



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

**Financial Highlights**  
**First half of fiscal year ending March 31, 2016**

# 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 FY9/14 vs. FY9/15

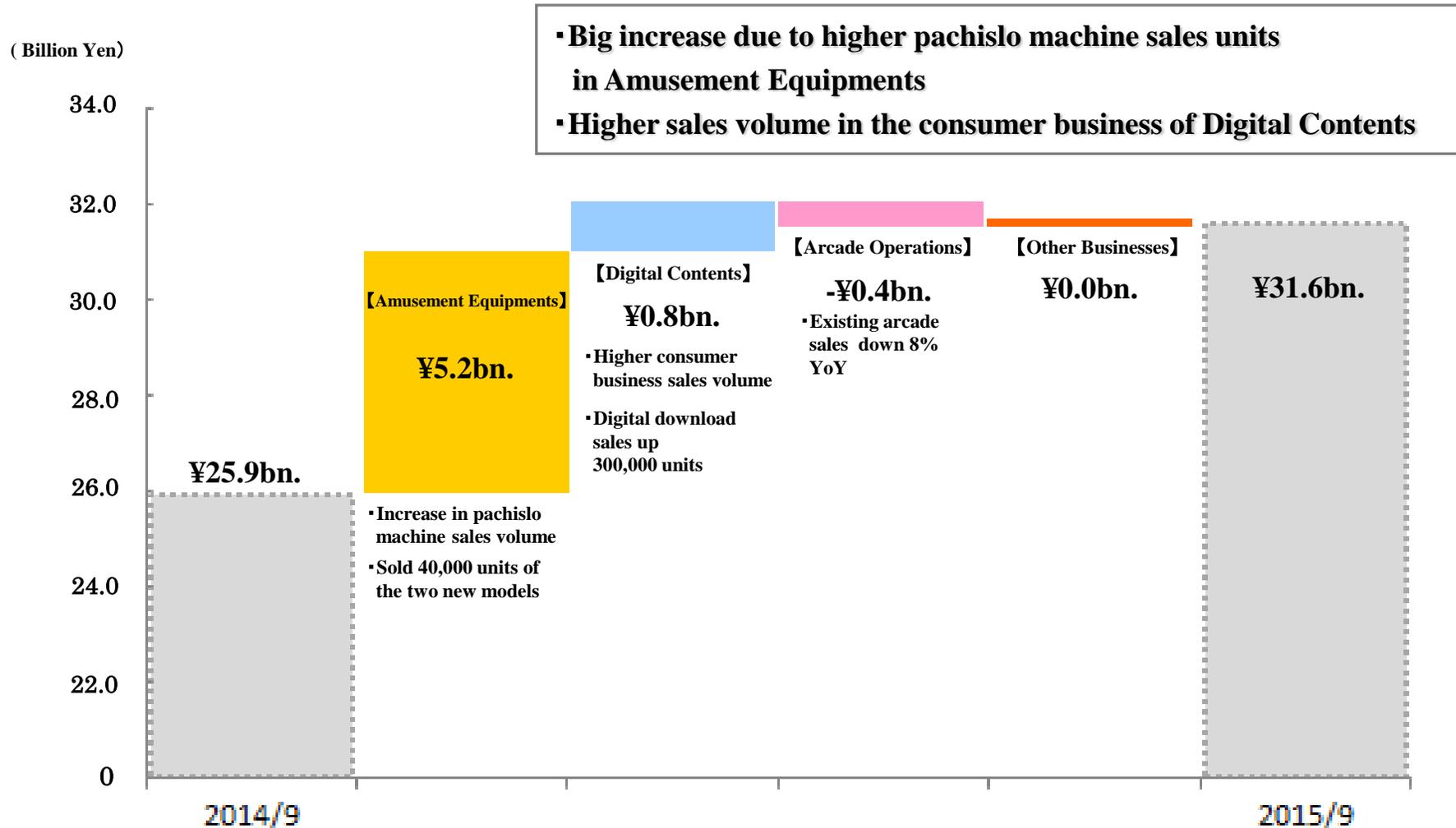
(Million yen)

	2014/9	2015/9	Difference
Net sales	25,917	31,638	5,721
Operating income	4,383	2,844	-1,539
Ordinary income	4,540	2,891	-1,649
Net income	2,973	1,951	-1,022

- Sales were up but earnings were down because of a higher cost of sales ratio in Amusement Equipments (Pachislo) and Digital Contents and below-plan sales for some titles.

# Point of Consolidated Statements of Income (1)

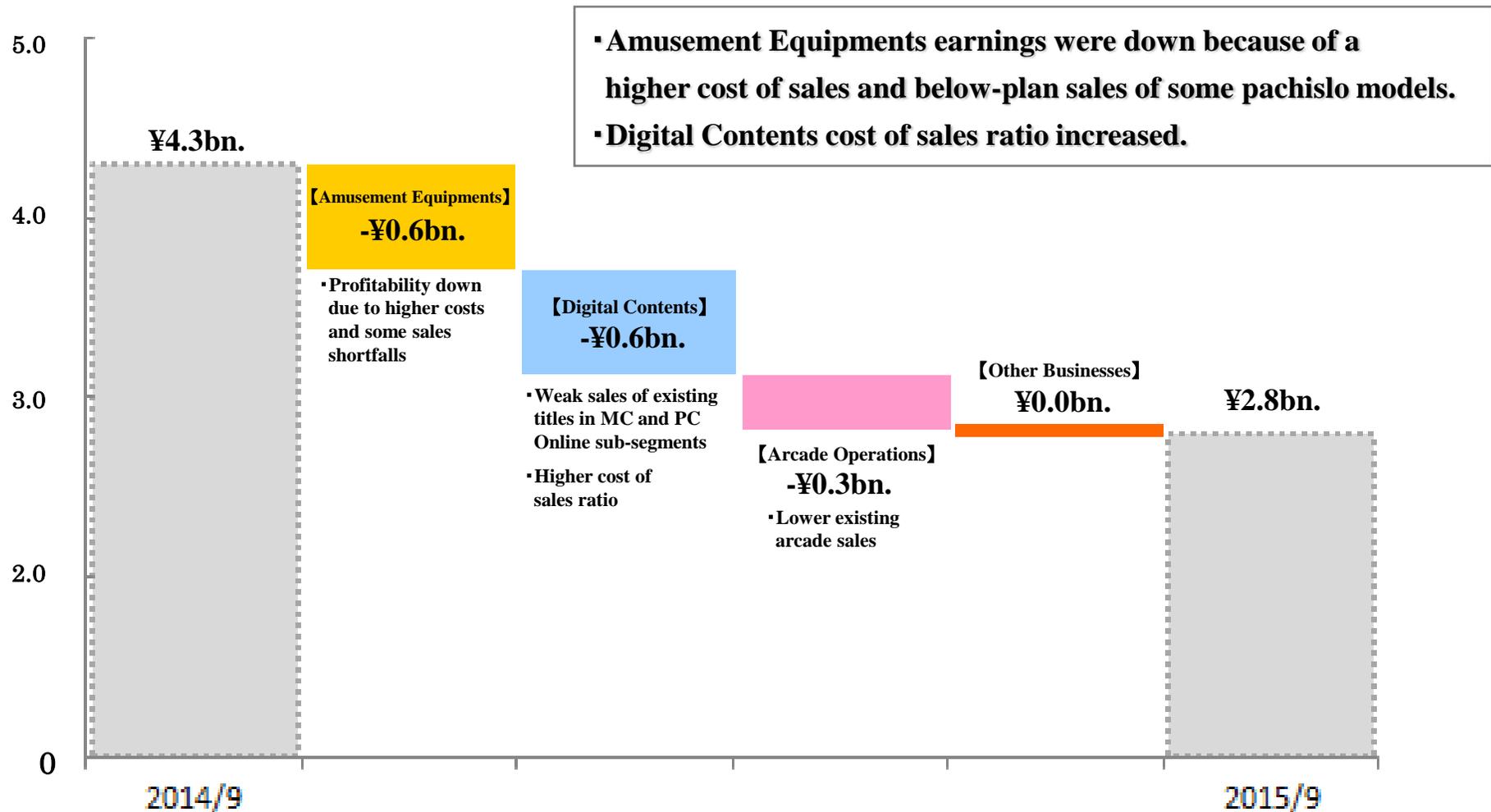
## ■ FY9/15 Net Sales (Fact of Increase and Decrease)



# Point of Consolidated Statements of Income (2)

## ■ FY9/15 Operating Income (Fact of Increase and Decrease)

(Billion Yen)



## **2. Consolidated Balance Sheets**

# Consolidated Balance Sheets

## ■ Major Changes in Balance Sheet Items

(Million yen)

Assets	2015/3	2015/9	Difference
Work-in-progress for game software	16,833	21,874	5,041
Online contents in progress	7,895	5,354	-2,541

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

- Increased in association with progress with the development of consumer business products

### (2) Online contents in progress

- Decreased because of the launch of online and mobile contents products

(Million yen)

Liabilities	2015/3	2015/9	Difference
Notes and accounts payable, trade	3,089	3,071	-18
Electronically recorded monetary liabilities	988	6,054	5,066

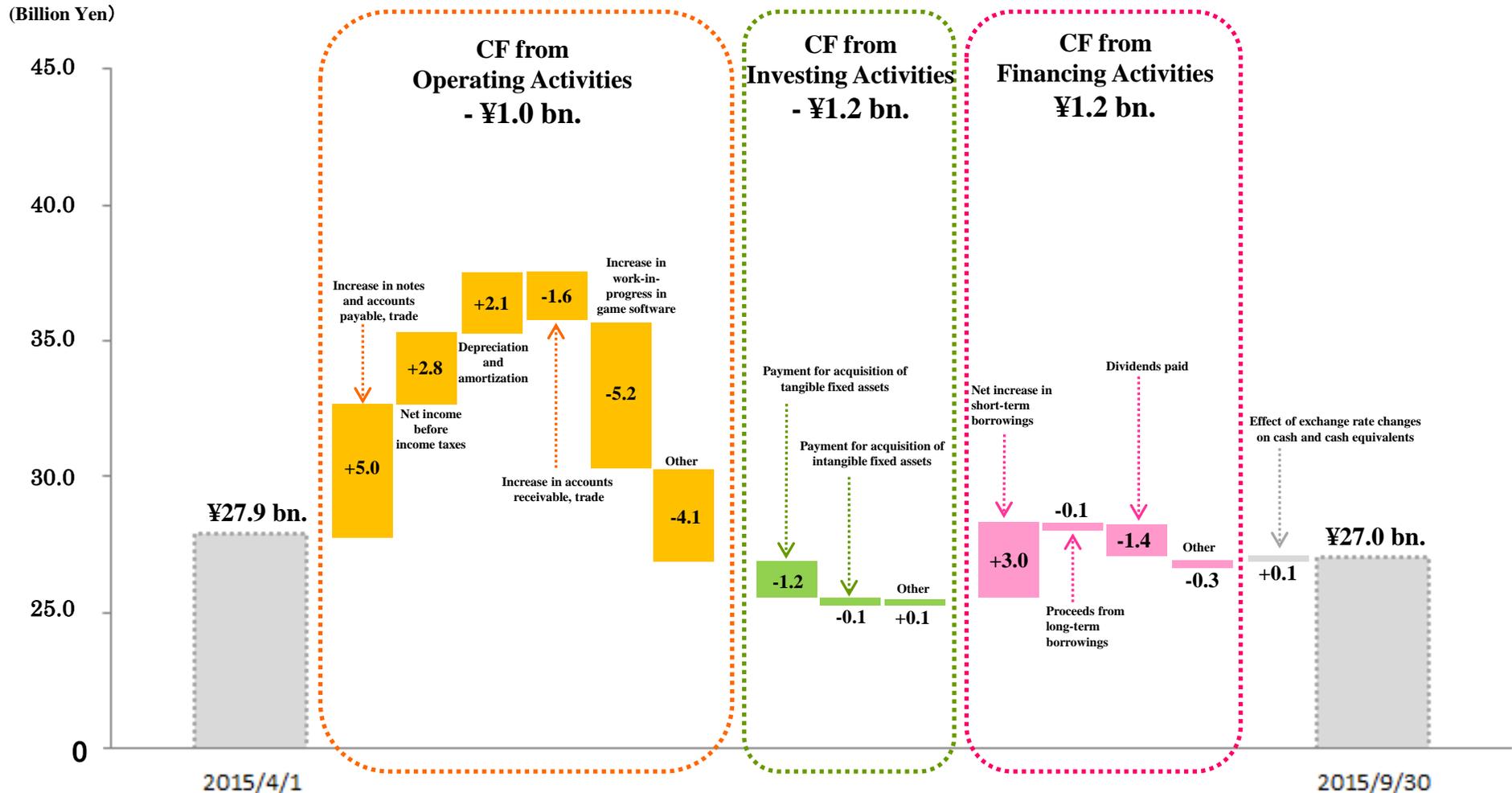
### (3) Notes and accounts payable, trade / Electronically recorded monetary liabilities

- Higher accounts payable - trade for purchases involving pachislo machines

# 3. Consolidated Cash Flows

# Consolidated Cash Flows

## ■ FY15/9 Consolidated Cash Flows (Fact of Increase and Decrease)





**CAPCOM**