



**Capcom Co., Ltd.**  
**(TSE Prime, 9697)**

**First Half Report**  
**Fiscal year ending March 31, 2025**

# Contents

	page
■ <b>Major Takeaways</b>	...P2
<b>1. FY25/3 Forecasts</b>	...P3
<b>2. H1 Financial Highlights</b>	...P4
<b>3. Business Segments</b>	...P6
<b>4. Supplement</b>	...P12
<b>Summary of Major Financial Information / Our Major IP</b>	

## 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 diverging user needs and other changes in market conditions.

Factors 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) consumer demand for home video game consoles; (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; (8) natural disasters, disease outbreaks, economic crises and other unforeseeable events. Please note that this is not a complete list of factors that can influence Capcom's operating results.

# Major Takeaways

## ■ H1 Results

- Made good progress toward full-year target
- In addition to launching new titles, catalog unit sales grew YoY
- Arcade Operations and Amusement Equipments businesses both contributed to profit

## ■ Full-Year Business Plan

- No change in full-year forecast
- Results weighted to H2 due to release timing of new titles

(100 million yen)

	2023/9	YoY	2024/9	YoY	Difference
<b>Net sales</b>	<b>749</b>	53%	<b>564</b>	-25%	<b>-185</b>
<b>Operating income</b>	<b>338</b>	55%	<b>207</b>	-39%	<b>-131</b>
<b>Operating margin</b>	<b>45.2%</b>	-	<b>36.7%</b>	-	-
<b>Ordinary income</b>	<b>361</b>	57%	<b>207</b>	-43%	<b>-154</b>
<b>Net income attributable to owners of the parent</b>	<b>252</b>	57%	<b>152</b>	-40%	<b>-100</b>

25/3 Plan					
H1	YoY	H2	YoY	2025/3 Plan	YoY
<b>570</b>	-24%	<b>1,080</b>	39%	<b>1,650</b>	8%
<b>200</b>	-41%	<b>440</b>	89%	<b>640</b>	12%
<b>35.1%</b>	-	<b>40.7%</b>	-	<b>38.8%</b>	-
<b>190</b>	-48%	<b>440</b>	89%	<b>630</b>	6%
<b>140</b>	-45%	<b>320</b>	77%	<b>460</b>	6%

\*YoY indicates percent change from the same term of the previous year

# 1. FY3/25 Forecasts

**Aiming for 12 consecutive years of OP growth  
driven by steady growth of Digital Contents business**

(100 million yen)

	21/3 YoY	22/3 YoY	23/3 YoY	24/3 YoY	25/3 Plan YoY	Difference
<b>Net sales</b>	<b>953</b> 17%	<b>1,100</b> 16%	<b>1,259</b> 14%	<b>1,524</b> 21%	<b>1,650</b> 8%	<b>125</b>
<b>Operating income</b>	<b>345</b> 52%	<b>429</b> 24%	<b>508</b> 18%	<b>570</b> 12%	<b>640</b> 12%	<b>69</b>
<b>Operating margin</b>	<b>36.3%</b> -	<b>39.0%</b> -	<b>40.3%</b> -	<b>37.5%</b> -	<b>38.8%</b> -	<b>-</b>
<b>Ordinary income</b>	<b>348</b> 52%	<b>443</b> 27%	<b>513</b> 16%	<b>594</b> 16%	<b>630</b> 6%	<b>35</b>
<b>Net income attributable to owners of the parent</b>	<b>249</b> 56%	<b>325</b> 31%	<b>367</b> 13%	<b>433</b> 18%	<b>460</b> 6%	<b>26</b>

\*YoY indicates percent change from the same term of the previous year

- Expect increased sales and profit due to digital sales growth in the Consumer sub-segment
- Earnings per share forecast: ¥109.98
- Dividend forecast: interim dividend of ¥18 and year-end dividend of ¥18 resulting in a ¥36 dividend for the fiscal year

\*With an effective date of April 1, 2024, the Company performed a 2-for-1 split of its common stock.

# 2-1. H1 Financial Highlights – Consolidated Business Results

## ■ H1 Net Sales/Operating Income (by segment)

(100 million yen)

	20/9	YoY	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	Difference	24/9 plan	25/3 Plan	YoY
<b>Net sales</b>	<b>420</b>	13%	<b>699</b>	66%	<b>490</b>	-30%	<b>749</b>	53%	<b>564</b>	-25%	<b>-185</b>	<b>570</b>	<b>1,650</b>	8%
Digital Contents	353	21%	598	69%	360	-40%	612	70%	397	-35%	-215	415	1,250	4%
Arcade Operations	40	-35%	56	40%	73	30%	91	25%	109	20%	18	103	220	14%
Amusement Equipments	13	450%	16	22%	30	88%	25	-14%	31	22%	5	31	127	41%
Other Businesses	13	-19%	29	122%	26	-9%	18	-29%	24	30%	5	21	53	26%
<b>Operating income</b>	<b>178</b>	28%	<b>289</b>	62%	<b>218</b>	-24%	<b>338</b>	55%	<b>207</b>	-39%	<b>-131</b>	<b>200</b>	<b>640</b>	12%
Digital Contents	198	37%	302	52%	218	-28%	345	58%	206	-40%	-138	222	669	12%
Arcade Operations	-2	-	0	-	6	854%	11	67%	16	48%	5	11	21	12%
Amusement Equipments	0	-73%	3	2056%	17	344%	17	4%	15	-11%	-1	11	48	17%
Other Businesses	5	-25%	13	148%	12	-8%	6	-51%	11	95%	5	6	16	81%
Adjustments*	-22	-	-31	-	-35	-	-41	-	-43	-	-1	-50	-114	-
<b>Operating margin</b>	<b>42.5%</b>	-	<b>41.3%</b>	-	<b>44.6%</b>	-	<b>45.2%</b>	-	<b>36.7%</b>	-	-	<b>35.1%</b>	<b>38.8%</b>	-
<b>Ordinary income</b>	<b>175</b>	26%	<b>297</b>	69%	<b>229</b>	-23%	<b>361</b>	57%	<b>207</b>	-43%	<b>-154</b>	<b>190</b>	<b>630</b>	6%
<b>Net income attributable to owners of the parent</b>	<b>129</b>	32%	<b>222</b>	71%	<b>161</b>	-27%	<b>252</b>	57%	<b>152</b>	-40%	<b>-100</b>	<b>140</b>	<b>460</b>	6%

\*Adjustments include unallocated corporate operating expenses. The corporate operating expenses, which do not belong to any reportable segment, mainly consist of administrative expenses. \*YoY indicates percent change from the same term of the previous year.

- Arcade Operations, Amusement Equipments, and Other Businesses segments outperformed plan
- Overall in-line with projections, making good progress toward achieving full-year plan

## 2-2. H1 Financial Highlights – Financial Position

### ■ H1 Balance Sheet/Statement of Cashflows (Summary)

#### Balance Sheet

(100 million yen)

<b>Assets</b>	21/3	YoY	22/3	YoY	23/3	YoY	24/3	YoY	24/9	YoY	Difference
Cash on hand and in banks	712	9%	1,072	51%	1,021	-5%	1,251	23%	1,259	1%	8
Accounts receivable - trade	-	-	74	-	249	237%	253	2%	137	-46%	-116
Work in progress for game software	244	15%	311	28%	385	23%	390	1%	492	26%	102
Others	680	20%	415	-39%	517	25%	538	4%	567	5%	28
<b>Total assets</b>	<b>1,637</b>	<b>14%</b>	<b>1,873</b>	<b>14%</b>	<b>2,173</b>	<b>16%</b>	<b>2,434</b>	<b>12%</b>	<b>2,457</b>	<b>1%</b>	<b>23</b>
<b>Liabilities</b>											
Notes and accounts payable - trade & Electronically recorded monetary liabilities	37	-37%	36	-3%	55	54%	43	-22%	65	51%	21
Deferred income	66	-13%	89	34%	54	-39%	6	-87%	6	-10%	0
Others	325	8%	283	-13%	452	60%	433	-4%	397	-8%	-36
<b>Total liabilities</b>	<b>429</b>	<b>-2%</b>	<b>408</b>	<b>-5%</b>	<b>562</b>	<b>38%</b>	<b>483</b>	<b>-14%</b>	<b>468</b>	<b>-3%</b>	<b>-15</b>
<b>Total net assets</b>	<b>1,207</b>	<b>21%</b>	<b>1,464</b>	<b>21%</b>	<b>1,611</b>	<b>10%</b>	<b>1,950</b>	<b>21%</b>	<b>1,989</b>	<b>2%</b>	<b>38</b>
<b>Total liabilities and net assets</b>	<b>1,637</b>	<b>14%</b>	<b>1,873</b>	<b>14%</b>	<b>2,173</b>	<b>16%</b>	<b>2,434</b>	<b>12%</b>	<b>2,457</b>	<b>1%</b>	<b>23</b>

\*YoY indicates percent change from the end of the previous year

\*"Others" under Assets for the fiscal year ended March 2021 includes 25 billion yen in "Notes and accounts receivable" - trade

#### Statement of Cashflows

(100 million yen)

	20/9	21/9	22/9	23/9	24/9	Difference
Cash flows from operating activities	88	484	145	272	140	-131
Net income before income taxes	175	297	229	361	208	-153
Decrease (increase) in notes and accounts receivable - trade	101	189	-34	134	113	-20
Decrease (increase) in work in progress for game software	-26	25	-92	-21	-102	-80
Increase (decrease) in deferred revenue	-67	14	54	-44	-0	43
Cash flows from investing activities	-24	-61	-19	-32	-14	17
Cash flows from financing activities	-36	-55	-204	-93	-100	-7
Cash and cash equivalents at beginning of year	596	640	956	894	1,090	196
Cash and cash equivalents at end of quarter	621	1,008	914	1,078	1,106	27

# 3-1. Business Segments – Digital Contents (1)

**H1 results in-line with expectations**  
**Making good progress toward achieving full-year plan**

## ■ Digital Contents Performance

(100 million yen)

	20/9	YoY	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	2025/3 Plan
<b>Net sales</b>	<b>353</b>	21%	<b>598</b>	69%	<b>360</b>	-40%	<b>612</b>	70%	<b>397</b>	-35%	<b>1,250</b>
<b>Consumer breakdown</b>											
Package sales	73	-3%	233	219%	43	-82%	120	179%	38	-68%	144
Digital sales (incl. digital license)	248	25%	345	39%	306	-11%	476	56%	338	-29%	1,066
Digital license portion	10	-	7	-30%	22	214%	37	68%	25	-32%	22
Consumer total	321	17%	578	80%	349	-40%	597	71%	377	-37%	1,211
Deferred revenue portion			-14	-	-54	-	44	-	1	-98%	
Mobile Contents	32	88%	19	-41%	11	-42%	15	36%	20	33%	39
<b>Operating income</b>	<b>198</b>	37%	<b>302</b>	52%	<b>218</b>	-28%	<b>345</b>	58%	<b>206</b>	-40%	<b>669</b>
<b>Operating margin</b>	<b>56.1%</b>	-	<b>50.5%</b>	-	<b>60.5%</b>	-	<b>56.3%</b>	-	<b>51.9%</b>	-	<b>53.5%</b>

\*Digital license indicates income from providing content etc. to online platforms. \*Deferred revenue indicates the variance between deferred revenue and reversed revenue stemming primarily from the release of free downloadable content that typically follows the release of a full game. \*YoY indicates percent change from the same term of the previous year.

## ■ Units Sales by Hardware

(thousand units)

	20/9	Share	21/9	Share	22/9	Share	23/9	Share	24/9	Share	2025/3 Plan
PC units (digital)	4,400	32%	5,750	29%	10,050	47%	10,850	48%	10,737	54%	
Console units (digital)	7,000	51%	8,150	41%	9,450	44%	9,150	40%	8,023	40%	
Package units	2,400	17%	5,900	30%	1,800	8%	2,600	12%	1,264	6%	3,400

# 3-1. Business Segments – Digital Contents (2)

**New title unit sales expected to be weighted to H2**  
**Catalog title net sales and unit sales both up YoY**

## ■ Unit Sales for the 6 Months (Consumer)

(units in thousands)

	2020/9			2021/9			2022/9			2023/9			2024/9			2025/3 Plan		
<b>Titles sold / sales regions</b>	<b>292 / 209</b>			<b>301 / 207</b>			<b>304 / 213</b>			<b>286 / 227</b>			<b>246 / 220</b>					
<b>Total unit sales</b>	YoY			YoY			YoY			YoY			YoY			YoY		
	<b>13,800</b>	<b>24.3%</b>		<b>19,800</b>	<b>43.5%</b>		<b>21,300</b>	<b>7.6%</b>		<b>22,600</b>	<b>6.1%</b>		<b>20,025</b>	<b>-11.4%</b>		<b>50,000</b>	<b>8.9%</b>	
	Share		YoY	Share		YoY	Share		YoY	Share		YoY	Share		YoY	Share		YoY
Overseas units	<b>12,000</b>	87.0%	39.5%	<b>16,200</b>	81.8%	35.0%	<b>16,050</b>	75.4%	-0.9%	<b>18,400</b>	81.4%	14.6%	<b>16,932</b>	84.6%	-8.0%	<b>41,500</b>	83.0%	8.9%
Japan units	<b>1,800</b>	13.0%	-28.0%	<b>3,600</b>	18.2%	100.0%	<b>5,250</b>	24.6%	45.8%	<b>4,200</b>	18.6%	-20.0%	<b>3,092</b>	15.4%	-26.4%	<b>8,500</b>	17.0%	9.1%
Digital units	<b>11,400</b>	82.6%	34.9%	<b>13,900</b>	70.2%	21.9%	<b>19,500</b>	91.5%	40.3%	<b>20,000</b>	88.5%	2.6%	<b>18,761</b>	93.7%	-6.2%	<b>46,600</b>	93.2%	12.7%
Physical units	<b>2,400</b>	17.4%	-9.4%	<b>5,900</b>	29.8%	145.8%	<b>1,800</b>	8.5%	-69.5%	<b>2,600</b>	11.5%	44.4%	<b>1,264</b>	6.3%	-51.4%	<b>3,400</b>	6.8%	-25.1%
Catalog units	<b>10,950</b>	79.3%	41.3%	<b>13,200</b>	66.7%	20.5%	<b>16,050</b>	75.4%	21.6%	<b>17,600</b>	77.9%	9.7%	<b>18,950</b>	94.6%	7.7%	<b>37,000</b>	74.0%	1.9%
New units	<b>2,850</b>	20.7%	-14.9%	<b>6,600</b>	33.3%	131.6%	<b>5,250</b>	24.6%	-20.5%	<b>5,000</b>	22.1%	-4.8%	<b>1,074</b>	5.4%	-78.5%	<b>13,000</b>	26.0%	35.5%
<b>Major titles</b>																		
<b>New</b>	Resident Evil 3			Resident Evil Village Monster Hunter Stories 2: Wings of Ruin			Monster Hunter Rise: Sunbreak			Street Fighter 6 MegaMan Battle Network Legacy Collection Vol. 1 & Vol. 2			Dead Rising Deluxe Remaster Marvel vs. Capcom Fighting Collection: Arcade Classics Ace Attorney Investigations Collection (others)			Monster Hunter Wilds Dead Rising Deluxe Remaster Marvel vs. Capcom Fighting Collection: Arcade Classics Ace Attorney Investigations Collection (others)		
<b>Catalog</b>	Monster Hunter World: Iceborne Resident Evil 2 Resident Evil 7 biohazard Monster Hunter: World			Monster Hunter Rise Resident Evil 7 biohazard Monster Hunter World: Iceborne Resident Evil 2 Resident Evil 3 Monster Hunter: World			Monster Hunter Rise Devil May Cry 5 Resident Evil 2 Resident Evil 3 Monster Hunter World: Iceborne Dragon's Dogma: Dark Arisen			Resident Evil 4 Resident Evil 2 Monster Hunter Rise: Sunbreak Resident Evil 3 Monster Hunter Rise Resident Evil Village			Monster Hunter: World Monster Hunter World: Iceborne Monster Hunter Rise Monster Hunter Rise: Sunbreak Resident Evil 4 Street Fighter 6			Continue to grow catalog unit sales via key brands: Resident Evil, Monster Hunter, Street Fighter, Dragon's Dogma, etc.		

\*New titles: titles released in the current fiscal year; Catalog titles: titles released in the previous fiscal year or earlier. \*Includes distribution titles. \*YoY indicates percent change from the same term of the previous year.



# 3-1. Business Segments – Digital Contents (3)

**Focused on long-term sales of catalog titles  
in addition to multiple new title releases**

## ■ 6 Months Highlights (Consumer)

- Released 6 new titles including *Dead Rising Deluxe Remaster* during H1
- Scheduled to launch on Feb. 28, 2025, *Monster Hunter Wilds* won the most honors at gamescom 2024 with a total of four awards
- *Monster Hunter* series saw healthy catalog title growth

### ● FY24 Top Title Unit Sales

Title	(thousand units)	
	H1	Lifetime
Monster Hunter: World <sup>*1</sup>	1,764	27,089
Monster Hunter World: Iceborne	1,444	14,044
Monster Hunter Rise	1,365	16,099
Monster Hunter Rise: Sunbreak	1,152	8,899
Resident Evil 4	832	8,013
Street Fighter 6	831	4,137
Resident Evil Village	744	10,548
Devil May Cry 5 <sup>*2</sup>	713	8,757
Dragon's Dogma 2	695	3,318
Resident Evil 7 biohazard	674	14,069

Figures in the above include sales of ports to additional platforms, versions with additional content, etc.

\*1 Includes sales of *Monster Hunter World: Iceborne Master Edition*

\*2 H1 units include *Devil May Cry 5 Special Edition*



New title  
*Dead Rising Deluxe Remaster*

## 3-2. Business Segments – Arcade Operations

**Earnings exceed plan due to contributions from existing stores and new store formats**

### ■ 6 Months Business Results

(100 million yen)

	20/9	YoY	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/3 Plan
Net sales	40	-35%	56	40%	73	30%	91	25%	109	20%	220
Operating income	-2	-	0	-	6	854%	11	67%	16	48%	21
Operating margin	-	-	1.3%	-	9.2%	-	12.3%	-	15.2%	-	9.5%
Same store sales	60%	-	136%	-	126%	-	110%	-	114%	-	102%

\*YoY indicates percent change from the same term of the previous year

### ■ Number of Stores

(stores)

	21/3	22/3	23/3	24/3	24/9	25/3 Plan
New stores	1	2	5	4	2	7
Closed stores	0	1	2	0	0	0
Total	41	42	45	49	51	56

### ■ 6 Months Highlights

- Opened Plaza Capcom Oyabe Store (Toyama prefecture) in April
- Opened new areas, such as Capsule Lab at the Ikebukuro Store in May
- Increased visitors due to functioning as cooling shelter during hot weather



New Capsule Lab area at Plaza Capcom Ikebukuro

## 3-3. Business Segments – Amusement Equipments

**Stably released new smart pachislo machines  
that feature popular IP**

### ■ 6 Months Business Results

(100 million yen)

	20/9	YoY	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/3 Plan
Net sales	13	450%	16	22%	30	88%	25	-14%	31	22%	127
Operating income	0	-73%	3	2056%	17	344%	17	4%	15	-11%	48
Operating margin	1.4%	-	24.1%	-	56.9%	-	68.6%	-	50.0%	-	37.8%

\*YoY indicates percent change from the same term of the previous year

### ■ Pachislo Sales Volume

	20/9	YoY	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/3 Plan
New titles	1	-	1	-	3	-	1	-	2	-	4
Sales (thousand units)	3.7	-	8.5	130%	27.7	226%	18.0	-35%	17.0	-6%	41.5

\*YoY indicates percent change from the same term of the previous year. \*Includes catalog title sales

### ■ 6 Months Highlights

- Released new smart pachislo machines  
*Street Fighter V Chosensha No Michi* (5,500 units sold)  
and *Onimusha 3* (11,000 units sold)



Smart Slot  
*Onimusha 3*

## 3-4. Business Segments – Other Businesses

Promoted brand awareness of IP  
by utilizing major content in business development

### ■ 6 Months Business Results

(100 million yen)

	20/9	YoY	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/3 Plan
<b>Net sales</b>	<b>13</b>	-19%	<b>29</b>	122%	<b>26</b>	-9%	<b>18</b>	-29%	<b>24</b>	30%	<b>53</b>
Character	11	-	22	100%	25	14%	17	-32%	22	29%	47
eSports/Media	1	-	6	500%	1	-83%	1	0%	2	118%	6
<b>Operating income</b>	<b>5</b>	-25%	<b>13</b>	148%	<b>12</b>	-8%	<b>6</b>	-51%	<b>11</b>	95%	<b>16</b>
Character	8	-	15	88%	17	13%	12	-29%	15	25%	31
eSports/Media	-2	-	-1	-	-4	-	-6	-	-3	-	-15
<b>Operating margin</b>	<b>41.7%</b>	-	<b>46.7%</b>	-	<b>47.3%</b>	-	<b>32.5%</b>	-	<b>48.6%</b>	-	<b>30.2%</b>

\*Beginning FY23/6, business results for Media have been incorporated with eSports. This change has been reflected in the above full year FY24/3 plan and business results for previous years. \*YoY indicates percent change from the same term of the previous year.

### ■ 6 Months Highlights

- Carried out various events and collaborations in conjunction with the *Monster Hunter* series 20th anniversary
- Capcom Pro Tour 2024 held worldwide from June
- Street Fighter League: Pro-JP 2024, a team league tournament in Japan, kicked off in August



Street Fighter League: Pro-JP 2024

# 4-1. Supplement: Summary of Major Financial Information (1)

## ● Profit and Loss Sheet

(100 million yen)

	2021/3	YoY	2022/3	YoY	2023/3	YoY	2024/3	YoY	2025/3 plan	YoY	2024/9
Net Sales	953	16.8%	1,100	15.5%	1,259	14.4%	1,524	21.0%	1,650	8.3%	564
Gross Profit	527	28.8%	613	16.3%	738	20.4%	846	14.7%	-	-	333
Margin (%)	55.3%	-	55.7%	-	58.6%	-	55.5%	-	-	-	59.1%
Sales and G&A Expenses	181	0.1%	184	1.4%	230	25.0%	275	19.8%	-	-	126
Operating Income	345	51.6%	429	24.0%	508	18.4%	570	12.3%	640	12.1%	207
Margin (%)	36.3%	-	39.0%	-	40.3%	-	37.5%	-	38.8%	-	36.7%
Ordinary Income	348	51.8%	443	27.2%	513	15.9%	594	15.7%	630	6.0%	207
Margin (%)	36.6%	-	40.3%	-	40.8%	-	39.0%	-	38.2%	-	36.7%
Net income attributable to owners of the parent	249	56.3%	325	30.6%	367	12.9%	433	18.1%	460	6.1%	152
Margin (%)	26.1%	-	29.6%	-	29.2%	-	28.5%	-	27.9%	-	27.1%

## ● Sales and Profit by Business Segments

(100 million yen)

		2021/3	YoY	2022/3	YoY	2023/3	YoY	2024/3	YoY	2025/3 plan	YoY	2024/9
Digital Contents	Net Sales	753	25.6%	875	16.3%	981	12.1%	1,198	22.1%	1,250	4.3%	397
	Operating Income	370	53.2%	453	22.6%	535	18.0%	598	11.8%	669	11.8%	206
	Margin (%)	49.1%	-	51.8%	-	54.5%	-	49.9%	-	53.5%	-	51.9%
Arcade Operations	Net Sales	98	-18.4%	124	25.7%	156	25.8%	193	23.9%	220	13.7%	109
	Operating Income	1	-87.7%	6	337.6%	12	88.2%	18	52.2%	21	12.4%	16
	Margin (%)	1.5%	-	5.3%	-	7.9%	-	9.7%	-	9.5%	-	15.2%
Amusement Equipments	Net Sales	70	8.5%	57	-18.9%	78	35.7%	90	15.6%	127	40.8%	31
	Operating Income	24	15.4%	23	-2.5%	34	46.2%	41	19.9%	48	16.6%	15
	Margin (%)	33.9%	-	40.8%	-	44.0%	-	45.6%	-	37.8%	-	50.0%
Others	Net Sales	30	0.9%	43	43.4%	43	-0.1%	42	-3.6%	53	26.1%	24
	Operating Income	9	81.4%	15	53.7%	14	-5.5%	8	-38.4%	16	81.2%	11
	Margin (%)	32.4%	-	34.7%	-	32.9%	-	21.0%	-	30.2%	-	48.6%

\*YoY indicates percent change from the same term of the previous year

# 4-1. Supplement: Summary of Major Financial Information (2)

## ● Promotional Expense

(100 million yen)

	20/9	YoY	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	2025/3 plan
Consolidated	11	-48.0%	20	79.6%	16	-18.5%	34	102.1%	32	-5.2%	93

## ● Number of Stores

(stores)

	20/9	YoY	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	2025/3 plan
Consolidated	40	-	42	-	42	-	47	-	51	-	56

## ● Capital Expenditure

(100 million yen)

	20/9	YoY	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	2025/3 plan
Consolidated	13	4.1%	28	106.0%	18	-36.3%	30	70.6%	14	-53.4%	98

## ● Depreciation

(100 million yen)

	20/9	YoY	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	2025/3 plan
Consolidated	13	8.1%	17	28.5%	15	-8.3%	19	19.8%	21	12.5%	54

## ● Number of Employees

(people)

	20/9	YoY	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	2025/3 plan
Consolidated	3,188	6.2%	3,287	3.1%	3,346	1.8%	3,521	5.2%	3,755	6.6%	3,792
Consolidated Developers	2,303	7.1%	2,424	5.3%	2,487	2.6%	2,669	7.3%	2,843	6.5%	2,843

## ● R&D Investment Cost

(100 million yen)

	20/9	YoY	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	2025/3 plan
R&D Investment Cost	124	-0.2%	161	30.0%	168	4.1%	189	12.6%	221	17.1%	535

## ● Foreign Exchange Rate (end of March)

	20/9	YoY	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	2025/3 plan
USD/JPY	105	-1.9%	111	5.7%	144	29.7%	149	3.5%	142	-4.7%	135
Euro/JPY	124	5.1%	129	4.0%	142	10.1%	158	11.3%	159	0.6%	145

\*YoY indicates percent change from the same term of the previous year

## 4-2. Supplement: Our Major IP

Capcom owns a wealth of globally popular brands originating from its games

# RESIDENT EVIL™

**Resident Evil series:**  
163 million units



Sales of *Resident Evil 4* surpassed 8 million units

# MONSTER HUNTER™

**Monster Hunter series:**  
105 million units



*Monster Hunter Wilds* slated for February 28, 2025 launch

# STREET FIGHTER™

**Street Fighter series:**  
55 million units



*Street Fighter 6*  
Over 4 million units sold

**Mega Man Series**

42 million units

**Devil May Cry series**

32 million units

**Dead Rising series**

17 million units

**Dragon's Dogma series**

12 million units

**Ace Attorney series**

12 million units

**Marvel vs. Capcom series**

11 million units

**Onimusha series**

8.7 million units