

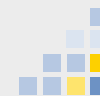
CAPCOM

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

FY26/3 Earnings Summary

FY26/3 Results

FY27/3 Plan



Financial Summary and Plan

- **Major Takeaways** **P3**
- **Performance Trends (Consolidated/Business Segments)** **P4**
- **FY27/3 Plans (Consolidated/Business Segments)** **P12**

Supplement

- **Financial Position Summary** **P1**
- **Major Financial Information Summary** **P2**

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.



FY26/3 Financial Summary





FY26/3 Earnings Results

- Achieved 13 consecutive years of OP growth, 11 consecutive years of over 10% OP growth
- Highest consolidated sales and operating profit in Capcom history
- Increased year-end dividend to ¥25, full-year dividend totals ¥45, dividend payout ratio 34.5%

FY27/3 Full-year Plan

- Continue to target over 10% OP growth
- Dividend forecast: interim ¥23, year-end ¥23, full-year total ¥46

(100 million yen)

	Results						Plan	
	24/3	YoY	25/3	YoY	26/3	YoY	27/3	YoY
Net sales	1,524	21%	1,696	11%	1,953	15%	2,100	8%
Operating profit	570	12%	657	15%	752	15%	830	10%
Operating margin	37.5%	-	38.8%	-	38.5%	-	39.5%	-
Ordinary profit	594	16%	656	11%	741	13%	830	12%
Net profit attributable to owners of the parent	433	18%	484	12%	545	13%	580	6%

*YoY indicates percent change from the previous year.



FY26/3 Results

(100 million yen)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY
Net sales	1,100	16%	1,259	14%	1,524	21%	1,696	11%	1,953	15%
■ Digital Contents	875	16%	981	12%	1,198	22%	1,251	4%	1,442	15%
■ Arcade Operations	124	26%	156	26%	193	24%	227	18%	256	13%
■ Amusement Equipments	57	-19%	78	36%	90	16%	156	73%	177	14%
■ Other Businesses	43	43%	43	0%	42	-4%	61	45%	76	25%
Operating profit	429	24%	508	18%	570	12%	657	15%	752	15%
■ Digital Contents	453	23%	535	18%	598	12%	651	9%	706	8%
■ Arcade Operations	6	338%	12	88%	18	52%	24	30%	32	32%
■ Amusement Equipments	23	-3%	34	46%	41	20%	67	63%	100	50%
■ Other Businesses	15	54%	14	-6%	8	-38%	24	181%	36	47%
Adjustments (*1)	-69	-	-87	-	-96	-	-110	-	-122	-
Operating margin	39.0%	-	40.3%	-	37.5%	-	38.8%	-	38.5%	-
Ordinary profit	443	27%	513	16%	594	16%	656	11%	741	13%
Net profit attributable to owners of the parent	325	31%	367	13%	433	18%	484	12%	545	13%

(*1) 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 previous year.



Earnings Trend

FY26/3 Results

- Sales and profits up, supported by flywheel effect of new title releases and catalog title expansion

(100 million yen)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY
Net Sales	875	16%	981	12%	1,198	22%	1,251	4%	1,442	15%
■ Consumer breakdown										
Package sales	300	44%	180	-40%	193	7%	180	-7%	162	-10%
Digital sales (incl. digital license)	533	11%	773	45%	969	25%	1,036	7%	1,256	21%
Digital license portion (*1)	9	-70%	70	678%	73	4%	34	-53%	36	6%
Consumer total	833	21%	953	14%	1,162	22%	1,216	5%	1,419	17%
Deferred revenue portion (*2)	-19	-	38	-	47	-	-198	-	123	-
■ Mobile Contents										
	42	-35%	28	-33%	35	25%	34	-3%	23	-32%
Operating profit	453	23%	535	18%	598	12%	651	9%	706	8%
Operating margin	51.8%	-	54.5%	-	49.9%	-	52.1%	-	48.9%	-

(*1) Digital license indicates revenue from providing content etc. to online platforms.

(*2) Deferred revenue indicates the balance of deferred revenue and reversed revenue typically associated with free downloadable content made available after the release of a full game.

*YoY indicates percent change from the previous year.



Unit Sales

FY26/3 Results

- Highest-ever cumulative total unit sales and catalog unit sales for a fiscal year period
- Fourth-quarter unit sales reached a quarterly record

(10 thousand units)

	22/3		23/3		24/3		25/3		26/3						
Titles sold / sales regions	304 / 219		307 / 230		292 / 235		248 / 227		253 / 244						
Total unit sales	3,260	YoY 8.3%	4,170	YoY 27.9%	4,589	YoY 10.1%	5,187	YoY 13.0%	5,907	YoY 13.9%					
	Share YoY		Share YoY		Share YoY		Share YoY		Share YoY						
New units	860	26.4%	-10.4%	1,240	29.7%	44.2%	959	20.9%	-22.6%	1,238	23.9%	29.0%	960	16.3%	-22.5%
Catalog units	2,400	73.6%	17.1%	2,930	70.3%	22.1%	3,629	79.1%	23.9%	3,949	76.1%	8.8%	4,946	83.7%	25.2%
Digital Units	2,460	75.5%	6.3%	3,730	89.4%	51.6%	4,135	90.1%	10.9%	4,672	90.1%	13.0%	5,493	93.0%	17.6%
PC Units (digital)	1,090	33.4%	36.3%	1,775	42.6%	62.8%	2,160	47.1%	21.7%	2,821	54.4%	30.6%	3,217	54.5%	14.0%
Console units (digital)	1,370	42.0%	-9.6%	1,955	46.9%	42.7%	1,974	43.0%	1.0%	1,851	35.7%	-6.2%	2,276	38.5%	23.0%
Physical units	800	24.5%	15.1%	440	10.6%	-45.0%	454	9.9%	3.2%	514	9.9%	13.3%	413	7.0%	-19.6%
Overseas units	2,710	83.1%	11.3%	3,350	80.3%	23.6%	3,810	83.0%	13.7%	4,348	83.8%	14.1%	5,313	89.9%	22.2%
Japan units	550	16.9%	-4.3%	820	19.7%	49.1%	779	17.0%	-5.0%	838	16.2%	7.7%	593	10.0%	-29.2%

*New title: titles released in the current fiscal year; Catalog title: titles released in the previous fiscal year or earlier.

*Includes distribution titles.

*YoY indicates percent change from the previous year.



Title Overview

FY26/3 Results

- The latest entry in the series, *Resident Evil Requiem*, achieved unit sales of 6.91 million units
- The *Resident Evil* series and *Devil May Cry 5* led catalog title unit sales growth

FY26/3 Unit Sales Ranking

(10 thousand units)

Title	26/3	Lifetime
Resident Evil Requiem	691	691
Resident Evil 4	369	1,360
Resident Evil Village	362	1,493
Resident Evil 3	346	1,336
Resident Evil 2	291	1,832
Devil May Cry 5	271	1,294
Resident Evil 7 biohazard	261	1,740
Street Fighter 6	204	671
Resident Evil 6	186	1,688
Resident Evil 5	170	1,901
Monster Hunter Rise	151	1,869
Monster Hunter Rise: Sunbreak	142	1,130
Monster Hunter Wilds	132	1,142

*Figures include ports to additional platforms.



New title
Resident Evil Requiem



Catalog title
Devil May Cry 5 Special Edition



Capcom Store Taipei

FY26/3 Results

- Opened a total of 9 stores, including:
Capcom Store Taipei (Taiwan), Capcom's first directly operated store overseas
CAPCOMIX Abeno Hoop Store (Osaka), an experience-based amusement facility
- Same store sales (FY cumulative): 108%

Earnings Trend

(100 million yen)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY
Net sales	124	26%	156	26%	193	24%	227	18%	256	13%
Operating profit	6	338%	12	88%	18	52%	24	30%	32	32%
Operating margin	5.3%	-	7.9%	-	9.7%	-	10.7%	-	12.5%	-
Same store sales	119%	-	120%	-	114%	-	110%	-	108%	-

*YoY indicates percent change from the previous year.

Number of Stores

(stores)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY
New stores	2	-	5	-	4	-	5	-	9	-
Closed stores	1	-	2	-	0	-	1	-	1	-
Total	42	2%	45	7%	49	9%	53	8%	61	15%

*YoY indicates percent change from the previous year.



Smart slot
Shin Onimusha 3

FY26/3 Results

- Strong performance of new and repeat sales led to revenue and profit growth YoY
- 45,000 total units sold
 - Devil May Cry 5 Stylish Tribe* sales: 11,000 units (operating since June)
 - Shin Onimusha 3* sales: 24,500 units (operating since October)

Earnings Trend

(100 million yen)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY
Net sales	57	-19%	78	36%	90	16%	156	73%	177	14%
Operating profit	23	-3%	34	46%	41	20%	67	63%	100	50%
Operating margin	40.8%	-	44.0%	-	45.6%	-	42.9%	-	56.4%	-

*YoY indicates percent change from the previous year.

Pachislo Sales Volume

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY
New titles	3	-	4	-	3	-	4	-	2	-
Sales (thousand units)	26.0	-4%	44.0	69%	31.3	-29%	50.0	60%	45.0	-10%

*Includes repeat sales.

*YoY indicates percent change from the previous year.



Esports
Street Fighter League:
Pro-JP 2025

FY26/3 Results

- Sales and profit up YoY by leveraging IPs in merchandise, collaborations, movies/television and more
- Over 20,000 spectators attended Capcom Cup 12 and Street Fighter League: World Championship 2025, held in March 2026

Earnings Trend

(100 million yen)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY
Net sales	43	43%	43	0%	42	-4%	61	45%	76	25%
Character	34	31%	39	15%	36	-8%	53	47%	63	19%
eSports/Media	9	200%	3	-67%	5	67%	8	60%	12	50%
Operating profit	15	54%	14	-6%	8	-38%	24	181%	36	47%
Character	22	29%	28	27%	24	-14%	37	54%	43	16%
eSports/Media	-7	-	-13	-	-15	-	-12	-	-6	-
Operating margin	34.7%	-	32.9%	-	21.0%	-	40.6%	-	47.6%	-

*YoY indicates percent change from the previous year.



FY27/3 Plan





FY26/3 Results & FY27/3 Plan

(100 million yen)

	26/3	YoY	27/3 Plan	YoY	Difference
Net sales	1,953	15%	2,100	8%	146
■ Digital Contents	1,442	15%	1,522	6%	79
■ Arcade Operations	256	13%	293	14%	36
■ Amusement Equipments	177	14%	209	18%	31
■ Other Businesses	76	25%	76	-1%	-0
Operating profit	752	15%	830	10%	77
■ Digital Contents	706	8%	795	13%	88
■ Arcade Operations	32	32%	33	3%	+0
■ Amusement Equipments	100	50%	104	4%	3
■ Other Businesses	36	47%	35	-4%	-1
Adjustments (*1)	-122	-	-137	-	-14
Operating margin	38.5%	-	39.5%	-	-
Ordinary profit	741	13%	830	12%	88
Net profit attributable to owners of the parent	545	13%	580	6%	34

(*1) 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 previous year.



Plan

All-new IP *PRAGMATA*

FY27/3 Plan

- Targeting global sales and profit growth by releasing new titles and expanding catalog title sales
- All-new IP *PRAGMATA* was released in April
- *Onimusha Way of the Sword* to be released in 2026

(100 million yen)

	26/3	YoY	27/3 Plan	YoY	Difference
Net Sales	1,442	15%	1,522	6%	79
■ Consumer breakdown					
Package sales	162	-10%	123	-24%	-39
Digital sales (incl. digital license)	1,256	21%	1,367	9%	111
Digital license portion (*1)	36	6%	9	-75%	-27
Consumer total	1,419	17%	1,490	5%	71
Deferred revenue portion (*2)	123	-			
■ Mobile Contents	23	-32%	32	39%	9
Operating profit	706	8%	795	13%	88
Operating margin	48.9%	-	52.2%	-	-

(*1) Digital license indicates revenue from providing content etc. to online platforms.

(*2) Deferred revenue indicates the balance of deferred revenue and reversed revenue typically associated with free downloadable made available after the release of a full game.

*YoY indicates percent change from the previous year.



Unit sales plan

FY27/3 Plan

- Targeting unit sales growth with ongoing catalog title expansion based on new title release lineup

(10 thousand units)

	26/3		27/3 Plan			Difference	
Titles sold / sales regions	253 / 244						
Total unit sales	5,907	YoY 13.9%	6,500	YoY 10.0%	593		
	Share YoY		Share YoY				
New units	960	16.3%	-22.5%	1,200	18.5%	25.0%	240
Catalog units	4,946	83.7%	25.2%	5,300	81.5%	7.2%	354
Digital Units	5,493	93.0%	17.6%	6,200	95.4%	12.9%	707
PC Units (digital)	3,217	54.5%	14.0%				
Console units (digital)	2,276	38.5%	23.0%				
Physical units	413	7.0%	-19.6%	300	4.6%	-27.4%	-113
Overseas units	5,313	89.9%	22.2%	5,800	89.2%	9.2%	487
Japan units	593	10.0%	-29.2%	700	10.8%	18.0%	107

*New title: titles released in the current fiscal year; Catalog title: titles released in the previous fiscal year or earlier.

*Includes distribution titles.

*YoY indicates percent change from the previous year.



Chara Cap Hanyu Store

FY27/3 Plan

- Plan to continue diversification of store formats, open 9 new stores, 70 stores FY total
- Focusing on offering experiential value on-site

Earnings Plan

(100 million yen)

	26/3	YoY	27/3 Plan	YoY	Difference
Net sales	256	13%	293	14%	36
Operating profit	32	32%	33	3%	+0
Operating margin	12.5%	-	11.3%	-	-
Same store sales	108%	-	106%	-	-

*YoY indicates percent change from the previous year.

Number of Stores

(stores)

	26/3	YoY	27/3 Plan	YoY	Difference
New stores	9	-	9	-	0
Closed stores	1	-	0	-	-1
Total	61	15%	70	15%	9

*YoY indicates percent change from the previous year.



Smart slot
Biohazard RE:3

FY27/3 Plan

- Aim to release one new machine per quarter using popular IPs
- Sales Plan: 4 machines, 53,000 units total
- *Biohazard RE:3* launched in May

Earnings Plan

(100 million yen)

	26/3	YoY	27/3 Plan	YoY	Difference
Net sales	177	14%	209	18%	31
Operating profit	100	50%	104	4%	3
Operating margin	56.4%	-	49.8%	-	-

*YoY indicates percent change from the previous year.

Pachislo Sales volume

	26/3	YoY	27/3 Plan	YoY	Difference
New titles	2	-	4	-	2
Sales (thousand units)	45.0	-10%	53.0	18%	8.0

*Includes repeat sales.

*YoY indicates percent change from the previous year.



Street Fighter Movie

FY27/3 Plan

- Continue leveraging IP through multifaceted initiatives
- Plan to hold Capcom Cup 13 and Street Fighter League: World Championship 2026 at Ryogoku Kokugikan Arena
- Season 2 of *Devil May Cry* anime series began streaming in May
- Live-action *Street Fighter* movie scheduled for release on October 16

Earnings Plan

(100 million yen)

	26/3	YoY	27/3 Plan	YoY	Difference
Net sales	76	25%	76	-1%	-0
Character	63	19%	65	3%	2
eSports/Media	12	50%	11	-8%	-1
Operating profit	36	47%	35	-4%	-1
Character	43	16%	44	2%	1
eSports/Media	-6	-	-9	-	-3
Operating margin	47.6%	-	46.1%	-	-

*YoY indicates percent change from the previous year.

CAPCOM



Supplement: Financial Position Summary, Major Financial Information Summary



Supplement: Financial Position Summary



Balance Sheet

(100 million yen)

Assets	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	Difference
Cash on hand and in banks	1,072	51%	1,021	-5%	1,251	23%	1,667	33%	1,480	-11%	-187
Accounts receivable - trade	74	-	249	237%	253	2%	333	31%	332	0%	-0
Media Assets	-	-	-	-	-	-	-	-	99	-	99
Work in progress for game software	311	28%	385	23%	390	1%	492	26%	546	11%	54
Land	52	0%	89	71%	89	0%	100	11%	200	100%	100
Others	362	-42%	428	18%	448	5%	536	20%	734	37%	197
Total assets	1,873	14%	2,173	16%	2,434	12%	3,129	29%	3,393	8%	263
Liabilities											
Notes and accounts payable - trade & Electronically recorded monetary liabilities	36	-3%	55	54%	43	-22%	56	30%	64	15%	8
Deferred income	89	34%	54	-39%	6	-87%	205	2915%	90	-56%	-115
Others	283	-13%	452	60%	433	-4%	604	39%	560	-7%	-44
Total liabilities	408	-5%	562	38%	483	-14%	866	79%	715	-17%	-150
Total net assets	1,464	21%	1,611	10%	1,950	21%	2,263	16%	2,677	18%	414
Total liabilities and net assets	1,873	14%	2,173	16%	2,434	12%	3,129	29%	3,393	8%	263

*YoY indicates percent change from the previous year.

*Deferred income of approx. ¥9 billion consists primarily of revenue from Resident Evil Requiem that has been deferred until the release of DLC.

Statement of Cashflows

(100 million yen)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	Difference
Cash flows from operating activities	469	-	217	-	369	-	676	-	313	-	-362
Net income before income taxes	443	-	511	-	592	-	656	-	739	-	82
Decrease (increase) in notes and accounts receivable -trade	172	-	-171	-	-0	-	-79	-	2	-	81
Decrease (increase) in work in progress for game software	-67	-	-73	-	-7	-	-101	-	-54	-	47
Increase (decrease) in deferred revenue	20	-	-37	-	-48	-	199	-	-116	-	-316
Cash flows from investing activities	-74	-	-76	-	-59	-	-72	-	-558	-	-485
Cash flows from financing activities	-99	-	-224	-	-159	-	-187	-	-260	-	-73
Cash and cash equivalents at beginning of year	640	-	956	-	894	-	1,090	-	1,504	-	413
Cash and cash equivalents at end of year	956	-	894	-	1,090	-	1,504	-	1,028	-	-475



Profit and Loss sheet

(100 million yen)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	27/3 Plan	YoY
Net sales	1,100	15.5%	1,259	14.4%	1,524	21.0%	1,696	11.3%	1,953	15.2%	2,100	7.5%
Gross profit	613	16.3%	738	20.4%	846	14.7%	987	16.7%	1,102	11.6%		
Margin	55.7%	-	58.6%	-	55.5%	-	58.2%	-	56.4%	-		
Sales and G&A expenses	184	1.4%	230	25.0%	275	19.8%	329	19.5%	349	6.0%		
Operating profit	429	24.0%	508	18.4%	570	12.3%	657	15.2%	752	14.5%	830	10.2%
Margin	39.0%	-	40.3%	-	37.5%	-	38.8%	-	38.5%	-	39.5%	-
Ordinary profit	443	27.2%	513	15.9%	594	15.7%	656	10.5%	741	12.9%	830	12.0%
Margin	40.3%	-	40.8%	-	39.0%	-	38.7%	-	37.9%	-	39.5%	-
Net profit attributable to owners of the parent	325	30.6%	367	12.9%	433	18.1%	484	11.7%	545	12.7%	580	6.3%
Margin	29.6%	-	29.2%	-	28.5%	-	28.6%	-	27.9%	-	27.6%	-

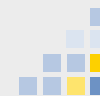
*YoY indicates percent change from the previous year.

Sales and Profit by Business Segments

(100 million yen)

		22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	27/3 Plan	YoY
Digital Contents	Net sales	875	16.2%	981	12.1%	1,198	22.1%	1,251	4.4%	1,442	15.3%	1,522	5.5%
	Operating profit	453	22.6%	535	18.0%	598	11.8%	651	8.9%	706	8.4%	795	12.6%
	Margin	51.8%	-	54.5%	-	49.9%	-	52.1%	-	48.9%	-	52.2%	-
Arcade Operations	Net sales	124	25.7%	156	25.8%	193	23.9%	227	17.6%	256	12.8%	293	14.2%
	Operating profit	6	337.6%	12	88.2%	18	52.2%	24	30.2%	32	31.6%	33	3.1%
	Margin	5.3%	-	7.9%	-	9.7%	-	10.7%	-	12.5%	-	11.3%	-
Amusement Equipments	Net sales	57	-18.9%	78	35.7%	90	15.6%	156	73.1%	177	13.9%	209	17.5%
	Operating profit	23	-2.5%	34	46.2%	41	19.9%	67	62.8%	100	49.7%	104	3.7%
	Margin	40.8%	-	44.0%	-	45.6%	-	42.9%	-	56.4%	-	49.8%	-
Others	Net sales	43	43.4%	43	-0.1%	42	-3.6%	61	45.4%	76	25.2%	76	-0.7%
	Operating profit	15	53.7%	14	-5.5%	8	-38.4%	24	181.2%	36	46.7%	35	-4.0%
	Margin	34.7%	-	32.9%	-	21.0%	-	40.6%	-	47.6%	-	46.1%	-

*YoY indicates percent change from the previous year.

**Promotional Expense**

(100 million yen)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	27/3 Plan	YoY
Consolidated	35	11.4%	52	49.5%	73	39.7%	102	39.2%	94	-8.3%	100	6.0%

Number of Stores

(stores)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	27/3 Plan	YoY
Consolidated	42	2.4%	45	7.1%	49	8.9%	53	8.2%	61	15.1%	70	14.8%

Capital Expenditure

(100 million yen)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	27/3 Plan	YoY
Consolidated	37	5.3%	96	154.1%	66	-30.9%	83	24.9%	177	113.1%	205	15.7%

Depreciation

(100 million yen)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	27/3 Plan	YoY
Consolidated	33	21.3%	34	1.6%	42	22.8%	46	10.8%	52	11.2%	60	15.4%

Number of Employees

(people)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	27/3 Plan	YoY
Consolidated	3,206	1.7%	3,332	3.9%	3,531	6.0%	3,766	6.7%	3,976	5.6%	4,230	6.4%
Consolidated developers	2,369	3.7%	2,460	3.8%	2,675	8.7%	2,846	6.4%	3,011	5.8%	3,180	5.6%

R&D Investment Cost

(100 million yen)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	27/3 Plan	YoY
Consolidated	298	17.7%	377	26.3%	430	14.1%	489	13.7%	548	12.1%	629	14.7%

Foreign Exchange Rate (End of March)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	27/3 Plan	YoY
USD/JPY	122	10.9%	133	9.0%	151	13.5%	149	-1.3%	159	6.7%	140	-11.9%
Euro/JPY	136	5.4%	145	6.6%	163	12.4%	162	-0.6%	183	13.0%	160	-12.6%

*YoY indicates percent change from the previous year.



[Capcom IR Website](#)



Capcom PR & IR
[@CapcomIR](#)



Capcom IR Channel
[@CapcomIR](#)



More! Capcom
[@More_Capcom](#)

(Japanese language only)



Capcom PR & IR
[@capcomirjp](#)

