

**Summary of Q&A at the Briefing on the Consolidated Financial Results
for the Second Quarter of the Year ending March 31, 2011**

Q.

Please explain the reason for Mr. Inafune's resignation.

A.

We have been thinking about radical reforms in our R&D operations in response to the rapid changes taking place in our markets. As we were under preparation for executing these structural reforms, Mr. Inafune stated that he wants to continue working as an independent creator. Capcom accepted this request, which led to the announcement of his resignation.

Q.

Please explain your system concerning incentives for game developers.

A.

We have made no changes in particular in our existing incentive system. We pay incentive bonuses to developers based on our results of operations and their contributions to our operations.

Q.

What is your policy concerning the distribution of earnings to shareholders?

A.

Our cash flows have improved greatly in recent years due to a reexamination of our financial condition. Based on this improvement, we plan to consider ways to distribute more earnings to shareholders.

Q.

Please explain the division of responsibilities in the new R&D framework. Who will be responsible for overseeing the operations that were previously under Mr. Inafune's supervision?

A.

Our goal is to build an organization able to develop software that matches market needs even more closely. Consequently, as I announced earlier today, we will hold meetings to reach decisions concerning the direction of our development activities and other important items. These meetings will bring together people from our R&D, business operations, quality control and other key units of our organization so that we can use opinions from many viewpoints.

Q.

With “MONHAN NIKKI POKAPOKA AIRU MURA” and “MONHAN NIKKI MOBILE AIRU MURA”, you attracted users in two new segments: casual game players and women. Do you think that you can sell “Monster Hunter Freedom 3” to these new user segments?

A.

“Monster Hunter Freedom Unite”, which is the previous version, was an enormous hit with more than 4 million players. We studied many ways to make this new version popular not only among users of the previous version. We also want users who enjoyed this game series for the first time with the “AIRU MURA” games to buy “Monster Hunter Freedom 3”. We view the “AIRU MURA” games as an excellent example of how to successfully make inroads with new customer segments. We want to use relationships with these kinds of new user segments to make our brand even more powerful.

Q.

Please explain how you determine sales volume plans for games?

A.

We create our sales plans by taking into account all applicable items: the development plan of R&D and business departments; the timing of the launch; market conditions; the concept for the game title; targeted user segments; and other items. Due to the nature of video games, we unfortunately do not know exactly how well a title will sell until after its introduction. For our recent major titles, I think that the overall weakness of overseas markets is having an effect on sales.

Q.

How do you plan to revise your “MT Framework” common development tool when new game consoles are released?

A.

The multi-platform approach will remain Capcom’s core strategy. We plan to use “MT Framework” research programs so that we can quickly provide compatibility with new hardware products. However, our goal is not to achieve compatibility with every new type of game console. We will select hardware for compatibility with the “MT Framework” after thoroughly examining the characteristics of games, specifications of the hardware and other items.

Q.

How will the unified market-R&D organization differ from your previous operations?

A.

We want to be an organization that can create products that reflect our markets and users. When several people are responsible for a project, we tend to lose sight of the objectives and decision-making slows down. Switching to this unified organizational structure will allow us to move with greater speed. Furthermore, the top management of our R&D operations will fulfill their responsibility to determine major strategic objectives and other goals. We will entrust the development of individual products to the creativity of our game creators.

Q.

Do you plan to make more acquisitions like the recent purchase of Blue Castle Games?

A.

We want to “enlarge our development line”. Doing this will involve increasing our own workforce as well as forming alliances with external game development companies. Blue Castle Games acquisition was part of this stance. At this point, we have no definite plans for any more acquisitions. But we may make more acquisitions if, while developing a game with an alliance partner, we decide that an acquisition would better enable Capcom and the partner to utilize their strengths and produce benefits for both companies.