

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

1st Quarter Report
Fiscal year ending March 31, 2026



1. Major Takeaways	P2
2. Consolidated/Business Segments Earnings	P3
3. Digital Contents	P4
4. Arcade Operations	P7
5. Arcade Equipments	P8
6. Other Businesses	P9

Supplement

1. Financial Position Summary	P11
2. Major Financial Information Summary	P12
3. Series Development of Leading Brands	P14

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.



Q1 Results

- Revenue and profit grew across all segments
- Unit sales of both new and catalog titles increased year-on-year
- Favorable performance in Amusement Equipments business

Full-Year Plan

- Good progress toward achieving full-year plan

(100 million yen)

	Results					Plan	
	24/6	YoY	25/6	Difference	YoY	26/3	YoY
Net sales	295	-33%	455	159	54%	1,900	12%
Operating profit	128	-46%	245	117	91%	730	11%
Operating margin	43.5%	-	54.1%	-	-	38.4%	-
Ordinary profit	134	-48%	228	93	70%	700	7%
Net profit attributable to owners of the parent	99	-45%	172	72	73%	510	5%

*YoY indicates percent change from the previous year.



Earning Trend

Q1 Results

(100 million yen)

	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/6	Difference	YoY	26/3 Plan	YoY
Net sales	484	104%	252	-48%	438	74%	295	-33%	455	159	54%	1,900	12%
■ Digital Contents	439	105%	198	-55%	378	91%	214	-44%	298	84	39%	1,395	12%
■ Arcade Operations	23	102%	32	38%	41	25%	48	18%	56	7	15%	254	12%
■ Amusement Equipments	12	608%	6	-49%	8	38%	22	147%	78	55	252%	184	18%
■ Other Businesses	8	-5%	14	73%	9	-33%	10	13%	22	11	103%	67	10%
Operating profit	236	120%	120	-49%	240	99%	128	-46%	245	117	91%	730	11%
■ Digital Contents	244	107%	125	-49%	246	97%	128	-48%	200	72	56%	727	12%
■ Arcade Operations	-0	-	1	-	3	102%	5	37%	9	4	82%	27	11%
■ Amusement Equipments	2	242%	2	11%	6	151%	10	60%	49	38	353%	74	10%
■ Other Businesses	4	-6%	8	70%	4	-40%	6	34%	13	7	106%	28	13%
Adjustments*	-15	-	-17	-	-21	-	-21	-	-26	-4	-	-126	-
Operating margin	48.7%	-	47.8%	-	54.8%	-	43.5%	-	54.1%	-	-	38.4%	-
Ordinary profit	238	125%	128	-46%	258	102%	134	-48%	228	93	70%	700	7%
Net profit attributable to owners of the parent	173	122%	90	-48%	181	102%	99	-45%	172	72	73%	510	5%

*1 Adjustments include unallocated corporate operating expenses. The corporate operating expenses, which do not belong to any reportable segment, mainly consist of administrative expenses.

*2 YoY indicates percent change from the previous year.



Earning Trend

Q1 Results

- Sales and profits increased due to release of new titles and steady catalog title sales
- A solid start toward achieving the full-year plan

(100 million yen)

	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	26/3 Plan
Net Sales	439	105%	198	-55%	378	91%	214	-44%	298	39%	1,395
■ Consumer breakdown											
Package sales	184	207%	29	-84%	89	207%	24	-73%	28	17%	177
Digital sales (incl. digital license)	246	72%	163	-34%	285	75%	178	-38%	264	48%	1,191
Digital license portion	5	-	19	280%	2	-90%	10	400%	3	-70%	29
Consumer total	430	112%	192	-55%	374	95%	203	-46%	292	44%	1,368
Deferred revenue portion	-5	-	-38	-	40	-	1	-98%	90	8900%	
■ Mobile Contents											
	9	-18%	6	-33%	4	-33%	10	150%	5	-50%	27
Operating profit	244	107%	125	-49%	246	97%	128	-48%	200	56%	727
Operating margin	55.7%	-	63.1%	-	65.2%	-	59.9%	-	67.2%	-	52.1%

*1 Digital license indicates income from providing content etc. to online platforms. *2 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. *3 YoY indicates percent change from the previous year.



Unit Sales

Q1 Results

- Catalog sales increased driven primarily by popular IP
- New title units increased year-on-year, driven by the release of multiple new titles

(thousand units)

	21/6			22/6			23/6			24/6			25/6			26/3 Plan		
Titles sold / sales regions	299 / 200			297 / 206			283 / 224			240 / 214			243 / 228					
Total unit sales	13,300 YoY 44.6%			11,700 YoY -12.0%			13,500 YoY 15.4%			9,534 YoY -29.4%			14,167 YoY 48.6%			54,000 YoY 4.1%		
	Share		YoY	Share		YoY	Share		YoY	Share		YoY	Share		YoY	Share		YoY
New units	4,500	33.8%	73.1%	2,700	23.1%	-40.0%	3,700	27.4%	37.0%	274	2.9%	-92.6%	797	5.6%	190.9%	8,000	14.8%	-35.4%
Catalog units	8,800	66.2%	33.3%	9,000	76.9%	2.3%	9,800	72.6%	8.9%	9,260	97.1%	-5.5%	13,369	94.4%	44.4%	46,000	85.2%	16.5%
Digital Units	9,100	68.4%	23.8%	10,400	88.9%	14.3%	11,600	85.9%	11.5%	8,826	92.6%	-23.9%	13,482	95.2%	52.8%	50,700	93.9%	8.5%
PC Units (digital)	3,900	29.3%	41.8%	5,850	50.0%	50.0%	6,150	45.6%	5.1%	4,915	51.6%	-20.1%	8,240	58.2%	67.7%			
Console units (digital)	5,200	39.1%	13.0%	4,550	38.9%	-12.5%	5,450	40.4%	19.8%	3,911	41.0%	-28.2%	5,242	37.0%	34.0%			
Physical units	4,200	31.6%	127.0%	1,300	11.1%	-69.1%	1,900	14.1%	46.2%	708	7.4%	-62.7%	685	4.8%	-3.2%	3,300	6.1%	-35.9%
Overseas units	10,800	81.2%	33.3%	8,700	74.4%	-19.4%	10,800	80.0%	24.1%	7,819	82.0%	-27.6%	12,825	90.5%	64.0%	45,500	84.3%	4.6%
Japan units	2,500	18.8%	127.3%	3,000	25.6%	20.0%	2,700	20.0%	-10.0%	1,715	18.0%	-36.5%	1,342	9.5%	-21.7%	8,500	15.7%	1.3%

Titles	Resident Evil Village		Monster Hunter Rise: Sunbreak		Street Fighter 6 MegaMan Battle Network Legacy Collection Vol.1 & Vol. 2		Monster Hunter Stories (port) Monster Hunter Stories 2: Wings of Ruin (port)		Street Fighter 6 (port) Capcom Fighting Collection 2 Onimusha 2 Kunitsu-Gami: Path of the Goddess (port)		Resident Evil Requiem Street Fighter 6 (port) Capcom Fighting Collection 2 Onimusha 2 Kunitsu-Gami: Path of the Goddess (port) etc.	
	New		Catalog									
	Resident Evil Village		Monster Hunter Rise: Sunbreak		Street Fighter 6 MegaMan Battle Network Legacy Collection Vol.1 & Vol. 2		Monster Hunter Stories (port) Monster Hunter Stories 2: Wings of Ruin (port)		Street Fighter 6 (port) Capcom Fighting Collection 2 Onimusha 2 Kunitsu-Gami: Path of the Goddess (port)		Resident Evil Requiem Street Fighter 6 (port) Capcom Fighting Collection 2 Onimusha 2 Kunitsu-Gami: Path of the Goddess (port) etc.	
	Monster Hunter Rise Resident Evil 7 biohazard Monster Hunter World: Iceborne Resident Evil 2 Resident Evil 3		Monster Hunter Rise Devil May Cry 5 Dragon's Dogma: Dark Arisen Street Fighter V Monster Hunter: World		Resident Evil 4 Monster Hunter Rise: Sunbreak Resident Evil 2 Resident Evil 3 Monster Hunter Rise		Monster Hunter: World Monster Hunter World: Iceborne Monster Hunter Rise Monster Hunter Rise: Sunbreak Resident Evil 4 Street Fighter 6		Monster Hunter Wilds Devil May Cry 5 Resident Evil Village Resident Evil 4 Resident Evil 7 biohazard Devil May Cry HD Collection Street Fighter 6		Continue to grow catalog unit sales via key brands: Resident Evil, Monster Hunter, Street Fighter, Devil May Cry, etc.	

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



Title overview

Q1 Results

- *Street Fighter 6* was released on June 5 for Nintendo Switch™ 2; cumulative global sales surpassed five million units
- *Devil May Cry 5* achieved cumulative worldwide sales of 10 million units driven by synergies with the newly released anime series
- Catalog sales in the *Resident Evil* franchise continued to grow steadily following the announcement of *Resident Evil Requiem*, the latest title in the series

FY26/3 Unit Sales ranking

(thousand units)

Title	25/6	Lifetime
Devil May Cry 5 ^{*2}	1,782	10,512
Resident Evil Village	923	12,229
Resident Evil 4	706	10,621
Resident Evil 7 biohazard	635	15,425
Devil May Cry HD Collection	594	2,765
Street Fighter 6	538	5,212
Devil May Cry 4 Special Edition	495	3,507
Resident Evil 2	482	15,892
Monster Hunter Wilds	477	10,585
Monster Hunter Rise	389	17,564

*1 Figures in the above list reflect totals that include ports to additional platforms following initial title release.

*2 FY25/6 units include *Devil May Cry 5 Special Edition*



Street Fighter 6 for
Nintendo Switch 2 released on June 5



Resident Evil Requiem, the newest title in
the series, planned for release on
February 27, 2026



Capcom Store Sendai

Q1 Results

- Opened a total of 3 stores including Capcom Store Sendai in April, and Plaza Capcom LaLa terrace Kita-Ayase in June
- Continued steady management of existing store operations

Earnings Trend / Plan

(100 million yen)

	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	26/3 Plan
Net sales	23	102%	32	38%	41	25%	48	18%	56	15%	254
Operating profit	-0	-	1	-	3	102%	5	37%	9	82%	27
Operating margin	-	-	5.7%	-	9.1%	-	10.6%	-	16.8%	-	10.6%
Same store sales (growth rate)	214%	-	130%	-	109%	-	111%	-	111%	-	105%

*YoY indicates percent change from the previous year.

Number of Stores

(stores)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	25/6	YoY	26/3 Plan
New stores	2	-	5	-	4	-	5	-	3	-	10
Closed stores	1	-	2	-	0	-	1	-	0	-	0
Total	42	2%	45	7%	49	9%	53	8%	56	6%	63

*YoY indicates percent change from the previous year.



Smart Slot
Devil May Cry 5 Stylish Tribe

Q1 Results

- Released 1 new machine, *Devil May Cry 5 Stylish Tribe*, in June
- 10,900 units sold
- Catalog sales totaled 9,200 units sold, including sales of *Monster Hunter Rise*, released in the previous fiscal year

Earnings Trend / Plan

	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	26/3 Plan
Net sales	12	608%	6	-49%	8	38%	22	147%	78	252%	184
Operating profit	2	242%	2	11%	6	151%	10	60%	49	353%	74
Operating margin	19.0%	-	41.6%	-	75.5%	-	48.8%	-	62.9%	-	40.2%

*YoY indicates percent change from the previous year.

Pachislo Sales Volume

	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	26/3 Plan
New titles	1	-	1	-	0	-	1	-	1	-	3
Sales (thousand units)	6.0	-	2.7	-55%	3.0	11%	5.9	97%	20.2	242%	43.0

*1 Includes catalog title sales. *2 YoY indicates percent change from the previous year.



Original Anime Series
Devil May Cry

Q1 Results

- Original anime series *Devil May Cry* premiered on Netflix in April, generating strong synergies with the Digital Contents Business
- In-game collaborations also contributed positively to revenue
- Official competitions featuring *Street Fighter 6* in CAPCOM Pro Tour 2025 were held in various regions around the world starting in May
- Efforts to strengthen IP visibility continue with a focus on major franchises through the expansion of merchandise sales and related initiatives

Earnings Trend / Plan

(100 million yer

	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	26/3 Plan
Net sales	8	-5%	14	73%	9	-33%	10	13%	22	103%	67
Character	7	0%	13	86%	9	-31%	10	11%	21	110%	58
eSports/Media	1	0%	1	0%	0	-58%	0	0%	0	0%	9
Operating profit	4	-6%	8	70%	4	-40%	6	34%	13	106%	28
Character	5	0%	9	80%	6	-33%	7	17%	15	114%	39
eSports/Media	-0	-	-1	-	-2	-	-1	-	-1	-	-11
Operating margin	57.9%	-	57.0%	-	51.0%	-	60.5%	-	61.5%	-	41.8%

*YoY indicates percent change from the previous year.



Supplement



1 Supplement: Financial Position Summary



■ Balance Sheet

(100 million yen)

Assets	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	25/6	YoY	Difference
Cash and deposits	1,072	51%	1,021	-5%	1,251	23%	1,667	33%	1,532	-8%	-135
Accounts receivable - trade	74	-	249	237%	253	2%	333	31%	150	-55%	-182
Work-in-progress for game software	311	28%	385	23%	390	1%	492	26%	544	11%	52
Others	409	-5%	516	26%	538	4%	636	18%	704	11%	67
Total assets	1,873	14%	2,173	16%	2,434	12%	3,129	29%	2,932	-6%	-197
Liabilities											
Notes and accounts payable - trade & Electronically recorded obligations - operating	36	-3%	55	54%	43	-22%	56	30%	47	-15%	-8
Deferred revenue	89	34%	54	-39%	6	-87%	205	2915%	115	-44%	-90
Others	283	-13%	452	60%	433	-4%	604	39%	433	-28%	-171
Total liabilities	408	-5%	562	38%	483	-14%	866	79%	596	-31%	-270
Total net assets	1,464	21%	1,611	10%	1,950	21%	2,263	16%	2,335	3%	72
Total liabilities and net assets	1,873	14%	2,173	16%	2,434	12%	3,129	29%	2,932	-6%	-197

*1 YoY indicates percent change from the previous year.

Deferred income of approx. □1.5 billion consists primarily of revenue from *Monster Hunter Wilds*, etc. that was deferred until the release of DLC.

■ Statement of Cashflows

(100 million yen)

	21/6	22/6	23/6	24/6	25/6	Difference
Cash flows from operating activities	343	-55	129	94	51	-42
Net income before income taxes	238	128	258	136	228	92
Decrease (increase) in trade receivables	106	-101	84	118	182	64
Decrease (increase) in work-in-progress for game software	50	-46	-12	-58	-52	6
Increase (decrease) in deferred income	14	38	-39	-1	-90	-88
Cash flows from investing activities	-20	-13	-18	-8	-114	-106
Purchase of property, plant and equipment	-15	-12	-16	-8	-83	-75
Cash flows from financing activities	-50	-62	-87	-94	-97	-2
Cash and cash equivalents at beginning of period	640	956	894	1,090	1,504	413
Cash and cash equivalents at end of period	914	851	947	1,102	1,343	240



Profit and Loss sheet

(100 million yen)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	25/6	26/3 Plan	YoY
Net sales	1,100	15.5%	1,259	14.4%	1,524	21.0%	1,696	11.3%	455	1,900	12.0%
Gross profit	613	16.3%	738	20.4%	846	14.7%	987	16.7%	310		
Margin	55.7%	-	58.6%	-	55.5%	-	58.2%	-	68.1%		
Sales and G&A expenses	184	1.4%	230	25.0%	275	19.8%	329	19.5%	64		
Operating profit	429	24.0%	508	18.4%	570	12.3%	657	15.2%	245	730	11.0%
Margin	39.0%	-	40.3%	-	37.5%	-	38.8%	-	54.1%	38.4%	-
Ordinary profit	443	27.2%	513	15.9%	594	15.7%	656	10.5%	228	700	6.6%
Margin	40.3%	-	40.8%	-	39.0%	-	38.7%	-	50.3%	36.8%	-
Net profit attributable to owners of the parent	325	30.6%	367	12.9%	433	18.1%	484	11.7%	172	510	5.3%
Margin	29.6%	-	29.2%	-	28.5%	-	28.6%	-	37.9%	26.8%	-

*YoY indicates percent change from the previous year.

Sales and Profit by Business Segments

(100 million yen)

		22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	25/6	26/3 Plan	YoY
Digital Contents	Net sales	875	16.2%	981	12.1%	1,198	22.1%	1,251	4.4%	298	1,395	11.5%
	Operating profit	453	22.6%	535	18.0%	598	11.8%	651	8.9%	200	727	11.6%
	Margin	51.8%	-	54.5%	-	49.9%	-	52.1%	-	67.2%	52.1%	-
Arcade Operations	Net sales	124	25.7%	156	25.8%	193	23.9%	227	17.6%	56	254	11.6%
	Operating profit	6	337.6%	12	88.2%	18	52.2%	24	30.2%	9	27	11.0%
	Margin	5.3%	-	7.9%	-	9.7%	-	10.7%	-	16.8%	10.6%	-
Amusement Equipments	Net sales	57	-18.9%	78	35.7%	90	15.6%	156	73.1%	78	184	17.9%
	Operating profit	23	-2.5%	34	46.2%	41	19.9%	67	62.8%	49	74	10.4%
	Margin	40.8%	-	44.0%	-	45.6%	-	42.9%	-	62.9%	40.2%	-
Others	Net sales	43	43.4%	43	-0.1%	42	-3.6%	61	45.4%	22	67	9.6%
	Operating profit	15	53.7%	14	-5.5%	8	-38.4%	24	181.2%	13	28	12.7%
	Margin	34.7%	-	32.9%	-	21.0%	-	40.6%	-	61.5%	41.8%	-

*YoY indicates percent change from the previous year.

**Promotional Expense**

(100 million yen)

	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	26/3 Plan
Consolidated	14	100.8%	7	-48.1%	20	166.8%	9	-55.0%	10	10.0%	107

Number of Stores

(Stores)

	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	26/3 Plan
Consolidated	41	2.5%	43	4.9%	47	9.3%	51	8.5%	56	9.8%	63

Capital Expenditure

(100 million yen)

	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	26/3 Plan
Consolidated	20	108.4%	13	-33.7%	18	32.1%	9	-44.7%	85	753.6%	203

Depreciation

(100 million yen)

	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	26/3 Plan
Consolidated	6	-6.5%	7	24.4%	9	16.3%	10	18.0%	11	7.7%	58

Number of Employees

(people)

	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	26/3 Plan
Consolidated	3,319	3.7%	3,350	0.9%	3,517	5.0%	3,715	5.6%	3,972	6.9%	4,001
Consolidated developers	2,452	6.1%	2,494	1.7%	2,666	6.9%	2,810	5.4%	3,013	7.2%	3,014

R&D Investment Cost

(100 million yen)






	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	26/3 Plan
Consolidated	73	18.8%	85	15.7%	92	8.3%	111	20.4%	109	-1.4%	583

Foreign Exchange Rate

	21/6	YoY	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	26/3 Plan
USD/JPY	110	2.8%	136	23.6%	145	6.6%	161	11.0%	144	-10.6%	140
Euro/JPY	131	8.3%	142	8.4%	157	10.6%	172	9.6%	169	-1.7%	150

*YoY indicates percent change from the previous year.



 <p>Resident Evil series</p> <p>174 million units</p> <p>Latest title</p> <ul style="list-style-type: none"> • <i>Resident Evil 4</i> March 2023 	 <p>Monster Hunter series</p> <p>122 million units</p> <p>Latest title</p> <ul style="list-style-type: none"> • <i>Monster Hunter Wilds</i> February 2025 	 <p>Street Fighter series</p> <p>57 million units</p> <p>Latest title</p> <ul style="list-style-type: none"> • <i>Street Fighter 6</i> June 2023 	 <p>Mega Man series</p> <p>43 million units</p> <p>Latest title</p> <ul style="list-style-type: none"> • <i>Mega Man XDIVE Offline</i> September 2023 	 <p>Devil May Cry series</p> <p>36 million units</p> <p>Latest title</p> <ul style="list-style-type: none"> • <i>Devil May Cry 5 Special Edition</i> November 2020
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• *Dead Rising* series

18 million units

• *Ace Attorney* series

13 million units

• *Dragon's Dogma* series

13 million units

• *Marvel vs. Capcom* series

12 million units

• *Onimusha* series

8.9 million units

• *Okami* series

4.7 million units

CAPCOM



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