

**Third-Quarter Consolidated Financial Results Conference Call
for the Fiscal Year ending March 31, 2019: Q&A Summary
(February 4, 2019)**

Q. Why has Capcom executed a Letter of Intent with Universal Entertainment Corporation in the gaming machines business?

A. Among the many corporations involved in the pachislo business, we believe that Universal Entertainment Corporation's leading sales force and technological capabilities compliment Capcom's strength in creating content, making possible the development of highly competitive gaming machines. However, while we have executed a Letter of Intent, the scope of our business cooperation is still being discussed.

Q. How is *Resident Evil 2* performing?

A. As of January 28, 2019, three days following its release on January 25, 2019, *Resident Evil 2* had shipped 3 million units, and at this point it is performing well.

Q. How are orders for *Devil May Cry 5*? What is your impression at this point in time?

A. With the title's release one month away we are currently working on management and sales activities, however, at this point orders are largely in line with internal forecasts and we believe the title will have a strong start toward achieving its budget.

Q. Is Capcom preparing for the rumored next-generation of hardware?

A: We cannot comment on next-generation hardware at this point in time. As a software developer, Capcom must always be conscious of the hardware cycle, while working to provide entertaining games suited to the needs of our target customers and matched to the characteristics of each platform, regardless of what sort of hardware is released.

Q. How will Capcom approach 5G (the 5th generation telecommunication standard)?

A. Our Mobile department's proactive approach to developing for the next-generation telecommunication standard has not changed. We are very interested in the evolution of this standard to 5G, and further on to 6G, and are carrying out discussions internally regarding our approach.

Q. Please tell me the FY18 third quarter (October – December, 2018) unit sales for *Monster Hunter: World* by hardware and region.

A. Of the 1.2 million units sold during that period, most were for the PC version sold outside of Japan.

Q. Why did catalog sales of *Resident Evil 7 biohazard* grow during the third quarter of FY18 (October – December, 2018)?

A. Our analysis shows that promotions for *Resident Evil 2* and the holiday shopping season worked to spur latent demand for the title.

Q. Tell me how your other titles are performing.

A. Our other titles performed well during the first nine months of FY18 (April – December, 2018), with cumulative sales of 920 thousand units for *Mega Man X Legacy Collection* and related titles, 870 thousand units for *Mega Man 11* and 800 thousand units for *Street Fighter 30th Anniversary Collection*. While only sold in Japan during the third quarter of FY18, *Onimusha* (a rerelease title) was off to a fair start.