



February 4, 2013

Press Release

Company Name : Capcom Co., Ltd.  
Representative: Haruhiro Tsujimoto, President and COO  
( Company Code: 9697 Tokyo-Osaka Stock Exchange )  
Contact: Public Relations and Investor Relations Office  
Phone Number: +81-6-6920-3623

**Sales for the 9 Months of FY2012 Increased 44.6%,  
as well as Operating Income Expanded by 45.9% from the Same Term Last Year**

- Aiming to achieve revised forecast by sales of major titles and Capcom's pachislo machine "Resident Evil5" -

Capcom Co., Ltd. would like to announce that net sales increased to 72,699 million yen (up 44.6% from the same term last year) in the 9 months of fiscal year ending March 31, 2013. As for profits, operating income increased to 9,838 million yen (up 45.9 % from the same term last year), and ordinary income increased to 10,054 million yen (up 72.6 % from the same term last year). Net income for the current period increased to 6,645 million yen (up 104.9 % from the same term last year).

During the 9 months, the flagship title "Resident Evil 6" surpassed 4.8 million units. In addition, the entirely new brand game "Dragon's Dogma" as well as "Monster Hunter 3 (Tri) G HD Ver." for the new console "Wii U" enjoyed success in the profitable domestic market. Moreover, as for online contents where there seem to be ample room for growth, the cumulative registered social game members in Japan surpassed 7.2 million and expanded the scale of the Digital Contents business.

Additionally, in the Amusement Equipments business, the sales of Capcom's pachislo machine "Resident Evil5" was exceeding the projected figures as a result of getting highly praised in the market, which made a big contribution to sales and earnings.

As a result, consolidated financial results for ended December 31, 2012 increased in both sales and profits from the previous term.

As for the forecast for the fiscal year ending March 31, 2013, please refer to the press release "Capcom Announces Forecast Revision for the Fiscal Year ending March 31, 2013 " (December 19, 2012).

### 1. Consolidated Financial Results for the 9 months ended December 31, 2012

(April 1, 2012 – December 31, 2012)

	Net sales	Operating income	Ordinary income	Net income
	Million Yen	Million Yen	Million Yen	Million Yen
9 months ended Dec. 31, 2012	72,699	9,838	10,054	6,645
9 months ended Dec. 31, 2011	50,270	6,744	5,823	3,242

### 2. Forecast for the Fiscal Year ending March 31, 2013

	Net sales	Operating income	Ordinary income	Net income	Earnings per share of Common stock
	Million Yen	Million Yen	Million Yen	Million Yen	Yen
Year ending March 31, 2013	93,500	10,000	10,000	6,500	112.88

### 3. Status of Each Operational Department

#### (1) Digital Contents

(Unit: Millions of Yen)

	9 months ended Dec. 31, 2011	9 months ended Dec. 31, 2012	Difference (%)
Net sales	35,730	49,720	39.2%
Operating income	7,308	7,322	0.2%
Operating margin	20.5%	14.7%	

- a. In the Digital Contents business, which constitutes our core competence, the flagship title “Resident Evil 6” (for PlayStation 3 and Xbox 360), despite recording brisk sales when it debuted, subsequently lost its momentum, resulting in the failure to achieve planned sales and fulfill its role as a driver of sales expansion. On the other hand, “Dragon’s Dogma” (for PlayStation 3 and Xbox 360) enjoyed popularity exceeding expectations in the more profitable domestic market, becoming a million-seller unprecedented among recent new brand games developed and published by the Company. Additionally, the lower-priced “Monster Hunter 3 (Tri) G Best Price!” (for Nintendo 3DS) also enjoyed steady growth.
- b. Furthermore, “Monster Hunter 3 (Tri) G HD Ver.”, our first title for the new console “Wii U”, which was launched in December 2012, also became a smash hit.
- c. In the meantime, with the increasingly widespread use of smartphones, “Minna to Monhan Card Master”, which started distributing through Mobage in the previous fiscal year, continued to maintain steady sales, and “Resident Evil: Outbreak Survive” for GREE achieved more than two million registered SNS members by steadily gaining new users.

- d. Other social games also remained generally strong; for example, “Smurf’s Village” under our “Beeline” brand continued to record long-term, stable sales, and “Smurf Life”, which began distribution in December 2012, was off to a good start.
- e. Additionally, the “Monster Hunter Frontier Online” series has remained a perennial favorite and has continued to bring in stable income.
- f. The resulting net sales were 49,720 million yen (up 39.2% from the same term last year) and operating income was 7,322 million yen (up 0.2% from the same term last year).

## (2) Arcade Operations

(Unit: Millions of Yen)

	9 months ended Dec. 31, 2011	9 months ended Dec. 31, 2012	Difference (%)
Net sales	<b>8,805</b>	<b>8,198</b>	-6.9%
Operating income	<b>1,490</b>	<b>1,271</b>	-14.7%
Operating margin	<b>16.9%</b>	<b>15.5%</b>	-

- a. In the Arcade Operations business, we focused on capturing a broad customer base by securing core users and attracting new customers by holding various events and providing pleasant facilities, which contributed to the enhancement of customer satisfaction.
- b. However, due to the lack of sales-driving products and our inability to avoid the backlash of increase in demand after the Great East Japan Earthquake, sales remained weak.
- c. Since we closed three unprofitable arcades, the total number of arcades became 34 as of the end of the current period.
- d. The resulting net sales were 8,198 million yen (down 6.9% from the same term last year) and operating income was 1,271 million yen (down 14.7% from the same term last year).

## (3) Amusement Equipments

(Unit: Millions of Yen)

	9 months ended Dec. 31, 2011	9 months ended Dec. 31, 2012	Difference (%)
Net sales	<b>3,682</b>	<b>12,847</b>	<b>248.9%</b>
Operating income	<b>20</b>	<b>3,701</b>	-
Operating margin	<b>0.5%</b>	<b>28.8%</b>	-

- a. In the Amusement Equipments business, we engaged mainly in repeat sales of existing products such as the coin-operated game machines “Mario Party Kurukuru! Carnival” and “Monster Hunter Medal Hunting”.
- b. In the pachislo machine division, our business steadily expanded. This was due to the sales of the flagship title “Resident Evil 5” exceeding expectations as a result of the synergistic effects with the home video game software and its considerable contribution to income, as well as our expanding contracted product development business.
- c. The resulting net sales were 12,847 million yen (up 248.9% from the same term last year) and operating income was 3,701 million yen (20 million yen for operating income in the previous year).

#### (4) Other Businesses

(Unit: Millions of Yen)

	9 months ended Dec. 31, 2011	9 months ended Dec. 31, 2012	Difference (%)
Net sales	<b>2,051</b>	<b>1,933</b>	-5.7%
Operating income	<b>816</b>	<b>676</b>	-17.2%
Operating margin	<b>39.8%</b>	<b>35.0%</b>	-

Net sales from Other Businesses, mainly from publishing of game guidebooks and sales of character-related products, were 1,933 million yen (down 5.7% from the same term last year), and operating income was 676 million yen (down 17.2% from the same term last year).