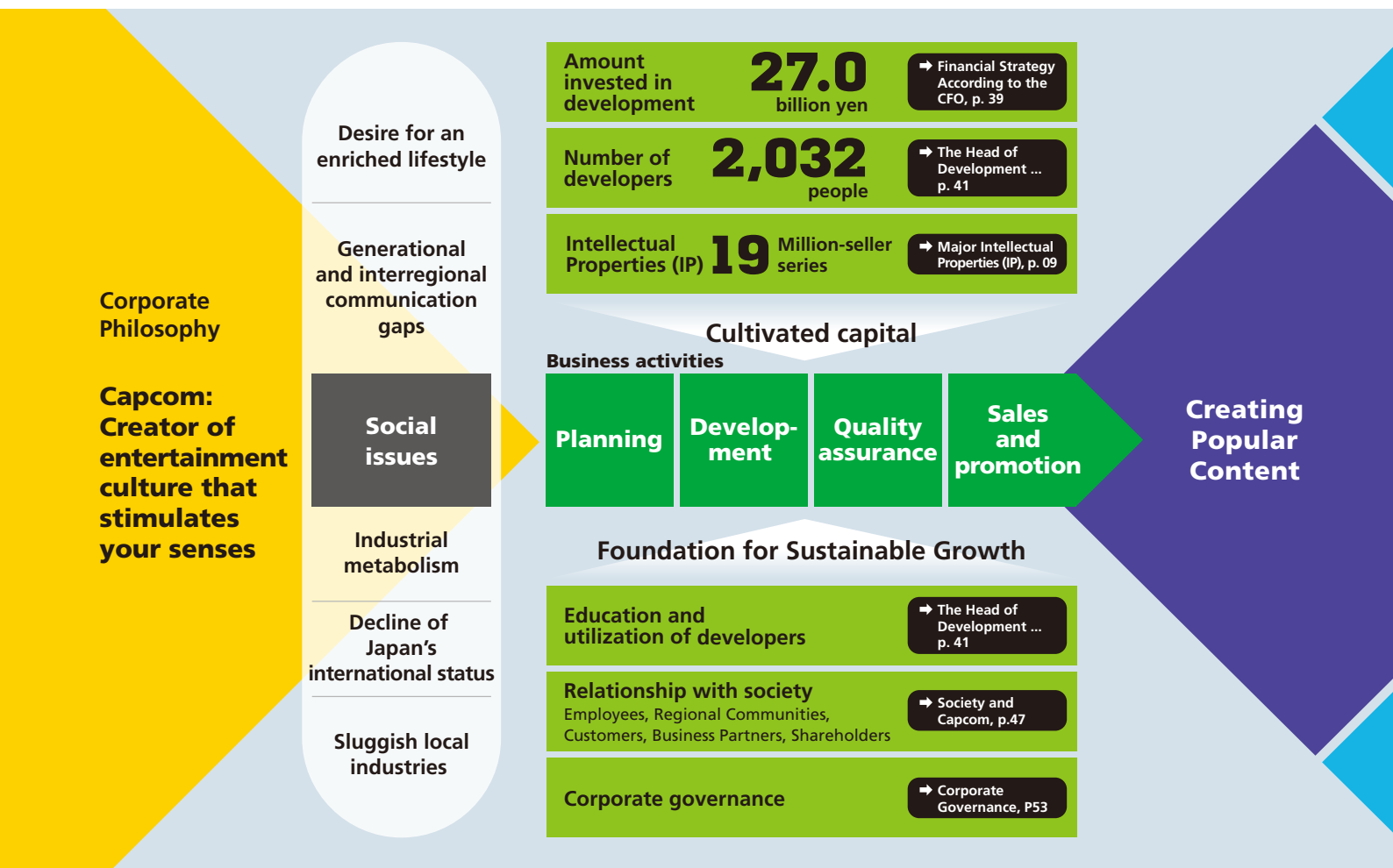


# Making smiles, moving hearts and building a better society with our original content

Utilizing the capital we have cultivated over the years and our foundation for sustainable growth, we create popular original IP through business activities while guided by our corporate philosophy.

We are expanding our business by further extending that original content into a variety of areas.

These activities provide financial and non-financial value, in other words, happiness brought about by games that contributes to the resolution of societal issues.



## Capcom's strength

### Development capabilities

We have more than 2,000 developers using globally cutting-edge development equipment and technology, working on a daily basis to create the highest quality games available anywhere.

→ The Head of Development ... p. 41

### Intellectual property (IP)

From the time the Company was founded, we have been creating popular content that has found its way into the hearts of people the world over.

This content has achieved a strong fanbase domestically as well as overseas.

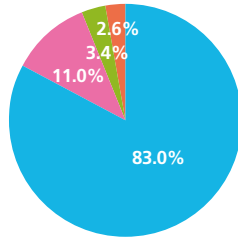
→ Major Intellectual Properties (IP), p. 09

### Single content multiple usage

Expanding our IPs into a variety of media, such as movies or theater productions, helps diversify our business portfolio, increase profitability, and aids in risk diversification.

→ Effectively Leveraging IP, p. 11

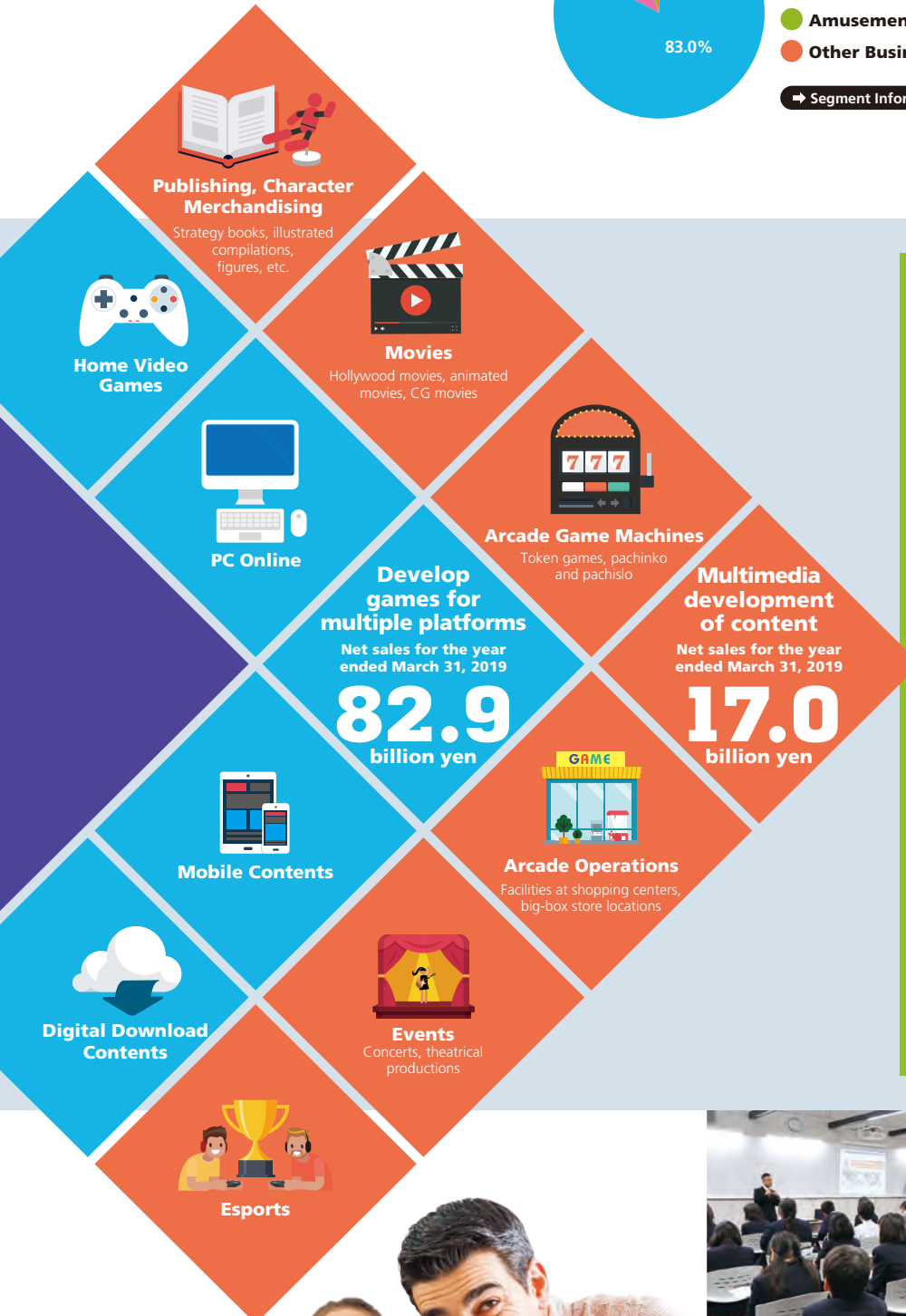
Business segment sales ratio (%)



● Digital Contents	83.0%
● Arcade Operations	11.0%
● Amusement Equipments	3.4%
● Other Businesses	2.6%

Fiscal year ended March 31, 2019

➔ Segment Information, P79



**25.3 million** games sold annually  
➔P09

**29** educational support activities  
➔P50

**2,463** senior tour participants (cumulative)  
➔P48

**OUTPUT (Non-financial results)**

Hired **134** new graduates  
➔P42

**3** cooperative projects with local governments  
➔P49

Announced **2** titles will be adapted into Hollywood films

- Providing a healthy game culture
- Stimulating communication
- Social contributions
- Game market-based innovation
- Contributing to local revitalization
- Earning trust and building a positive image for Japan



Supporting education with school visits  
➔P50



Using our trademark brand to increase crime prevention awareness  
➔P49