



**Capcom Co., Ltd.**  
**(Tokyo Exchange, First Section, 9697)**

**Forecast Revisions for the  
Fiscal Year ending March 31, 2015**

# Precautions Concerning 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 Consumer Online Games 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.**

## < Reasons for revisions >

- **Postponement of launch of Capcom pachislo model**
- **Delay in launches of some small titles in the Consumer sub-segment**
- **Change in timing for the start of distribution for some PC online titles**

# Consolidated Forecast Revisions (2)

## ■ Forecast for the Fiscal Year ending March 31, 2015

(Million Yen)

	2015/3 Forecast	Revised Forecast	Difference	Difference (%)
Net sales	80,000	65,000	(15,000)	(18.8%)
Operating income	10,500	10,500	-	0.0%
Ordinary income	10,200	10,700	500	4.9%
Net income	6,600	6,800	200	3.0%

- **The sales forecast has been reduced mainly because of delays in the launches of some titles in the Digital Contents and Amusement Equipments businesses**
- **There is no change in the operating income forecast because of strong digital download sales, which have a high profit margin, and cost-cutting measures in all business segments**
- **The ordinary and net income forecasts are higher because of foreign exchange gains**

# Consolidated Forecast Revisions (3)

## Forecast for the Fiscal Year ending March 31, 2015 (By Business Segments)

(Million Yen)

	Net Sales			Operating Income		
	2015/3 Forecast	Rivised Forecast	Difference	2015/3 Forecast	Rivised Forecast	Difference
Digital Contents	56,500	45,500	Δ 11,000	8,000	9,500	1,500
Consumer	43,500	35,000	Δ 8,500	-	-	-
Mobile Contents	5,000	4,300	Δ 700	-	-	-
PC Others	8,000	6,200	Δ 1,800	-	-	-
Arcade Operations	10,000	9,500	Δ 500	1,300	1,200	Δ 100
Amusement Equipments	11,000	7,500	Δ 3,500	4,000	2,700	Δ 1,300
Other Businesses	2,500	2,500	-	900	800	Δ 100
Elimination and Corporate	-	-	-	Δ 3,700	Δ 3,700	-
Consolidated Total	80,000	65,000	Δ 15,000	10,500	10,500	-

# Consolidated Forecast Revisions (4)

## ■ FY2014 Units Sales Plan (Consumer sub-segment)

(Thousand units)

	2013/3	2014/3	2015/3 Plan	2015/3 Revised Plan	Difference
<b>Titles</b>	<b>46</b>	<b>42</b>	<b>25</b>	<b>33</b>	<b>8</b>
<b>Package</b>					
<b>Japan</b>	<b>4,500</b>	<b>6,700</b>	<b>5,200</b>	<b>4,400</b>	<b>-800</b>
<b>North America</b>	<b>5,400</b>	<b>3,800</b>	<b>2,600</b>	<b>2,400</b>	<b>-200</b>
<b>Europe</b>	<b>3,600</b>	<b>1,900</b>	<b>1,000</b>	<b>1,000</b>	<b>-</b>
<b>Asia</b>	<b>500</b>	<b>300</b>	<b>200</b>	<b>200</b>	<b>-</b>
<b>Package Total</b>	<b>14,000</b>	<b>12,700</b>	<b>9,000</b>	<b>8,000</b>	<b>-1,000</b>
<b>Digital download contents</b>					
<b>Full-game</b>	<b>2,700</b>	<b>4,800</b>	<b>6,000</b>	<b>5,500</b>	<b>-500</b>
<b>Total</b>	<b>16,700</b>	<b>17,500</b>	<b>15,000</b>	<b>13,500</b>	<b>-1,500</b>