

**Financial Results Briefing for the
Fiscal Year ended March 31, 2018: Q&A Summary
(May 9, 2018)**

Q. What will your Consumer games lineup be in the fiscal year ending March 31, 2019?

A. For strategic reasons, we are refraining from providing details at this time, however, our scheduled lineup for this fiscal year includes two million-selling major titles.

Q. Tell me about your progress with the mobile titles you are developing in cooperation with external partners, and your release schedule for these titles.

A. We are unable to provide specific details at this time. We are working to be able to release titles with these partners, both in Japan and in overseas markets, during the fiscal year ending March 31, 2019.

Q. *Monster Hunter: World* was a hit during the fiscal year ended March 31, 2018; what impact will it have on the Consumer business going forward?

A. We created *Monster Hunter: World* as a title that takes full advantage of game hardware specifications in order to build *Monster Hunter* into a global brand. Our success in making it a hit shows both the capabilities of our developers and the brand power of our IP. In order to continue growing as a global company, we are making the level of quality found in *Monster Hunter: World* a benchmark for the AAA titles we develop going forward.

Q. How much time will be needed to monetize Capcom's eSports business?

A: In order to monetize our eSports business, or acquire sponsors who provide funding, we believe that first, in addition to expanding the base of users who enjoy esports, it is necessary to build a track record of success in the esports market. To this end, we would like to take a medium-term approach to this business, rather than focusing on short-term monetization.

Q. What will be necessary for Capcom to grow over the next five years?

A. While the Japanese home video game market is sizable, it is less than 10% the size of the global market. We believe that Capcom must win out against publishers on the global stage, such as those in the U.S. and Europe, in order to grow in the medium- to long-term. Esports, which has been garnering attention throughout the globe, provides the perfect opportunity for us to compete on the world stage. The Capcom brand already enjoys high levels of recognition globally; as such, we are streamlining our corporate structure in order to leverage this brand recognition and win out at the global level.