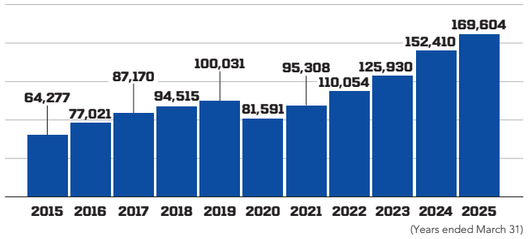
11 Year Summary of Consolidated Financial Indicators

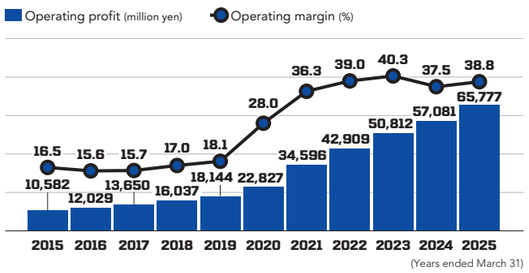
➡See the Capcom's IR website for details.
https://www.capcom.co.jp/ir/english/

Net sales (million yen)



(Years ended March 31)

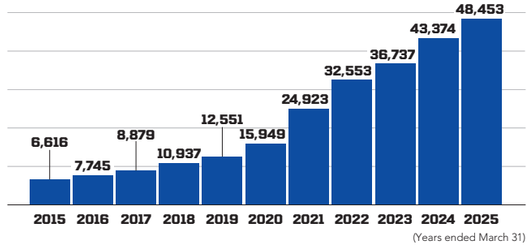
Operating profit/Operating margin



(Years ended March 31)

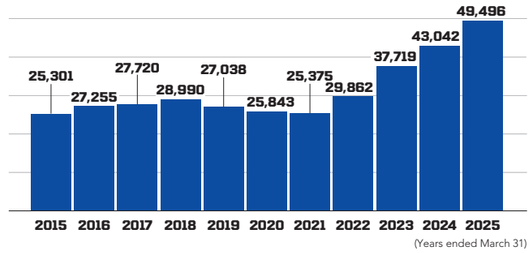
Net profit attributable to owners of the parent

(million yen)



(Years ended March 31)

R&D investment costs (million yen)



(Years ended March 31)

CAPCOM CO., LTD. and its consolidated subsidiaries. Years ended March 31

Item	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	**2025**
For the Year (million yen)											
Net sales	64,277	77,021	87,170	94,515	100,031	81,591	95,308	110,054	125,930	152,410	**169,604**
Cost-of-sales ratio (%)	59.7	61.2	64.7	63.4	62.8	49.8	44.7	44.3	41.4	44.5	**41.8**
SG&A expenses ratio (%)	24.0	23.1	19.6	19.7	19.1	22.2	19.0	16.7	18.3	18.1	**19.4**
Operating profit	10,582	12,029	13,650	16,037	18,144	22,827	34,596	42,909	50,812	57,081	**65,777**
Operating margin (%)	16.5	15.6	15.7	17.0	18.1	28.0	36.3	39.0	40.3	37.5	**38.8**
Ordinary margin (%)	16.9	14.7	14.4	16.1	18.2	28.1	36.6	40.3	40.8	39.0	**38.7**
Net profit attributable to owners of the parent	6,616	7,745	8,879	10,937	12,551	15,949	24,923	32,553	36,737	43,374	**48,453**
Return on sales (%)	10.3	10.1	10.2	11.6	12.5	19.5	26.1	29.6	29.2	28.5	**28.6**
Depreciation and amortization	3,535	5,712	5,980	4,706	3,228	2,795	2,791	3,385	3,438	4,221	**4,675**
Capital expenditures	10,177	8,274	3,767	3,041	2,568	2,576	3,597	3,788	9,624	6,654	**8,313**
R&D investment costs	25,301	27,255	27,720	28,990	27,038	25,843	25,375	29,862	37,719	43,042	**49,496**
Capital investment (Tangible fixed assets, net of accumulated depreciation)	5,564	5,937	2,622	2,918	2,439	2,504	2,570	2,965	9,192	6,440	**7,900**
Promotional expenses	2,798	3,832	4,764	5,579	5,490	4,253	3,178	3,540	5,293	7,393	**10,292**
At Year-End (million yen)											
Net cash	21,212	15,821	8,426	36,750	44,689	58,921	65,633	102,384	94,273	117,974	**160,192**
Work in progress for game software, Online contents in progress	24,728	27,220	30,150	25,635	16,926	21,222	24,443	31,192	38,510	39,035	**49,209**
Interest-bearing debt	10,992	12,608	16,111	9,788	8,315	6,735	5,606	4,878	7,843	7,217	**6,591**

* Effective from the beginning of FY2018, Capcom has applied Implementation Guidance on Tax Effect Accounting (ASBJ Guidance No. 28, February 16, 2018). Certain financial information for the FY2017 has undergone retrospective application.
* Effective from the beginning of FY2021, the Accounting Standard for Revenue Recognition (ASBJ Statement No.29, March 31, 2020) has been applied. Certain financial information for FY2021 reflects the application of the standard.

11 Year Summary of Consolidated Financial Indicators

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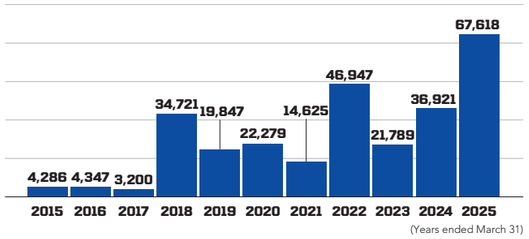
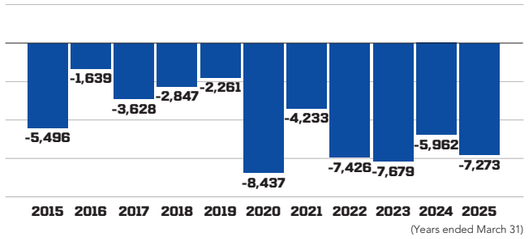
Cash flows from operating activities (million yen)



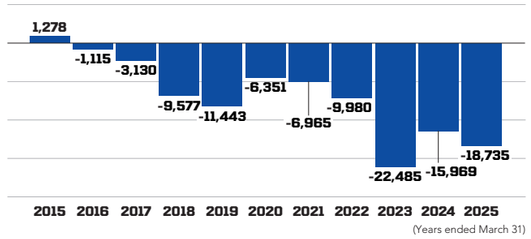
(Years ended March 31)

Cash flows from investing activities (million yen)



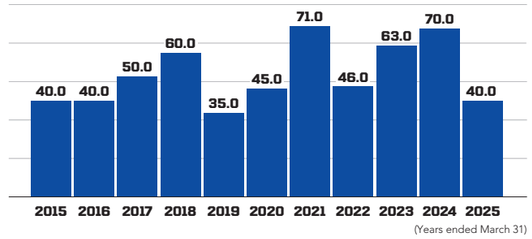
(Years ended March 31)

Cash flows from financing activities (million yen)



(Years ended March 31)

Dividend per share (Yen)



(Years ended March 31)

CAPCOM CO., LTD. and its consolidated subsidiaries. Years ended March 31

Item	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	**2025**
Cash Flows (million yen)											
Cash flows from operating activities	4,286	4,347	3,200	34,721	19,847	22,279	14,625	46,947	21,789	36,921	**67,618**
Cash flows from investing activities	(5,496)	(1,639)	(3,628)	(2,847)	(2,261)	(8,437)	(4,233)	(7,426)	(7,679)	(5,962)	**(7,273)**
Cash flows from financing activities	1,278	(1,115)	(3,130)	(9,577)	(11,443)	(6,351)	(6,965)	(9,980)	(22,485)	(15,969)	**(18,735)**
Net increase (decrease) in cash and cash equivalents	1,879	431	(4,091)	22,201	6,464	6,667	4,371	31,592	(6,165)	19,620	**41,334**
Cash and cash equivalents at end of year	27,998	28,429	24,337	46,539	53,004	59,672	64,043	95,635	89,470	109,091	**150,426**
Per Share Data (Yen)											
Net profit (loss) per share	14.71	17.22	20.04	24.97	28.86	37.35	58.37	76.24	87.36	103.71	**115.85**
Dividend per share	40.0	40.0	50.0	60.0	35.0	45.0	71.0	46.0	63.0	70.0	**40.0**
Net assets per share	158.57	167.11	177.58	195.04	207.84	233.57	282.39	343.04	385.27	466.44	**540.68**
Dividend Data (%)											
Dividend payout ratio	34.0	29.0	31.2	30.0	30.3	30.1	30.4	30.2	36.1	33.7	**34.5**
Dividend yield	1.7	1.5	2.3	2.6	1.4	1.3	1.0	1.5	1.3	1.3	**1.1**
Stock Information											
Price earnings ratio (times)	20.3	19.9	13.5	23.0	21.5	22.7	30.8	19.5	27.1	27.0	**31.6**
Number of issued shares (shares)	67,723,244	67,723,244	67,723,244	67,723,244	135,446,488	135,446,488	135,446,488	270,892,976	266,505,623	266,505,623	**533,011,246**
Shareholdings held by foreign investors (%)	36.87	39.35	31.19	35.01	36.83	35.14	38.24	35.09	33.98	37.04	**36.99**

* Effective from the beginning of FY2018, Capcom has applied Implementation Guidance on Tax Effect Accounting (ASBJ Guidance No. 28, February 16, 2018). Certain financial information for the FY2017 has undergone retrospective application.
* Effective from the beginning of FY2021, the Accounting Standard for Revenue Recognition (ASBJ Statement No.29, March 31, 2020) has been applied. Certain financial information for FY2021 reflects the application of the standard.

* The stock was split on a basis of two shares for every share of common stock on April 1, 2018, April 1, 2021, and April 1 2024. For convenience, the figures presented for earnings per share and net assets per share assume the relevant stock splits were performed on April 1, 2014.

11 Year Summary of Consolidated Financial Indicators

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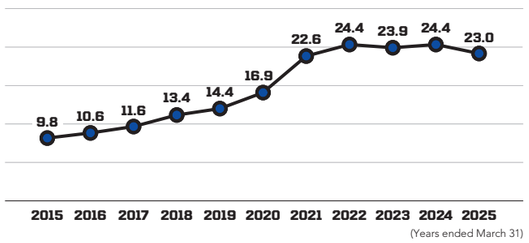
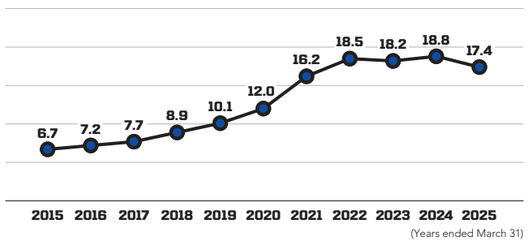
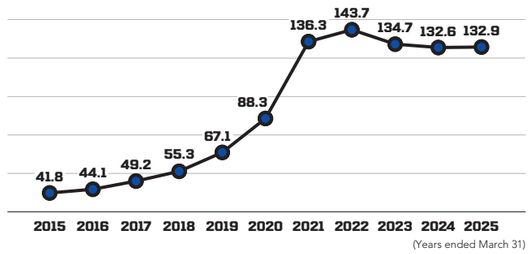
Return on equity (ROE) (%)



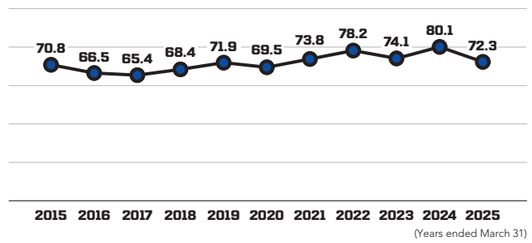
Return on assets (ROA) (%)



ROI (Operating profit ÷ R&D investment costs) (%)



Net worth ratio (%)

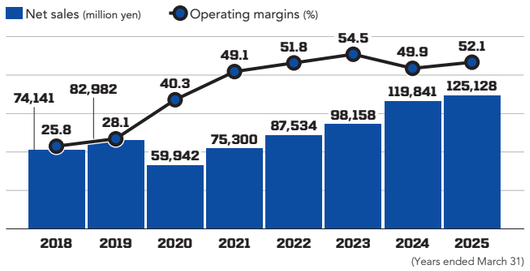


CAPCOM CO., LTD. and its consolidated subsidiaries. Years ended March 31

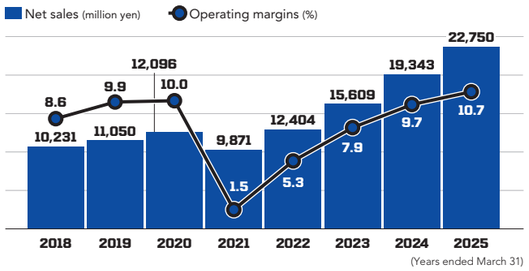
Item	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	**2025**
Financial Index (%)											
Total assets (million yen)	100,773	113,057	118,897	124,829	123,407	143,466	163,712	187,365	217,365	243,476	**312,982**
Net assets (million yen)	71,331	75,168	77,774	85,421	88,749	99,735	120,794	146,475	161,129	195,081	**226,303**
Return on equity (ROE)	9.8	10.6	11.6	13.4	14.4	16.9	22.6	24.4	23.9	24.4	**23.0**
Return on assets (ROA)	6.7	7.2	7.7	8.9	10.1	12.0	16.2	18.5	18.2	18.8	**17.4**
Return on Investment (ROI) (Operating profit ÷ R&D investment costs)	41.8	44.1	49.2	55.3	67.1	88.3	136.3	143.7	134.7	132.6	**132.9**
Net worth ratio	70.8	66.5	65.4	68.4	71.9	69.5	73.8	78.2	74.1	80.1	**72.3**
Current ratio	380.7	339.6	285.0	354.0	391.2	303.5	390.9	492.2	372.3	595.6	**377.2**
Quick ratio (Acid-test ratio)	233.1	171.4	149.1	220.0	288.5	227.6	295.6	374.7	276.3	453.4	**288.0**
Cash equivalent ratio	186.7	127.2	81.8	172.1	228.3	183.1	218.6	348.9	221.8	376.9	**240.1**
Interest coverage ratio (times)	50.2	36.5	22.8	337.2	249.3	302.5	201.6	955.9	489.8	613.4	**835.1**
Fixed ratio	49.2	49.4	43.0	35.0	36.7	34.7	30.1	24.6	28.5	23.4	**22.5**
Debt-equity ratio	41.3	50.4	52.9	47.0	39.1	43.8	35.5	27.9	34.9	24.8	**38.3**
Efficiency Indicators (times)											
Total assets turnover	0.7	0.7	0.7	0.8	0.8	0.6	0.6	0.6	0.6	0.6	**0.5**
Sales-equity ratio	0.9	1.0	1.1	1.1	1.1	0.8	0.8	0.8	0.8	0.8	**0.7**
Receivables turnover	8.0	7.8	4.3	7.3	7.2	5.1	3.8	13.9	5.0	6.0	**5.1**
Accounts payable turnover	9.4	9.5	7.9	17.3	12.2	7.0	11.5	13.1	9.4	15.6	**12.6**
Inventory turnover	3.1	2.5	2.4	3.2	5.2	3.4	3.4	3.3	3.0	3.6	**3.1**
Fixed asset turnover ratio	1.8	2.1	2.6	3.2	3.1	2.4	2.6	3.1	2.7	3.3	**3.3**

➡See the Capcom's IR website for details.
https://www.capcom.co.jp/ir/english/

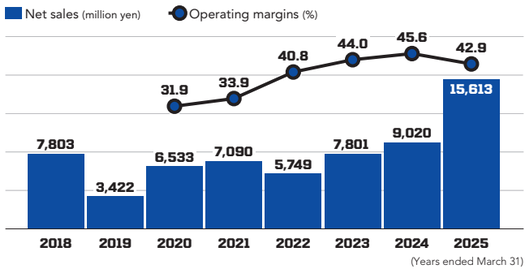
Digital Contents
Net Sales and Operating Margin



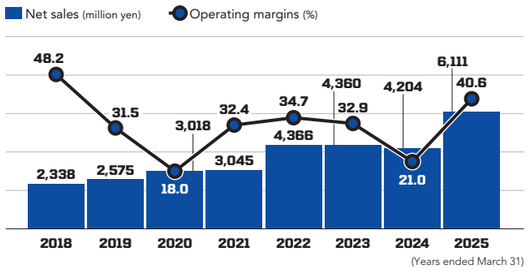
Arcade Operations
Net Sales and Operating Margin



Amusement Equipments
Net Sales and Operating Margin



Other Businesses
Net Sales and Operating Margin



CAPCOM CO., LTD. and its consolidated subsidiaries. Years ended March 31

Item	2018	2019	2020	2021	2022	2023	2024	**2025**
Digital Contents								
Net sales (million yen)	74,141	82,982	59,942	75,300	87,534	98,158	119,841	**125,128**
Consumer (100 million yen)	652	769	555	688	833	953	1,162	**1,216**
Package (100 million yen)	383	359	129	208	300	180	193	**180**
Digital (100 million yen)	269	410	426	480	533	773	969	**1,036**
Mobile Content (100 million yen)	41	23	44	65	42	28	35	**34**
Operating profit (million yen)	19,103	23,315	24,161	37,002	45,359	53,504	59,831	**65,172**
Operating margin (%)	25.8	28.1	40.3	49.1	51.8	54.5	49.9	**52.1**
Assets (million yen)	61,641	54,109	53,117	73,551	51,895	83,054	84,255	**101,746**
Return on total assets (ROA) (%)	31.0	43.1	45.5	50.3	87.4	64.4	71.0	**64.1**
Consumer Game Sales (Package Software and Full-game Digital Content)								
Total number of units (Thousands)	24,400	25,300	25,500	30,100	32,600	41,700	45,893	**51,876**
Sales of major titles (Thousands)	Monster Hunter: World 7,900 Resident Evil 7 biohazard (catalog) 1,600 Marvel VS. Capcom: Infinite 1,000	Monster Hunter: World (catalog) 4,500 Resident Evil 2 4,200 Devil May Cry 5 2,100	Monster Hunter World: Iceborne 5,200 Monster Hunter: World (catalog) 3,200 Resident Evil 2 (catalog) 2,400	Monster Hunter Rise 4,800 Resident Evil 3 3,900 Monster Hunter World: Iceborne (catalog) 2,400	Resident Evil Village 6,100 Monster Hunter Rise (catalog) 4,100 Monster Hunter Stories 2: Wings of Ruin 1,500	Monster Hunter Rise: Sunbreak 5,450 Resident Evil 4 3,750 Monster Hunter Rise (catalog) 3,700	Resident Evil 4 (catalog) 3,392 Street Fighter 6 3,305 Monster Hunter: World *1 (catalog) 2,810	Monster Hunter Wilds **10,108** Monster Hunter: World *1 (catalog) **3,186** Resident Evil 4 (catalog) **2,734**
Market Information (Billion USD)*2								
Total								
Mobile Content	65	71	92	102	95	95	100	**103 (Forecast)**
Console	38	37	47	45	43	44	43	**45 (Forecast)**
PC	31	30	33	36	35	37	39	**39 (Forecast)**

CAPCOM CO., LTD. and its consolidated subsidiaries. Years ended March 31

Item	2018	2019	2020	2021	2022	2023	2024	**2025**
Arcade Operations								
Net sales (million yen)	10,231	11,050	12,096	9,871	12,404	15,609	19,343	**22,750**
Operating profit (million yen)	879	1,096	1,211	149	652	1,227	1,868	**2,432**
Operating margin (%)	8.6	9.9	10.0	1.5	5.3	7.9	9.7	**10.7**
Assets (million yen)	7,471	7,730	7,624	7,709	8,491	9,879	11,547	**12,422**
Return on total assets (ROA) (%)	11.8	14.2	15.9	1.9	7.7	12.4	16.2	**19.6**
Amusement Equipments								
Net sales (million yen)	7,803	3,422	6,533	7,090	5,749	7,801	9,020	**15,613**
Operating profit (million yen)	(764)	(2,668)	2,085	2,407	2,348	3,433	4,117	**6,701**
Operating margin (%)	—	—	31.9	33.9	40.8	44.0	45.6	**42.9**
Assets (million yen)	10,002	6,420	13,100	6,346	7,651	8,913	10,108	**14,140**
Return on total assets (ROA) (%)	—	—	15.9	37.9	30.7	38.5	40.7	**47.4**
Other Businesses								
Net sales (million yen)	2,338	2,575	3,018	3,045	4,366	4,360	4,204	**6,111**
Operating profit (million yen)	1,126	811	544	987	1,517	1,433	883	**2,484**
Operating margin (%)	48.2	31.5	18.0	32.4	34.7	32.9	21.0	**40.6**
Assets (million yen)	3,600	617	554	1,420	1,650	2,253	1,521	**1,922**
Return on total assets (ROA) (%)	31.3	131.4	98.2	69.5	91.9	63.6	58.1	**129.2**
Market Information (100 million yen)								
Arcade Operations Market size*3	4,859	5,201	5,408	4,187	4,492	5,143	5,384	**—**
Gaming Machines Market*4 Pachislo	2,434	1,685	2,197	1,897	2,592	2,794	3,494	**—**
Pachinko	5,157	5,046	3,450	3,694	4,343	4,105	3,628	**—**

*1 Includes sales of *Monster Hunter World: Iceborne Master Edition*
*2 Source: Newzoo Global Games Market Report May 2025
*3 Source: JAMMA Survey on the Amusement Industry
*4 Source: Manufacturer sales base complied by Capcom using Pachinko Maker Trends (2024); Yano Research Institute Ltd.

Human Capital Information

➡See the Capcom's IR website for details.
https://www.capcom.co.jp/ir/english/

CAPCOM CO., LTD. and its consolidated subsidiaries. Years ended March 31

Item	2018	2019	2020	2021	2022	2023	2024	**2025**
Human capital (Note 1)								
Number of employees (consolidated) (persons)	2,952	2,832	2,988	3,152	3,206	3,332	3,531	**3,766**
Of which, development personnel (consolidated)	2,141	2,032	2,142	2,285	2,369	2,460	2,675	**2,846**
Number of employees (Non-consolidated) (persons)	2,426	2,530	2,688	2,841	2,904	3,027	3,186	**3,379**
Of which, development personnel (non-consolidated)	—	1,910	2,024	2,150	2,224	2,321	2,515	**2,658**
Average age (non-consolidated) (age)	—	36.8	37.1	37.1	37.3	37.6	37.8	**38.0**
Of which, development personnel	—	35.7	36.0	36.0	36.3	36.6	37.1	**37.4**
Age distribution of development personnel (non-consolidated) (%) (Note 2)								
29 years or younger	—	30.2	30.5	31.2	31.9	31.8	28.8	**26.9**
30s	—	36.3	35.4	35.0	33.2	32.6	33.8	**34.7**
40s	—	30.6	30.2	27.8	26.2	25.2	25.6	**25.5**
50s	—	2.9	4.0	6.0	8.7	10.4	11.8	**12.9**
Number of new graduate hires (non-consolidated) (persons)	—	145	138	198	163	163	154	**168**
Of which, development personnel	—	115	109	160	139	133	107	**126**
Average annual salary (non-consolidated) (thousand yen) (Note 3)	—	5,885	5,998	6,034	7,127	7,660	8,328	**9,185**
Of which, development personnel	—	5,843	5,948	5,991	7,137	7,657	8,403	**9,225**
Stock compensation points per employee (Note 4)	—	—	—	—	—	194	196	**196**
Market price converted (thousand yen)	—	—	—	—	—	457	548	**718**
Average salary by age group (thousand yen)								
20s	—	—	4,132	4,079	5,015	5,624	5,873	**6,337**
30s	—	—	5,763	5,903	7,011	7,604	8,142	**8,888**
40s	—	—	7,442	7,540	8,740	9,054	9,918	**10,870**
50s	—	—	8,031	8,213	9,606	9,705	10,583	**11,957**

(Notes) 1. All of the figures in this table are based on full-time employees only. 2. No specific targets are set for the age distribution, but we monitor it as an indicator of the degree of workforce aging. Employees aged 60 years and older are excluded from aggregation because, upon reaching mandatory retirement, they change from full-time employees to contract employees. 3. The one-time special payment granted to employees in the fiscal year ended March 31, 2025 is included in the above average annual salary. 4. Stock compensation points per employee represent the average number of points granted annually per eligible person under the ESOP trust, with one point corresponding to one share. On April 1, 2024, the Company conducted a two-for-one stock split of its common shares. For convenience, the figures presented for stock compensation points per employee assume the relevant stock split was performed on April 1, 2023, with the number of points corresponding to the post-split shares. The market price conversion represents the monetary value of the points, calculated based on the Company's closing share price at fiscal year-end. These points are not included in the average annual salary until they are delivered as shares and granted to employees. Executive officers of the Company (excluding those concurrently serving as directors) were subject to the ESOP trust until the fiscal year ended March 31, 2024. From the fiscal year ended March 31, 2025, however, they have been excluded from the ESOP trust as they shifted to a system aligned with the performance-linked stock compensation system introduced for directors of the Company (excluding outside directors and Audit and Supervisory Committee members).

CAPCOM CO., LTD. and its consolidated subsidiaries. Years ended March 31

Item	2018	2019	2020	2021	2022	2023	2024	**2025**
Ratio of female employees (non-consolidated) (%)	21.0	21.3	21.6	21.5	21.0	21.3	21.2	**21.5**
Ratio of female managers (non-consolidated) (%)	10.3	9.5	9.2	10.6	10.7	11.6	12.0	**11.9**
Ratio women in core roles (non-consolidated) (%)	—	—	7.0	8.2	7.9	11.9	13.6	**15.2**
Average annual salary (Capcom Co., Ltd.) (thousand yen)								
Male employees	—	6,182	6,316	6,329	7,393	7,904	8,626	**9,539**
Female employees	—	4,794	4,848	5,028	6,130	6,751	7,226	**7,899**
Gender wage gap (%)	—	—	76.8	79.4	82.9	85.4	83.8	**82.8**
Ratio of foreign national employees (non-consolidated) (%)	4.3	4.9	6.0	6.8	6.6	6.7	6.8	**7.6**
Number of countries represented	—	24	28	31	33	34	35	**36**
Ratio of foreign national managers (non-consolidated) (%)	2.5	0.8	1.6	1.3	1.7	1.2	1.4	**1.4**
Ratio of managers hired mid-career (non-consolidated) (%)	—	55.4	56.6	53.3	53.3	56.0	54.3	**53.5**
Use rate of childcare leave (%)	—	27.1	24.7	35.1	48.7	52.5	76.9	**82.1**
Male employees	—	10.3	12.5	21.5	34.5	45.5	66.7	**79.7**
Female employees	—	100.0	100.0	94.4	90.0	85.7	114.3	**89.5**
Average number of childcare leave days taken by male employees (non-consolidated) (days)	—	38.3	65.7	61.0	87.6	74.5	63.2	**90.0**
Work engagement (non-consolidated) (deviation value)	—	51.2	51.5	52.6	51.8	54.4	54.1	**54.7**
Ref. Survey responses (*ratio of responses for: applies and somewhat applies)								
I'm able to use my own creative ingenuity at work	—	—	—	—	—	88.7	88.3	**89.3**
I work beyond my assigned role if required for work	—	—	—	—	—	76.0	76.4	**77.0**
I feel enjoyment in my current role at work	—	—	—	—	—	70.9	69.6	**70.7**
Employee engagement (non-consolidated) (deviation value)	—	—	—	—	—	51.8	52.1	**53.1**
I feel a sense of familiarity and attachment to the company	—	—	—	—	—	77.5	78.1	**79.9**
I feel fortunate to be able to work for the company	—	—	—	—	—	85.6	86.2	**87.6**
Working for the company is a positive in my life	—	—	—	—	—	86.2	85.4	**87.5**
Turnover rate (non-consolidated) (deviation value) (%)	—	4.9	4.3	3.9	5.4	3.5	2.9	**2.8**
Of which, for personal reasons (%)	—	4.3	4.0	3.6	4.7	3.2	2.5	**2.2**
Paid annual leave utilization rate (non-consolidated) (%)	—	77.5	78.1	74.4	87.0	88.2	84.6	**82.8**
Average overtime hours (beyond statutory) (non-consolidated) (hours/month)	—	11.7	11.3	8.2	9.5	10.1	10.1	**11.4**

(Notes) 1. Engagement represents the Company's deviation value in the results of an engagement survey conducted by an external organization, targeting Company employees (excluding part-time employees not covered by social insurance). Work engagement is a figure based on survey responses regarding voluntary actions and positive emotions toward work, while employee engagement is a figure based on survey responses regarding attachment to the Company. For the survey conducted in the current fiscal year, employees responded to multiple questions by selecting from "Does not apply at all," "Does not really apply," "Somewhat applies," or "Applies very much." The external organization then compared the results with those of other companies to calculate deviation values. 2. The turnover rate represents the percentage of employees who left during the fiscal year relative to the total number of employees at the beginning of the period (excluding employees who both joined and left during the year). The scope of aggregation is limited to full-time employees. 3. The paid annual leave utilization rate is calculated by dividing the total number of days of annual paid leave taken during the fiscal year by the total number of days granted. The scope of aggregation includes all employees (including temporary employees). 4. Average overtime hours (beyond statutory) represent the monthly average statutory overtime working hours of employees (full-time only) subject to overtime calculation. Department manager level and above, who are deemed supervisors under the Labor Standards Act, are excluded. Until the fiscal year ended March 31, 2024, employees in development positions whose base compensation excluding variable bonuses exceeded 7.4 million yen were subject to a discretionary labor system and therefore excluded from overtime calculations.

Stock Data

(As of March 31, 2025)

Stock Data

Number of Shares Authorized ..... 1,200,000,000 shares
Number of Shares Issued ..... 533,011,246 shares
Number of Shareholders 40,278

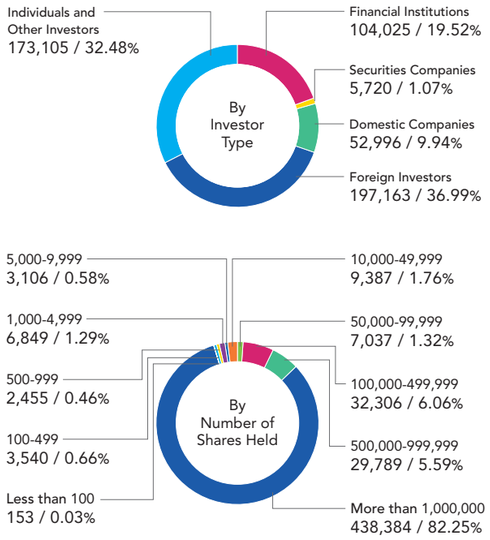
Major Shareholders (Top 10)

Major Shareholders	Number of Shares Held (in thousands)	Percentage of Shareholding (%)
The Master Trust Bank of Japan, Ltd. (Trust Account)	61,020	14.32
Crossroad Co., Ltd.	43,734	10.26
JP Morgan Chase Bank 380815	35,188	8.26
Custody Bank of Japan, Ltd. (Trust Account)	26,110	6.13
Yoshiyuki Tsujimoto	15,927	3.74
STATE STREET BANK AND TRUST COMPANY 505001	13,683	3.21
Haruhiro Tsujimoto	10,052	2.36
Ryozo Tsujimoto	9,937	2.33
Kenzo Tsujimoto	8,079	1.90
The Master Trust Bank of Japan, Ltd. (Stock Grant ESOP Trust Account 76744)	7,953	1.87

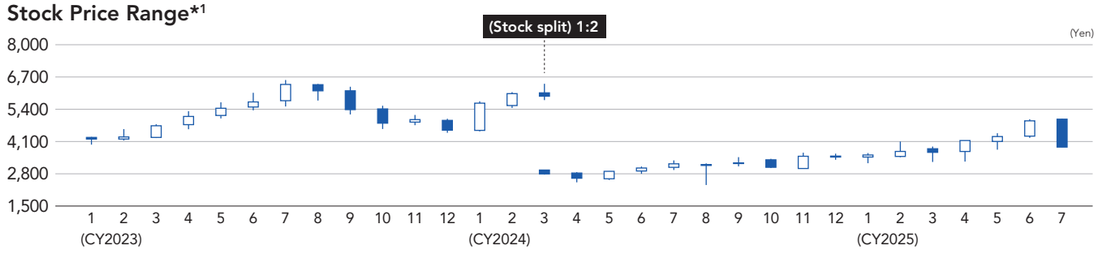
Note:1. Capcom owns 106,789 thousand shares as treasury stocks.
The stocks owned by the company are excluded from the above list.
2. The Master Trust Bank of Japan, Ltd. (Stock Grant ESOP Trust Account 76,744) is a trust established in conjunction with the introduction of the Stock Grant ESOP Trust. Note that such shares are not included in the number of treasury stock above.

Shareholders Breakdown

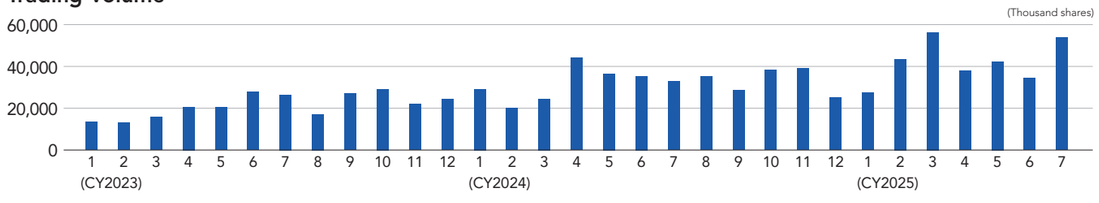
Number of shares held (in thousands) / (%)



Stock Price Range*1



Trading Volume



11-Year Trend of Stock Price and Trading Volume*2

(Yen)

	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025
Stock Price	298.63	343.13	271.38	574.75	620.00	847.50	1,797.50	1,484.00	2,367.50	2,795.00	**3,664.00**
High	301.63	384.38	359.63	646.25	761.25	891.25	1,892.50	1,900.00	2,397.50	2,959.00	**4,100.00**
Low	192.63	243.00	240.88	263.38	475.75	508.00	802.50	1,210.50	1,456.50	2,766.00	**2,348.50**
Trading Volume	143,234,700	162,642,100	183,455,500	171,969,350	258,438,800	183,399,500	180,877,400	275,620,400	215,342,700	288,160,900	**442,159,000**

(Years Ended March 31)

*1 With an effective date of April 1, 2024, Capcom performed a 2-for-1 split of its common stock.
*2 The stock was split on a basis of two shares for every share of common stock on April 1, 2018, 2021 and 2024. Consequently, for convenience the figures presented here assume that the relevant stock splits were performed on April 1, 2014.

Corporate Data

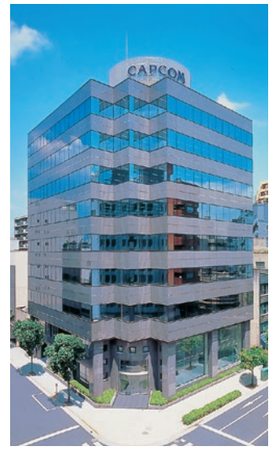
(As of March 31, 2025)

Corporate Profile

Name of Company ..... CAPCOM CO., LTD.
Date of Establishment ... May 30, 1979
Date of Initiation ..... June 11, 1983
Business Segments ..... Planning, development, manufacture, sale and distribution of home video games, mobile games and arcade games etc., as well as management of amusement arcades.
Paid-in Capital ..... ¥ 33,239 million
End of Term ..... March 31
Number of Employees ... 3,766 (consolidated)
3,379 (CAPCOM CO., LTD.)

Major Offices

Head Office ... 3-1-3 Uchihirano-machi, Chuo-ku, Osaka, 540-0037, Japan
R&D Building ... 3-2-8 Uchihirano-machi, Chuo-ku, Osaka, 540-0037, Japan
R&D Building #2 ... 3-1-10 Uchihirano-machi, Chuo-ku, Osaka, 540-0037, Japan
Tokyo Branch ... Shinjuku Mitsui Building 2-1-1 Nishi Shinjuku, Shinjuku-ku, Tokyo, 163-0448, Japan
Ueno Facility ... 3902 Hatta, Iga, Mie, 518-1155, Japan



Head Office


R&D Building


R&D Building #2

Capcom's Subsidiaries (As of March 31, 2025)

K2 CO., LTD. / Enterrise CO., LTD. / CAPCOM Maintenance Service CO., Ltd./ Adelion CO., LTD. / Swordcanes Studio Co., Ltd. / Leostar Co., Ltd. / CAPCOM U.S.A., INC. / CAPCOM ASIA CO., LTD. / CE EUROPE LTD. / CAPCOM ENTERTAINMENT GERMANY GmbH / CAPCOM ENTERTAINMENT FRANCE, SAS / CAPCOM TAIWAN CO., LTD. / CAPCOM SINGAPORE PTE. LTD. / Capcom Pictures, Inc. / Minimum Studios Co., Ltd.

* Adelion CO., LTD. and Leostar Co., Ltd. are wholly owned subsidiary of Enterrise CO., LTD.
* CAPCOM ASIA CO., LTD. is a wholly owned subsidiary of CAPCOM SINGAPORE PTE. LTD.
* CAPCOM ENTERTAINMENT GERMANY GmbH and CAPCOM ENTERTAINMENT FRANCE, SAS are both wholly owned subsidiaries of CE EUROPE LTD.