**1st section, 9697)**

**Financial Highlights**  
**First Half of Fiscal Year ending**  
**March 31, 2013**

# Forward-looking Statements

**Strategies, plans, outlooks and other statements that are not historical facts are based on assumptions that use information currently available and reasonable judgments. Actual performance may be significantly different from these statements for a number of reasons.**

**In the entertainment industry, which includes Capcom, performance may be highly volatile because of diversifying user needs and other changes in market conditions. Items that can affect Capcom's performance include: (1) the number of hit titles and sales volume in the Home Video Game Business, which accounts for the majority of sales; (2) progress in developing home video games; (3) the popularity of home video game players; (4) sales outside Japan; (5) changes in stock prices and exchange rates; (6) alliances with other companies concerning product development, sales and other operations; and (7) changes in market conditions. Please note that this is not a complete list of factors that can influence Capcom's operating results.**

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# 1. Consolidated Statements of Income

# Consolidated Statements of Income

## ■ Results in FY9/11 vs. FY9/12

(Million yen)

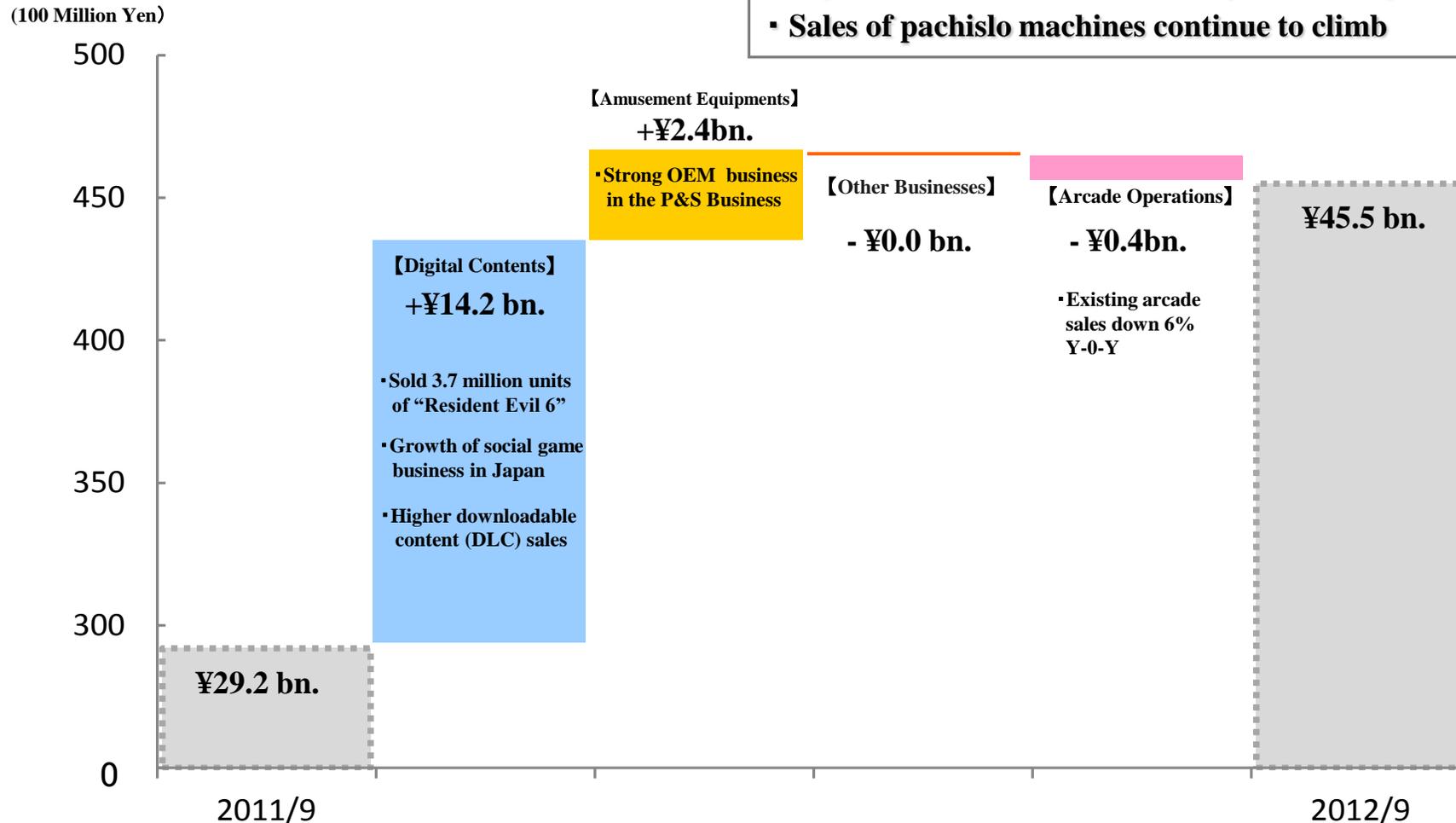
	2011/9	2012/9	Difference
Net sales	29,252	45,538	16,286
Operating income	2,782	6,515	3,733
Ordinary income	1,907	6,076	4,169
Net income	906	4,125	3,219

- First half performance was generally strong in relation to the outlook.
- Due mainly to a strong performance by the Digital Contents business, sales and earnings were much higher than one year earlier.
- Sales and earnings at all levels rose to all-time highs for the first half of a fiscal year.

# Point of Consolidated Statements of Income (1)

## 2012/9 Net Sales (Fact of Increase and Decrease)

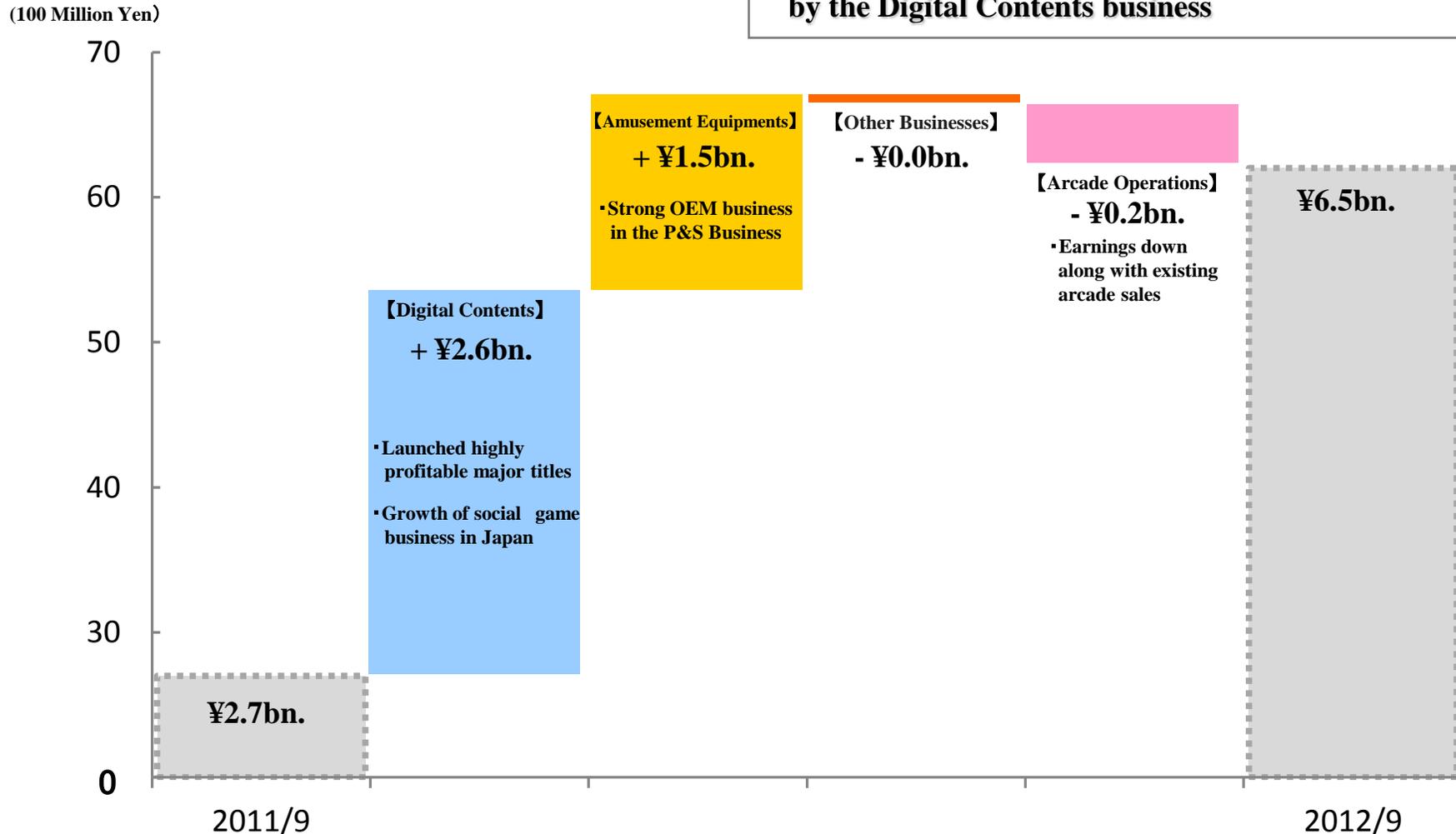
- Large increase in sales due to the launch of major titles in the Digital Contents business and higher online game sales
- Sales of pachislo machines continue to climb



# Point of Consolidated Statements of Income (2)

## ■ 2012/9 Operating Income (Fact of Increase and Decrease)

- Big increase resulting mainly from strong performance by the Digital Contents business



## 2. Consolidated Balance Sheets

# Consolidated Balance Sheets

## ■ Major Changes in Balance Sheet Items

(Million yen)

Assets	2012/3	2012/9	Difference
Cash on hand and in banks	24,752	26,131	1,379
Notes and accounts receivable, trade	17,285	15,706	-1,579
Work-in-progress for game software	22,373	23,922	1,549

### (1) Notes and accounts receivable, trade

Decreased due to collection of receivables associated with the launch of a major title late in the previous fiscal year

### (2) Work-in-progress for game software

Continues to increase despite the introduction of major titles because of growth in the number of games under development

(Million yen)

Liabilities	2012/3	2012/9	Difference
Short-term borrowings	7,259	11,546	4,287

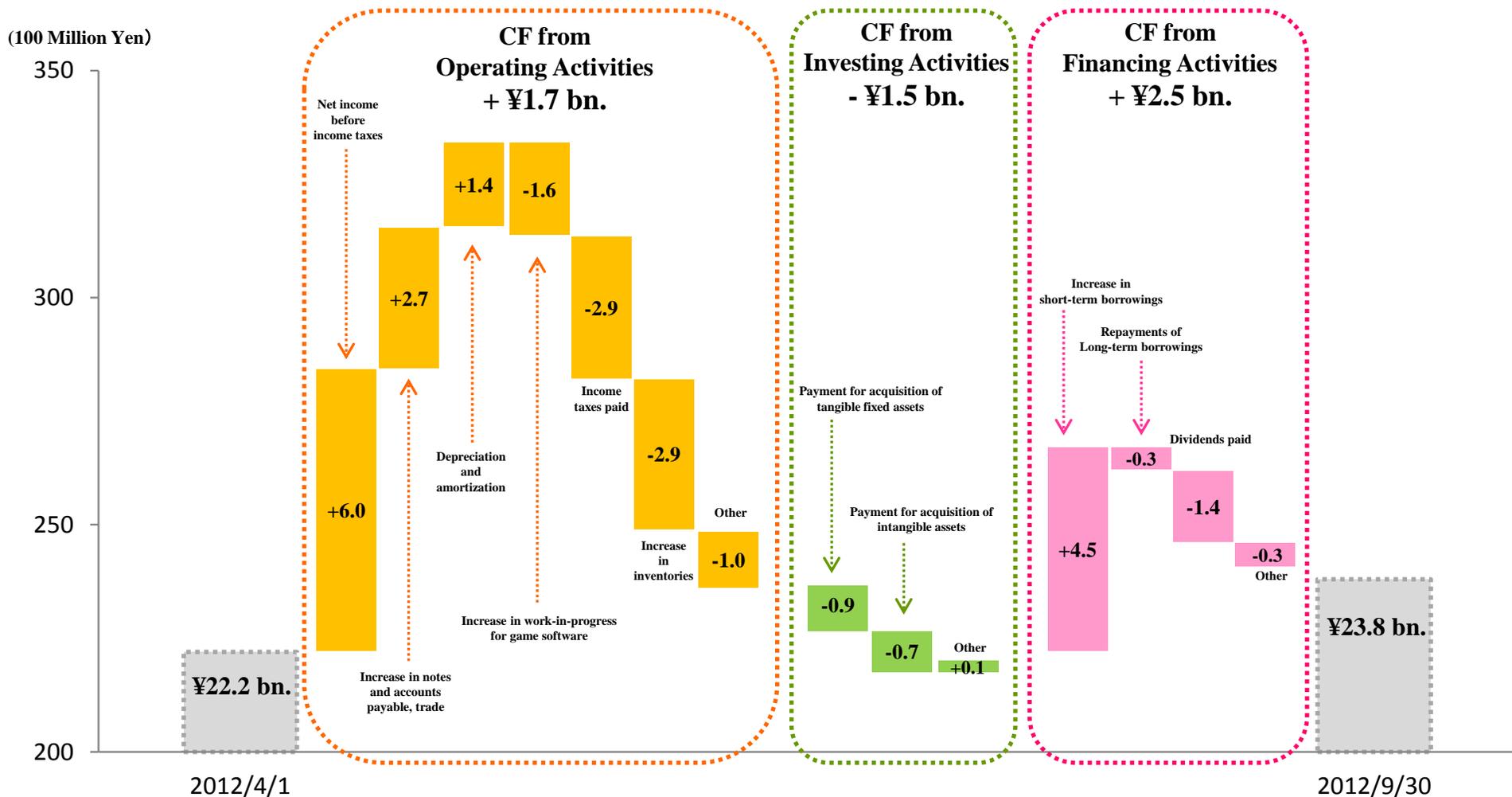
### (3) Short-term borrowings

Higher because of new loans

# 3. Consolidated Cash Flows

# Consolidated Cash Flows

## 2012/9 Consolidated Cash Flows (Fact of Increase and Decrease)





**CAPCOM**