



Capcom Co., Ltd.
(Tokyo Exchanges, 1st section, 9697)

Financial Highlights
First half of fiscal year ending March 31, 2014

Forward-looking Statements

Strategies, plans, outlooks and other statements that are not historical facts are based on assumptions that use information currently available and reasonable judgments. Actual performance may be significantly different from these statements for a number of reasons.

In the entertainment industry, which includes Capcom, performance may be highly volatile because of diversifying user needs and other changes in market conditions. Items that can affect Capcom's performance include: (1) the number of hit titles and sales volume in the Home Video Game Business, which accounts for the majority of sales; (2) progress in developing home video games; (3) the popularity of home video game players; (4) sales outside Japan; (5) changes in stock prices and exchange rates; (6) alliances with other companies concerning product development, sales and other operations; and (7) changes in market conditions. Please note that this is not a complete list of factors that can influence Capcom's operating results.

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1. Consolidated Statements of Income

Consolidated Statements of Income

■ Results in FY9/12 vs. FY9/13

(Million yen)

	2012/9	2013/9	Difference
Net sales	45,538	53,234	7,696
Operating income	6,515	7,509	994
Ordinary income	6,076	8,190	2,114
Net income	4,125	4,950	825

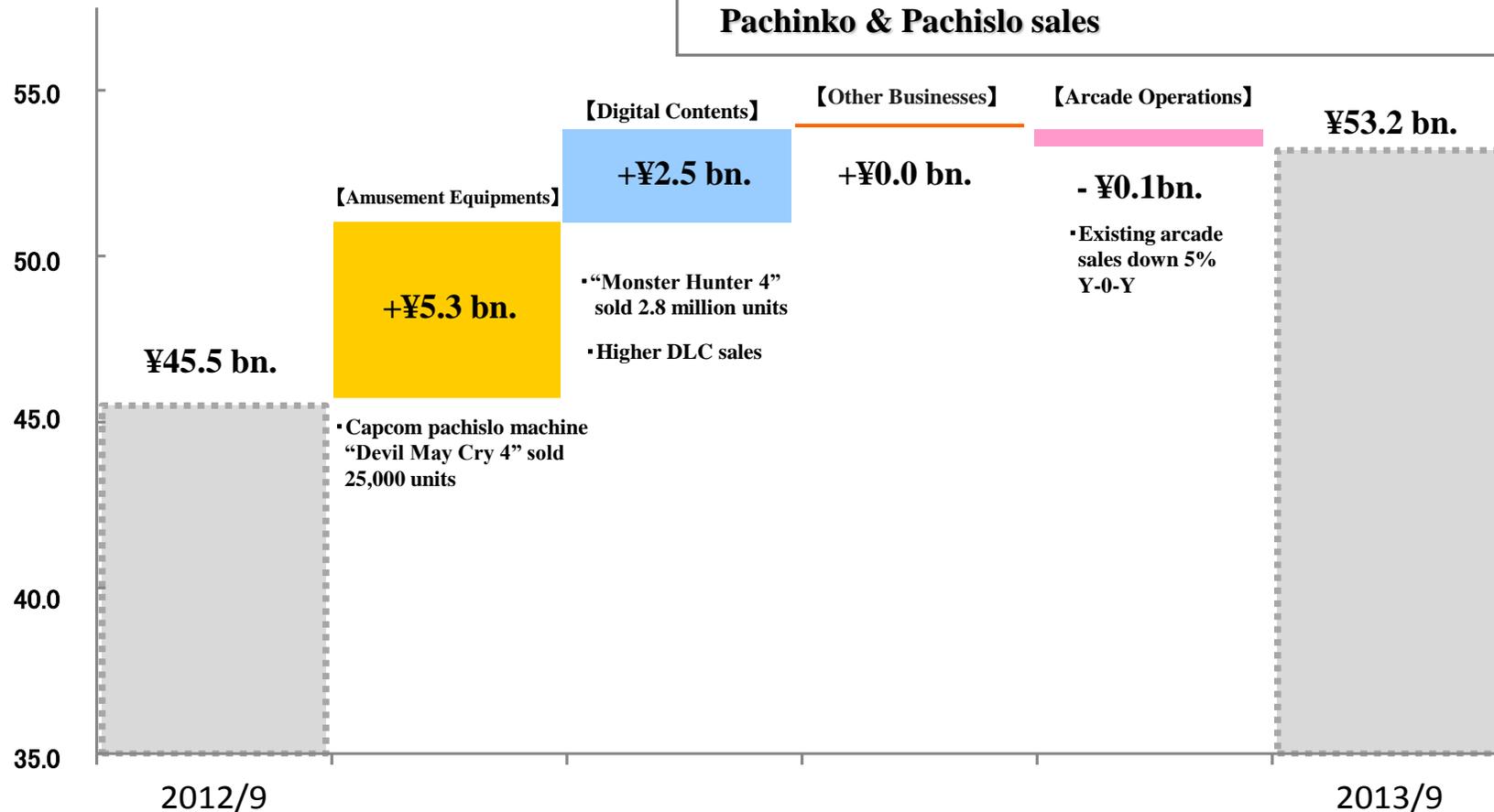
- Higher sales and higher earnings at all levels from one year earlier due mainly to major titles in the Digital Contents business and the launch of Capcom pachislo machines
- New all-time first half highs for sales and all earnings figures
- Performance was generally as planned toward fulfilling the fiscal year targets

Point of Consolidated Statements of Income (1)

2013/9 Net Sales (Fact of Increase and Decrease)

- Higher Digital Contents sales because of the release of a major title and growth of DLC sales
- Launch of a Capcom pachislo machine pushed a big increase in Pachinko & Pachislo sales

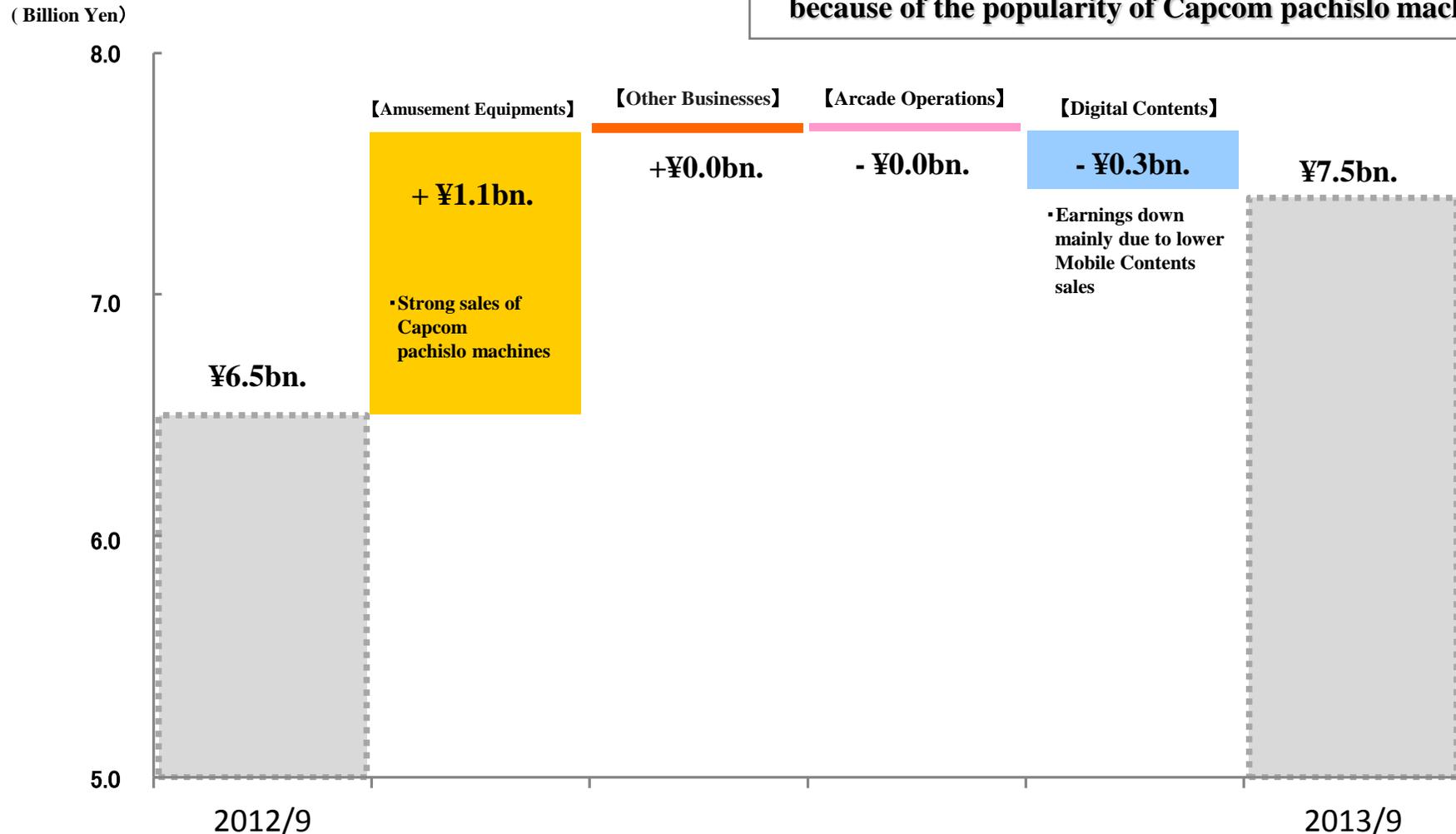
(Billion Yen)



Point of Consolidated Statements of Income (2)

■ 2013/9 Operating Income (Fact of Increase and Decrease)

▪ Big increase in Pachinko & Pachislo sales because of the popularity of Capcom pachislo machines



2. Consolidated Balance Sheets

Consolidated Balance Sheets

■ Major Changes in Balance Sheet Items

(Million yen)

Assets	2013/3	2013/9	Difference
Notes and accounts receivable, trade	11,687	19,901	8,214
Work-in-progress for game software	18,888	13,693	-5,195

(1) Notes and accounts receivable, trade

Higher because of the launch of a major title in the final month of the first half and the launch of a Capcom pachislo machine

(2) Work-in-progress for game software

Down due to the launch of several titles, including a major title

(Million yen)

Liabilities	2013/3	2013/9	Difference
Treasury stock	-15,848	-18,132	-2,284

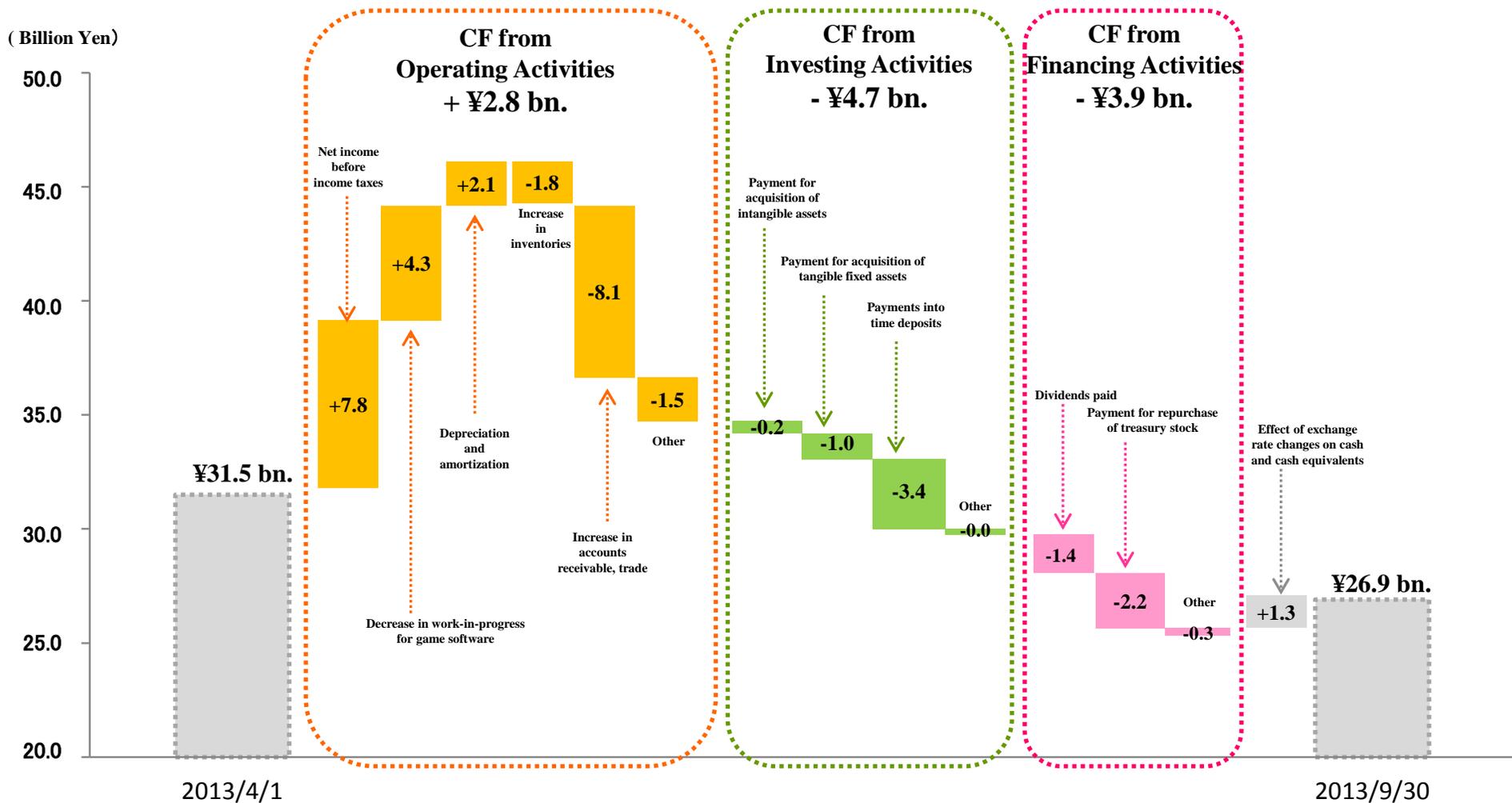
(3) Treasury stock

Decreased because 1,347,200 shares of stock were repurchased in the first quarter

3. Consolidated Cash Flows

Consolidated Cash Flows

2013/9 Consolidated Cash Flows (Fact of Increase and Decrease)





CAPCOM