



Capcom Co., Ltd.
(Tokyo and Osaka Stock Exchange,
First Section, 9697)

Financial Highlights
in Fiscal Year ended 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 consoles; (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.

< Contents >

- 1. Consolidated Statements of Income . . . P3**
- 2. Consolidated Balance Sheets . . . P8**
- 3. Consolidated Cash Flows . . . P10**
- 4. Business Segments . . . P12**

1. Consolidated Statements of Income

1-1. Consolidated Statements of Income

■ Results in FY3/12 vs. FY3/13

(Million yen)

	2012/3	2013/3	Difference
Net sales	82,065	94,075	12,010
Operating income	12,318	10,151	-2,167
Ordinary income	11,819	10,944	-875
Net income	6,723	2,973	-3,750

- Sales increased but operating income decreased mainly because of lower profitability in the Consumer business
- Big drop in net income because of special losses of 7,224 million yen, including business restructuring expenses
- Earnings per share of common stock was 51.64 yen

1-1. Consolidated Statements of Income

■ FY3/13 Plan vs. Results

(Million yen)

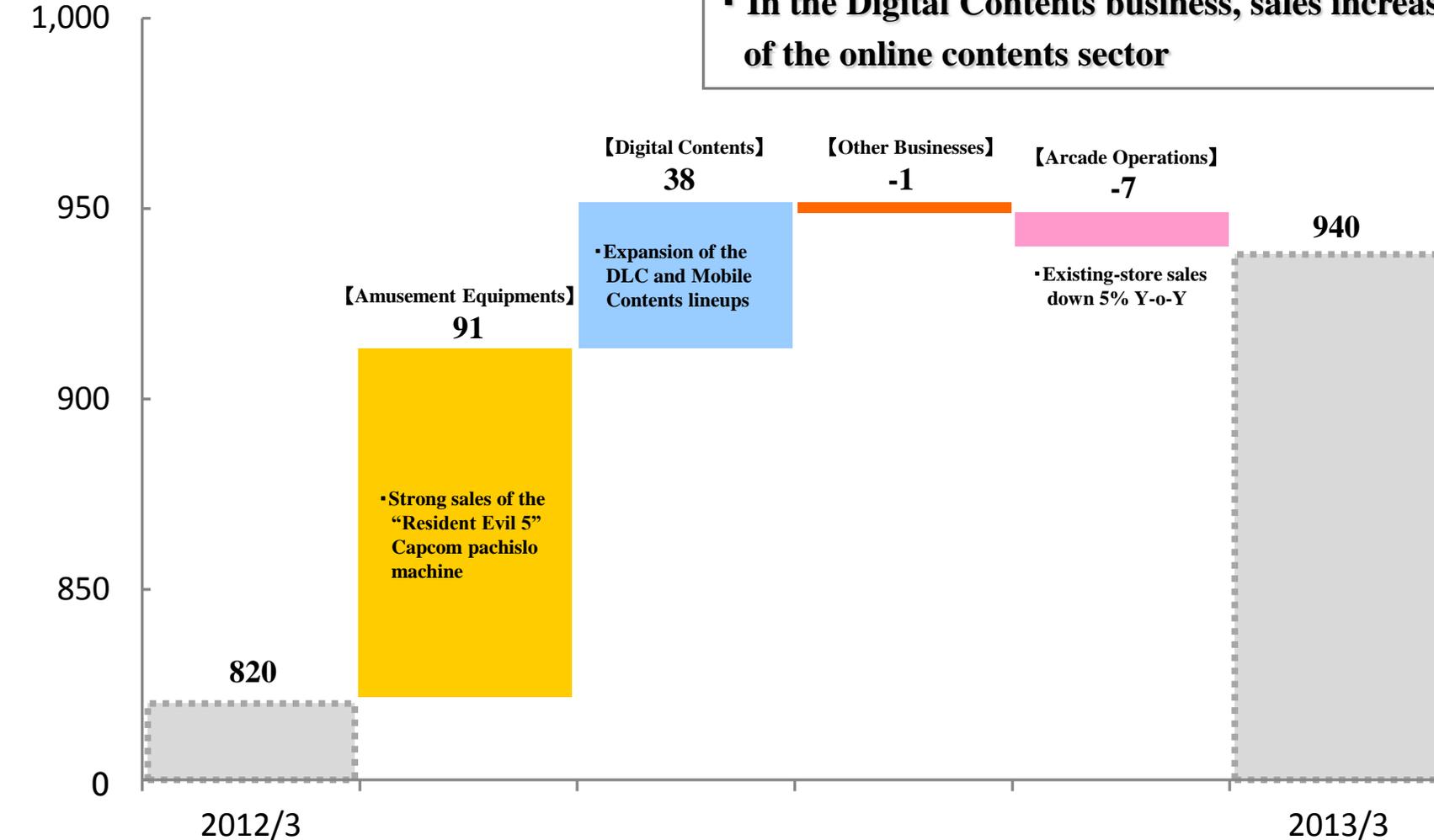
	2013/3Plan	2013/3	Difference
Net sales	94,000	94,075	75
Operating income	10,000	10,151	151
Ordinary income	10,900	10,944	44
Net income	2,900	2,973	73

■ Results of operations matched the revised forecast announced on April 18, 2013

1-2. Point of Consolidated Statements of Income (1)

2013/3 Net Sales

(100 Million Yen)



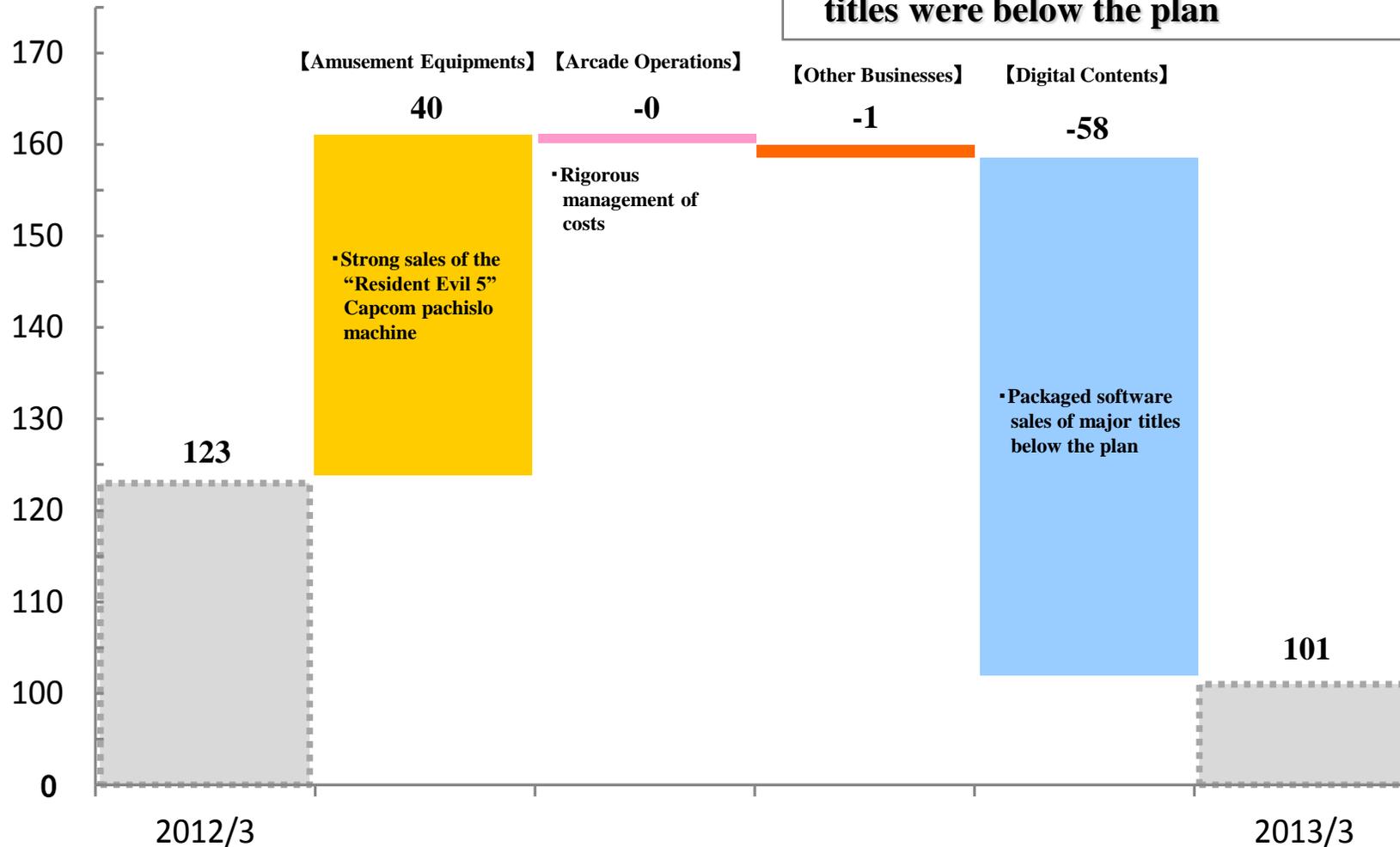
- In the Amusement Equipments business, strong sales of Capcom pachislo machines produced a big increase in sales
- In the Digital Contents business, sales increased with growth of the online contents sector

1-2. Point of Consolidated Statements of Income (2)

2013/3 Operating Income

- In the Amusement Equipments business, earnings were much higher
- In the Digital Contents business, earnings were down primarily because of packaged software sales of major titles were below the plan

(100 Million Yen)



2. Consolidated Balance Sheets

2. Pont of Consolidated Balance Sheets

■ Major Changes in Balance Sheet Items

(Million yen)

	2012/3	2013/3	Difference
Cash on hand and in banks	24,752	31,522	6,770
Notes and accounts receivable, trade	17,285	11,687	-5,598
Work-in-progress for game software	22,373	18,888	-3,485

(1) Cash on hand and in banks

- Increased mainly because of the collection of receivables

(2) Notes and accounts receivable, trade

- Down because the launch of a major title late in the previous fiscal year raised receivables one year earlier

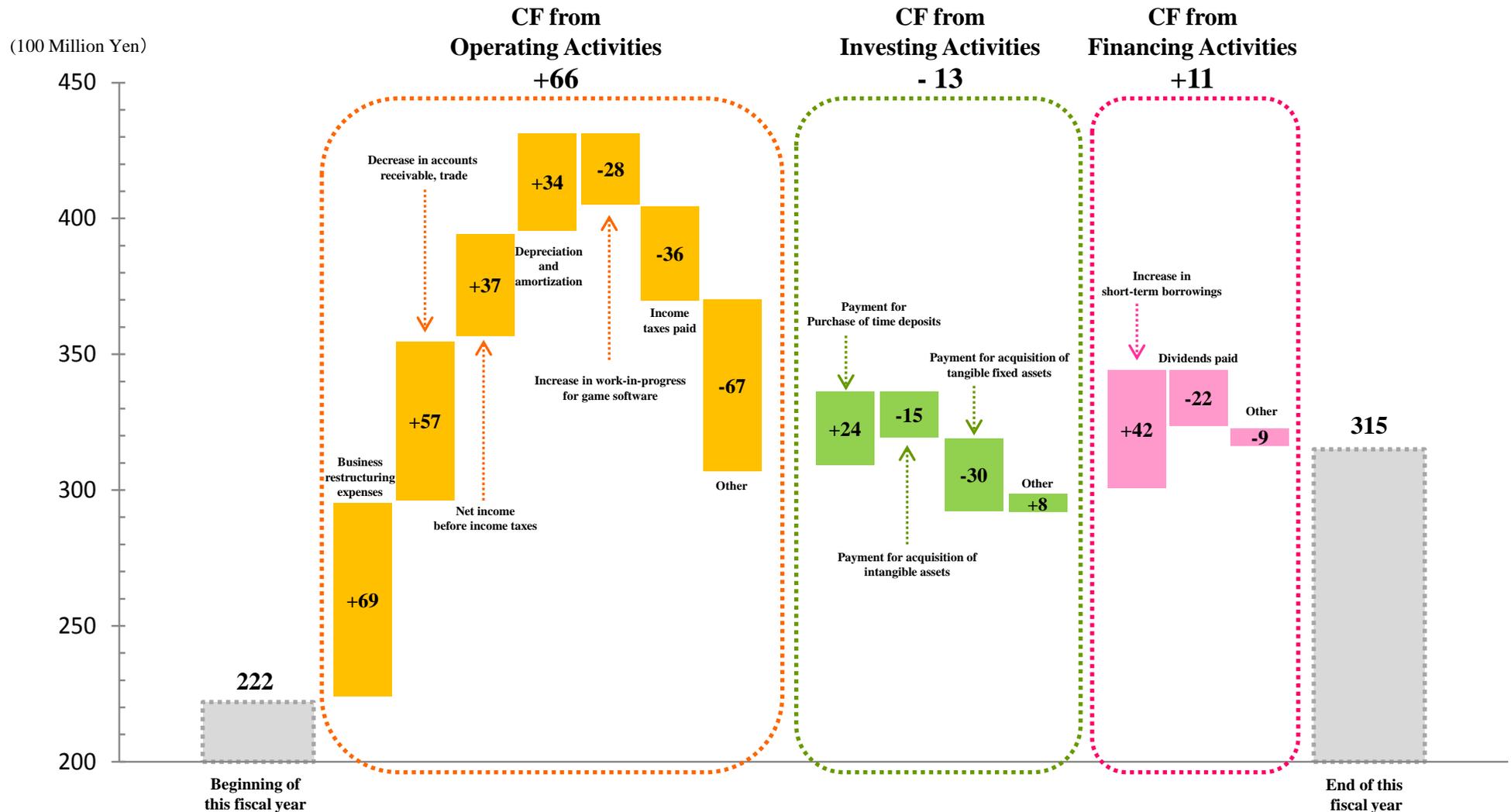
(3) Work-in-progress for game software

- Down because of reevaluations of the game title lineup in association with business restructuring

3. Consolidated Cash Flows

3. Point of Consolidated Cash Flows

2013/3 Consolidated Cash Flows



4. Business Segments

4-1. Digital Contents (1)

**Sales higher due to the growth of online contents
Earnings down chiefly because of a shortfall
in sales of major title packaged software**

■ Digital Contents Performance

(100 million yen)

	2011/3	2012/3	2013/3
Net sales	742	598	636
Operating income	138	128	70
Operating margin	18.7%	21.5%	11.1%
(Composition)			
Package	613	441	407
Online Contents			
DLC	24	28	52
Mobile Contents	40	63	110
PC Other	65	66	67
Online contents total	129	157	229

4-1. Digital Contents (2)

**Download sales were higher
but Consumer business sales were unchanged**

Digital Contents Highlights (Package Software)

- **Sales were below the initial target because of sales of major titles were below the plan and launches of some titles were pushed back**
 - ⇒ “Resident Evil 6” shipments were 4.9 million units but repeat sales were weak
 - ⇒ The debut of “Monster Hunter 4” has been pushed back to the summer of 2013

Digital Contents Highlights (DLC)

- **Increased sales of main title downloads and additional content downloads**
 - ⇒ DLC associated with major titles like “Dragon’s Dogma” and “Resident Evil: Operation Raccoon City” contributed to sales
 - ⇒ Higher sales from main title downloads of “Resident Evil 4” and other older titles

4-1. Digital Contents (3)

**Sales of the new game “Dragon’s Dogma”
surpassed one million units**

■ FY2012 Sales of Major Titles (Package Software)

(Thousand units)

Platform	Title	Region	Date	Result
PS3 Xbox 360	Resident Evil 6	Japan	2012/10/4	4,900
		North America	2012/10/2	
		Europe	2012/10/2	
PS3 Xbox 360	Dragon's Dogma	Japan	2012/5/24	1,300
		North America	2012/5/22	
		Europe	2012/5/25	
PS3 Xbox 360	DmC Devil May Cry	Japan	2013/1/17	1,150
		North America	2013/1/15	
		Europe	2013/1/15	
PS3 Xbox 360 PC	Resident Evil: Operation Raccoon City <small>*Repeat Sales in North America and Europe (Xbox 360/PS3)</small>	Japan	2012/4/26	650
		North America	2012/3/20	
		Europe	2012/3/23	

*Sales for Japan include the entire Asian region.

4-1. Digital Contents (4)

Sales volume declined partly because of the launch of major titles in the previous fiscal year in Japan.

■ FY3/13 Package Software Unit Sales

(Thousand units)

	2011/3	2012/3	2013/3	Difference
Titles (units)	53	68	46	-22
Japan	9,000	6,800	4,500	-2,300
North America	6,000	5,100	5,400	300
Europe	5,000	3,300	3,600	300
Asia	500	500	500	0
Total	20,500	15,700	14,000	-1,700

(Composition) (Thousand units)

	2011/3	2012/3	2013/3	Difference
Distribution titles	650	1,250	550	-700
Old titles	4,000	3,900	3,900	0

* "Titles" are the number of the new package titles released during the fiscal year

4-1. Digital Contents (5)

**An expanded lineup of social games
drove global growth of online contents sales**

■ Digital Contents Highlights (Mobile Contents)

- Using the Capcom brand, the social game lineup was enlarged in Japan and cumulative registered users is more than 8.6 million
- Using the Beeline brand, cumulative downloads are more than 100 million, primarily for “Smurfs’ Village”
- The use of both brands in Asia is building a sound base for expansion into more countries and regions

■ Digital Contents Highlights (PC Other)

- The primary title “Monster Hunter Frontier Online” is making a consistent contribution to sales and earnings
- Adding new services such as the “Onimusha Soul” browser game

4-2. Arcade Operations

Sales down but earnings level due to strict cost management and thorough examinations for closing arcades

■ Arcade Operations Highlights

- Used extensive measures to improve the efficiency of existing arcades

⇒ Sales for existing arcades (cumulative) down 5% from the previous fiscal year

■ Number of Arcades

(Facilities)

	2011/3	2012/3	2013/3
New arcades	0	0	0
Closing arcades	1	0	3
Total	37	37	34



“Plaza Capcom Morioka Arcade”

■ Arcade Operations Performance

(100 million yen)

	2011/3	2012/3	2013/3	Difference
Net sales	116	117	109	-8
Operating income	11	17	17	0
Operating margin	9.7%	15.2%	15.6%	-
Year-to-year ratio of existing stores	99%	101%	95%	-

4-3. Amusement Equipments (1)

**Strong sales of Capcom pachislo machines
using major home video game series
Reinforced development and manufacturing operations**

Pachinko&Pachislo Highlights

- **The new Capcom pachislo machine was an unprecedented success.**
 - ⇒ Sales of the “Resident Evil 5” machine were about 48,000 units.
 - ⇒ Will continue to use the FIELDS CORPORATION sales alliance
- **Consigned business is also performing well**
 - ⇒ Started distributing the “CR Sengoku BASARA 3 – Battle of Sekigahara” pachinko machine in July 2012
 - ⇒ Started distributing the “Shin Onimusha Sairin” pachislo machine in March 2013
 - ⇒ Sales also benefited from repeat sales of “Monster Hunter”, a pachislo machine launched in the previous fiscal year



Pachislo Machine
“Resident Evil 5”

4-3. Amusement Equipments (2)

Big increases in sales and earnings mainly because of P&S growth

■ Arcade Games Sales Highlights

▪ **Launched a new coin-operated game using Capcom content**

⇒ Started distributing “Mario Party Kurukuru! Carnival” in June 2012

■ Amusement Equipments Performance

(100 million yen)

	2011/3	2012/3	2013/3	Difference
Net sales	79	76	167	91
Operating income	26	8	48	40
Operating margin	33.4%	11.6%	29.1%	-

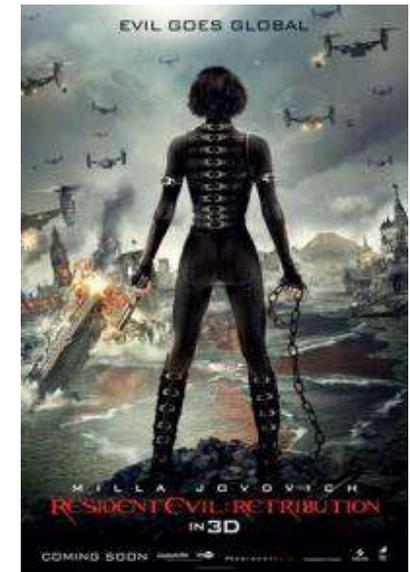
* Pachinko & Pachislo is about 90% of net sales, and Arcade Games Sales about 10%

4-4. Other Businesses

Continue to use the **Single Content Multiple Usage** strategy as part of the horizontal expansion of Capcom's game content

■ Character Contents Highlights

- Introduced character goods and strategy guidebooks linked to home video games
- Used movies, TV programs, stage productions and other activities to raise awareness of Capcom games among people who do not play these games
 - ⇒ The Hollywood movie “Resident Evil: Retribution” debuted in September 2012
 - ⇒ The TV program “Sengoku BASARA – MOONLIGHT PARTY” aired in 2012
 - ⇒ The Takarazuka Revue “Prosecutor Miles Edgeworth: Ace Attorney 3” started in January 2013



“Resident Evil: Retribution”

©2012 Screen Gems, Inc. All Rights Reserved.

■ Other Businesses Performance

(100 million yen)

	2011/3	2012/3	2013/3	Difference
Net sales	38	28	27	-1
Operating income	10	8	7	-1
Operating margin	28.2%	30.6%	27.3%	-