

By business we will describe data on major works and their sales in fiscal year end in March 2009.



## Home Video Games

We released **3** "double-million" titles and sold more than **9** million units in total.



### "Resident Evil 5"

Release date	<Japan> March 5, 2009
	<North America> March 13, 2009
	<Europe> March 13, 2009
Corresponding hardware	PS3, Xbox 360
Areas for release	Worldwide

In addition to the powerful graphic visuals that only new game consoles can offer, the introduction of the film-making technology used in Hollywood helped accentuate a new type of "fear" that focuses on the "contrast of light and darkness". The cooperative gameplay mode, "Co-op", was introduced for the first time for this series, which led to a record number of units shipped for the series.



### "Street Fighter IV"

Release date	<Japan> February 12, 2009
	<North America> February 17, 2009
	<Europe> February 20, 2009
Corresponding hardware	PS3, Xbox 360
Areas for release	Worldwide

The series' latest version was released for the first time in approximately 11 years. While maintaining the series' characters and worldview, it additionally featured beautiful graphics and new techniques, fully demonstrating the performance of the new game consoles. It was a huge hit and gained overwhelming support overseas.



### "Monster Hunter Freedom Unite"

\*Best Price included

Release date	<Japan> March 27, 2009
Corresponding hardware	PSP
Areas for release	Japan

This home video game allows friends or strangers, up to four players, to cooperate with one another while playing simultaneously, offering the real thrill of communicative gameplay for users. Its popularity led to a social phenomenon in Japan. Since its release in March 2008, along with the low-priced edition released approximately six months later, its sales have been steady and regular.

## Contribution to Sales Made by the Capcom Series Game Software (Low-priced edition)

Total of 5.4 million units of old video games' low-priced editions



### "Resident Evil" Series

This is a series of horror-action games that completely realizes "fear" of escaping from zombies as a player controls the main character and makes full use of weapons and various items. The first edition was released in 1996 for PlayStation. Sequels were subsequently released for a variety of hardware platforms, and the series enjoys worldwide popularity.



### "Devil May Cry" Series

Unique characters and refreshing gameplay are the popular features of this stylish action game. Since the release of its first game in 2001, it has been attracting users all over the world with its beautiful graphics using the latest technology for home video games.



### "Ace Attorney" Series

The subject of this adventure game is trials. Either as a lawyer or as a public prosecutor, the player discovers discrepancies in testimonies by questioning witnesses and reveals the truth. The first game released in 2001 became popular, followed by the release of sequels.



### "Mega Man" Series

In 1987, the first version was released for Nintendo Entertainment System (NES). The contrasting appeal of cute characters and serious game elements is the secret of the popularity of this game. Since the initial release, the production of this series has been done through various media.



## Contents Expansion

Our Mobile Content Business is growing, holding the **5**th largest share in the North American market.

With regard to the Pachinko & Pachislo Business, we released the **1**st machine with our own frame.



Pachislo machine "Chun-Li Ni Makase China"



Mobile game "Are You Smarter Than A 5th Grader?"

Game Code ©2008 CAPCOM. Produced under license from Fox Broadcasting Co. Are You Smarter Than A 5th Grader?™ and ©2008 JM, Inc.



Mobile game "Who Wants To Be A Millionaire?"

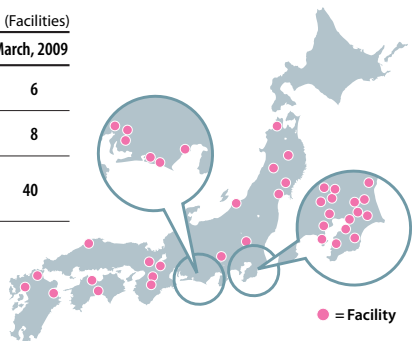
©Valleycrest Productions Ltd. 2006



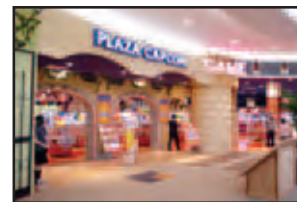
## Arcade Operations

We opened **6** new facilities and operate **40** facilities in total.

	(Facilities)	
	March, 2008	March, 2009
Number of facilities opened	9	6
Number of facilities closed	0	8
Total number of facilities (cumulative total)	42	40



**Plaza Capcom Inazawa**  
This facility opened in the City of Inazawa, Aichi Prefecture in March 2009. With a retro tin robot as the theme of the interior design, it has a large selection of the latest machines so that a wide range of customers can have fun.



**Plaza Capcom Omagari**  
This facility opened at the AEON Omagari Shopping Center in Akita Prefecture in October 2008. The inside of the facility, inspired by German towns, provides an extraordinary atmosphere and is full of fun.



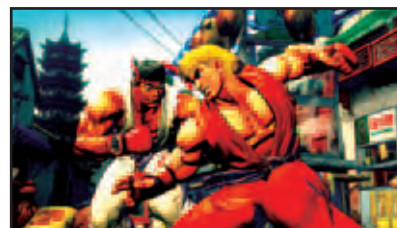
## Arcade Games Sales

We shipped more than **10,000** units of arcade video games.

Genre	Title
Video games	Street Fighter IV
	Sengoku BASARA X (Cross)
	Fate Unlimited Codes
Prize-winning games	Bell Circle Sparkling Blue
Coin-operated games	Chibi Maruko Chan



**"Sengoku BASARA X (Cross)"**  
This is the combat-based fighting game edition of our popular action game, the "Sengoku BASARA" series. While maintaining attractive characters and the dramatic action of the home video game, it introduced a system unique to the arcade video game as our new strategy.



**"Street Fighter IV"**  
The combat-based fighting game, which became a big hit worldwide approximately 11 years ago, made a comeback as the latest version of the series. In conjunction with the home video game, this version contributed to the improved visibility of the series. It became an unprecedentedly popular title, which was shipped more than 3,000 units in Japan.



## Other Businesses

We adapted **3** game titles into movies and theatrical productions.



Box-office revenue

**12**  
million dollars

The Hollywood movie "Street Fighter: The Legend of Chun-Li" (Released in February 2009)

©CAPCOM CO., LTD. /  
Based on Capcom's Street Fighter Video Games

As part of the series' 20th anniversary project, we developed a movie with a story revolving around the main character "Chun-Li". Under our "Single Content Multiple Usage" strategy, we released the movie and the video game around the same time so that the movie would serve as a measure to promote the acquisition of new users as well as the return of existing users. The movie made a huge contribution to the reconstruction of the brand value.



Number of DVDs sold

**1.5**  
million copies

CG movie "Resident Evil: Degeneration" (Released in October 2008)

©2008 CAPCOM CO., LTD. /  
Resident Evil CG Film Partners

This is a feature-length movie that describes the world of the home video game series "Resident Evil" by using full-CG for the first time. Despite the fact that the number of movie theaters and the period for screening were limited, this movie was received well, recording full houses for all showings, and its DVD version, Blu-ray version and UMD version, achieved sales of 1.5 million copies worldwide.



Number of audience

Over  
**23,000**

Theatrical production "Phoenix Wright: Ace Attorney - The Truth Comes Back to Life" (Performed in February 2009)

©TAKARAZUKA REVUE COMPANY /  
©CAPCOM

Exceeding the boundaries of the entertainment industry, the Takarazuka Revue Company, which enjoys overwhelming support and the solid trust of women, adapted "Ace Attorney", our home video game that appeals strongly to female users and light users, into their theatrical production. The unprecedented new collaboration was successful and the sequel is already scheduled for the summer of 2009.