

**Summary of Q&A at the Briefing  
on the Consolidated Financial Results  
for the Second Quarter of the Year ending March 31, 2016  
(October 30, 2015)**

Q. Please explain your progress toward your medium-term goals and your level of confidence concerning growth in the next few fiscal years.

A. Our current medium-term goals are not based on ambitious plans for every title in the Digital Contents business. Furthermore, titles under development those are on our balance sheet as work in progress will contribute to more than just our Consumer business during the next two fiscal years. We also expect to launch these new titles in the Mobile Contents and PC Online business, which are markets with good prospects for growth. We believe that we can reach the targets in our plan if these activities go well.

Q. Please provide information about the current performance of “Monster Hunter Online” and your expectations for this title.

A. Currently, Tencent Holdings Limited (Tencent) is carefully examining market conditions and preparing for the official start of services. We believe that Tencent has high expectations for this title and is working hard on its launch. The Tencent Games Carnival will take place starting on November 13, 2015. At this event, an announcement about the current status of “Monster Hunter Online” is planned.

Q. What is your strategy for Mobile Contents starting in the next fiscal year in response to the good performance of “Monster Hunter Explorer”?

A. Our analysis of “Monster Hunter Explorer” indicates that casual users who enjoy games on mobile devices are slowly beginning to grow accustomed to full-scale games. Starting in the next fiscal year, we will study ways to use titles that incorporate our own content while utilizing experience gained from “Monster Hunter Explorer”.

Q. Do you plan to increase the number of developers in the Mobile Contents sector?

A. Mobile Contents and PC Online are important business segments where we foresee more growth. As a result, we believe that we need to increase the number of employees in these areas.

Q. What are your plans involving new platforms (NX, PlayStation® VR and others) and the timing of launches of Capcom titles for these platforms?

A. Our R&D operations are working on technologies for many types of hardware. We will consider the possibility of creating technology demonstrations and making versions of titles under development for these new platforms. At this time, we have not announced any plans for specific products or the timing of a product launch.

Q. What are you doing in the field of e-Sports?

A. e-Sports are very popular in Europe and North America. We plan to use e-Sports as part of our promotional activities. For “Street Fighter V”, which we plan to start selling in February 2016, we expect to utilize the e-Sports infrastructure we have created around the Capcom Pro Tour, in order to maintain the popularity of this new title for a long time.

Q. When will you launch the next “Resident Evil” title?

A. We have not made any announcements about a new “Resident Evil” title.

Q. Please explain your medium-term strategy for China.

A. China is an enormous market where a high percentage of game users enjoy PC online games. Many Chinese game companies, including Tencent, are currently seeking well-known global content. As a result, we believe that our IP as well can be very attractive to game players in China. We will take actions only after carefully studying market conditions in China and will not aim for short-term earnings.

Q. Do you plan to continue increasing the number of developers? If so, how will you allocate the new people among your business units?

A. We plan to continue to recruit large numbers of developers. The new people will be assigned mainly to Digital Contents business. We plan to enlarge the lineup of games under development in the Consumer business, and we also need to establish a 24-hour infrastructure for the operation of our PC online games and mobile games. We need more people than when our operations were only in the home video games. Additionally, there is a critical need to establish a framework for the efficient deployment of developers.

Q. Please explain how advances in the performance of mobile devices are altering the game development environment.

A. The performance of mobile devices will probably advance at some point to the same level as the capabilities of home consoles (for consumer games) and PCs. The different environments of mobile, PC and consumer categories mean that people play games in different ways and for different lengths of time. As a result, we believe that the method and approach used to develop games will have to continue to match the characteristics of each device.

Q. Do you plan to continue operating the Amusement Equipments business despite the significant associated risks, including stricter regulations?

A. We will continue operating this business. Amusement Equipments is a source of earnings as well as part of our single content multiple usage strategy. We would like to increase synergies for IP developed in our consumer operations in order to maximize earnings.

Q. What are your plans for mobile platform operations in China?

A. China and Japan use different types of mobile devices and likes and dislikes of users in the two countries are different. This is why selling Japanese apps in China with no revisions may not be successful. In Asia, we plan to work with partner companies in other countries in order to study local markets and meet the needs of consumers.

Q. What are your thoughts about cloud games?

A. We will utilize our multi-platform strategy for cloud games, too. We are currently studying various technologies. In addition, we are performing extensive studies of cloud games that include examinations of the status of platform holders, determining which titles are suitable for cloud games and other activities.