Capcom Co., Ltd.

(TSE Prime, 9697)

1st Quarter Report

Fiscal year ending March 31, 2027

Contents

1. Major Takeaways P2

2. Consolidated/Business Segments Earnings P3

3. Digital Contents P4

4. Arcade Operations P7

5. Amusement 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 Digital Contents 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

Q1 Results

- **Digital Contents drove earnings; revenue and profit up YoY**
- **Strong new and catalog title performance led to YoY growth in unit sales**
- **Arcade Operations, Amusement Equipments and Other Businesses on track toward the full-year plan**

Full-Year Plan

- **No changes to the full-year plan**

(100 million yen)

	Results					Plan	
	25/6	YoY	**26/6**	Difference	YoY	**27/3**	YoY
Net sales	455	**54%**	704	249	**55%**	2,100	**8%**
Operating profit	245	**91%**	410	164	**67%**	830	**10%**
Operating margin	54.1%	-	58.3%	-	-	39.5%	-
Ordinary profit	228	**70%**	414	185	**81%**	830	**12%**
Net profit attributable to owners of the parent	172	**73%**	291	119	**69%**	580	**6%**

*YoY indicates the percentage change versus the same period of the previous year.

Earnings Trend / Plan

Q1 Results

(100 million yen)

	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	26/6	Difference	YoY	27/3 Plan	YoY
Net sales	252	-48%	438	74%	295	-33%	455	54%	**704**	249	55%	**2,100**	**8%**
Digital Contents	198	-55%	378	91%	214	-44%	298	39%	**546**	247	83%	**1,522**	**6%**
Arcade Operations	32	38%	41	25%	48	18%	56	15%	**67**	11	21%	**293**	**14%**
Amusement Equipments	6	-49%	8	38%	22	147%	78	252%	**70**	-7	-9%	**209**	**18%**
Other Businesses	14	73%	9	-33%	10	13%	22	103%	**19**	-3	-15%	**76**	**-1%**
Operating profit	120	-49%	240	99%	128	-46%	245	91%	**410**	164	67%	**830**	**10%**
Digital Contents	125	-49%	246	97%	128	-48%	200	56%	**375**	175	88%	**795**	**13%**
Arcade Operations	1	-	3	102%	5	37%	9	82%	**8**	-0	-5%	**33**	**3%**
Amusement Equipments	2	11%	6	151%	10	60%	49	353%	**40**	-8	-18%	**104**	**4%**
Other Businesses	8	70%	4	-40%	6	34%	13	106%	**12**	-1	-8%	**35**	**-4%**
Adjustments (*1)	-17	-	-21	-	-21	-	-26	-	**-27**	-0	-	**-137**	**-**
Operating margin	47.8%	-	54.8%	-	43.5%	-	54.1%	-	**58.3%**	-	-	**39.5%**	**-**
Ordinary profit	128	-46%	258	102%	134	-48%	228	70%	**414**	185	81%	**830**	**12%**
Net profit attributable to owners of the parent	90	-48%	181	102%	99	-45%	172	73%	**291**	119	69%	**580**	**6%**

(*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 the percentage change versus the same period of the previous year.

Earnings Trend / Plan

Q1 Results

- Unit sales of all-new IP *PRAGMATA* and catalog titles performed well, driving revenue and profit up year on year

(100 million yen)

	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	**26/6**	YoY	**27/3 Plan**
Net Sales	198	-55%	378	91%	214	-44%	298	39%	**546**	83%	**1,522**
■ Consumer breakdown											
Package sales	29	-84%	89	207%	24	-73%	28	17%	**72**	157%	**123**
Digital sales (incl. digital license)	163	-34%	285	75%	178	-38%	264	48%	**467**	77%	**1,367**
Digital license portion (*1)	19	280%	2	-90%	10	400%	3	-70%	**4**	33%	**9**
Consumer total	192	-55%	374	95%	203	-46%	292	44%	**539**	85%	**1,490**
Deferred revenue portion (*2)	-38	-	40	-	1	-98%	90	8900%	**77**	-14%	
■ Mobile Contents	6	-33%	4	-33%	10	150%	5	-50%	**6**	20%	**32**
Operating profit	125	-49%	246	97%	128	-48%	200	56%	**375**	88%	**795**
Operating margin	63.1%	-	65.2%	-	59.9%	-	67.2%	-	**68.8%**	-	**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 content made available after the release of a full game.
*YoY indicates the percentage change versus the same period of the previous year.

Unit Sales / Plan

Q1 Results

- Catalog unit sales hit record quarterly high driven by sales of *Resident Evil* series titles, including *Resident Evil Requiem* (released in February)

(10 thousand units)

	22/6			23/6			24/6			25/6			**26/6**			**27/3 Plan**		
Titles sold / sales regions	**297 / 206**			**283 / 224**			**240 / 214**			**243 / 228**			**256 / 236**					
Total unit sales	**1,170**		YoY -12.0%	**1,350**		YoY 15.4%	**953**		YoY -29.4%	**1,416**		YoY 48.6%	**2,381**		YoY 68.1%	**6,500**		YoY 10.0%
		Share	YoY		Share	YoY		Share	YoY		Share	YoY		Share	YoY		Share	YoY
New units	**270**	23.1%	-40.0%	**370**	27.4%	37.0%	**27**	2.9%	-92.6%	**79**	5.6%	190.9%	**255**	10.7%	222.8%	**1,200**	18.5%	25.0%
Catalog units	**900**	76.9%	2.3%	**980**	72.6%	8.9%	**926**	97.1%	-5.5%	**1,336**	94.4%	44.4%	**2,126**	89.3%	59.1%	**5,300**	81.5%	7.2%
Digital Units	**1,040**	88.9%	14.3%	**1,160**	85.9%	11.5%	**882**	92.6%	-23.9%	**1,348**	95.2%	52.8%	**2,222**	93.3%	64.8%	**6,200**	95.4%	12.9%
PC Units (digital)	585	50.0%	50.0%	615	45.6%	5.1%	491	51.6%	-20.1%	824	58.2%	67.7%	1,437	60.4%	74.4%			
Console units (digital)	455	38.9%	-12.5%	545	40.4%	19.8%	391	41.0%	-28.2%	524	37.0%	34.0%	784	32.9%	49.6%			
Physical units	**130**	11.1%	-69.1%	**190**	14.1%	46.2%	**70**	7.4%	-62.7%	**68**	4.8%	-3.2%	**159**	6.7%	133.8%	**300**	4.6%	-27.4%
Overseas units	**870**	74.4%	-19.4%	**1,080**	80.0%	24.1%	**781**	82.0%	-27.6%	**1,282**	90.5%	64.0%	**2,163**	90.8%	68.7%	**5,800**	89.2%	9.2%
Japan units	**300**	25.6%	20.0%	**270**	20.0%	-10.0%	**171**	18.0%	-36.5%	**134**	9.5%	-21.7%	**218**	9.2%	62.7%	**700**	10.8%	18.0%

Titles	22/6	23/6	24/6	25/6	26/6	27/3 Plan
New	**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 (Port)** **Kunitsu-Gami: Path of the Goddess (port)**	**PRAGMATA** **Devil May Cry 5 Devil Hunter Edition**	**(Release Order)** **PRAGMATA** **Devil May Cry 5 Devil Hunter Edition** **Onimusha: Way of the Sword** **Dragon's Dogma 2: Dark Arisen** **etc.**
Catalog	**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**	**Resident Evil Requiem** **Resident Evil 4** **Street Fighter 6** **Resident Evil 2** **Resident Evil Village** **Resident Evil 7 biohazard** **Devil May Cry 5**	**Continue to grow catalog unit sales via key brands: Resident Evil, Monster Hunter, Street Fighter, Devil May Cry, etc.**

*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 the percentage change versus the same period of the previous year.

Title overview

Q1 Results

- *PRAGMATA* sold over 2.5 million units
- Cumulative unit sales of *Resident Evil Requiem*, the latest title in the series, surpassed 8 million units
- Released a demo version of *Onimusha: Way of the Sword*

  Launch scheduled for September 4

Unit Sales Ranking (10 thousand units)

Title	Release Month	26/6	Lifetime
PRAGMATA	26/4	**251**	251
Resident Evil 4	23/3	**243**	1,604
Resident Evil 2	19/1	**142**	1,975
Devil May Cry 5	19/3	**129**	1,424
Resident Evil 3	20/4	**115**	1,452
Resident Evil Requiem	26/2	**114**	806
Resident Evil 7 biohazard	17/1	**101**	1,841
Resident Evil Village	21/5	**93**	1,586
Monster Hunter: World	18/1	**78**	3,045
Resident Evil 6	12/10	**71**	1,760

*Figures include ports, etc. to additional platforms.

PRAGMATA released on April 17

Onimusha: Way of the Sword
scheduled for release on September 4

Arcade Operations

Chara Cap/Capsule Lab
Hanyu Store

Q1 Results

- Opened Chara Cap/Capsule Lab Hanyu (Saitama) in April, bringing the total number of stores to 62
- Continued initiatives to enhance the in-store customer experience at existing locations

Earnings Trend / Plan

(100 million yen)

	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	**26/6**	**YoY**	**27/3 Plan**
Net sales	32	38%	41	25%	48	18%	56	15%	**67**	21%	293
Operating profit	1	-	3	102%	5	37%	9	82%	**8**	-5%	33
Operating margin	5.7%	-	9.1%	-	10.6%	-	16.8%	-	**13.3%**	-	11.3%
Same store sales (*1)	130%	-	109%	-	111%	-	111%	-	**115%**	-	106%

(*1) Same store sales is indexed to prior year; 100% denotes performance equal to the prior year.
*YoY indicates the percentage change versus the same period of the previous year.

Number of Stores

(stores)

	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	**26/6**	**YoY**	**27/3 Plan**
New stores	5	-	4	-	5	-	9	-	**1**	-	9
Closed stores	2	-	0	-	1	-	1	-	**0**	-	0
Total	45	7%	49	9%	53	8%	61	15%	**62**	2%	70

*YoY indicates the percentage change versus the same period of the previous year.

5 Amusement Equipments

Smart Slot
Biohazard RE:3

Q1 Results

- Released *Biohazard RE:3* in May; 17,000 units sold
  (Prior-year Q1 unit sales: 10.9 thousand new units, 9.2 thousand repeat units)
- Aim to release one new machine per quarter, leveraging popular IPs

Earnings Trend / Plan

(100 million yen)

	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	**26/6**	YoY	**27/3 Plan**
Net sales	6	-49%	8	38%	22	147%	78	252%	**70**	-9%	209
Operating profit	2	11%	6	151%	10	60%	49	353%	**40**	-18%	104
Operating margin	41.6%	-	75.5%	-	48.8%	-	62.9%	-	**57.0%**	-	49.8%

*YoY indicates the percentage change versus the same period of the previous year.

Pachislo Sales Volume

	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	**26/6**	YoY	**27/3 Plan**
New titles	1	-	0	-	1	-	1	-	**1**	-	4
Sales (thousand units)	2.7	-55%	3.0	11%	5.9	97%	20.2	242%	**17.0**	-16%	53.0

*Sales Includes repeat sales.
*YoY indicates the percentage change versus the same period of the previous year.

Other Businesses

Original Anime Series
Devil May Cry Season 2

Q1 Results

- In-game collaborations and merchandise contributed to expanding IP awareness
- Official competitions featuring *Street Fighter 6* in CAPCOM Pro Tour 2026 were held around the world starting in May
- Anime *Devil May Cry* Season 2 currently streaming worldwide on Netflix
- Live-action *Street Fighter* movie scheduled for release on October 16

Earnings Trend / Plan

(100 million yen)

	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	**26/6**	YoY	**27/3 Plan**
Net sales	14	73%	9	-33%	10	13%	22	103%	**19**	-15%	**76**
Character	13	86%	9	-31%	10	11%	21	110%	**17**	-19%	**65**
eSports/Media	1	0%	0	-58%	0	0%	0	0%	**1**	0%	**11**
Operating profit	8	70%	4	-40%	6	34%	13	106%	**12**	-8%	**35**
Character	9	80%	6	-33%	7	17%	15	114%	**13**	-13%	**44**
eSports/Media	-1	-	-2	-	-1	-	-1	-	**-1**	-	**-9**
Operating margin	57.0%	-	51.0%	-	60.5%	-	61.5%	-	**66.6%**	-	**46.1%**

* YoY indicates the percentage change versus the same period of the previous year.

Supplement

Supplement: Financial Position Summary

Balance Sheet

(100 million yen)

Assets	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	**26/6**	YoY	Difference
Cash on hand and in banks	1,021	-5%	1,251	23%	1,667	33%	1,480	-11%	1,612	**9%**	132
Accounts receivable - trade	249	237%	253	2%	333	31%	332	0%	175	**-47%**	-157
Media Assets	-	-	-	-	-	-	99	-	102	**4%**	3
Work in progress for game software	385	23%	390	1%	492	26%	546	11%	565	**3%**	18
Others	516	26%	538	4%	636	18%	934	47%	957	**2%**	23
Total assets	2,173	16%	2,434	12%	3,129	29%	3,393	8%	3,413	**1%**	20
Liabilities											
Notes and accounts payable - trade & Electronically recorded monetary liabilities	55	54%	43	-22%	56	30%	64	15%	62	**-4%**	-2
Deferred income	54	-39%	6	-87%	205	2915%	90	-56%	5	**-93%**	-84
Others	452	60%	433	-4%	604	39%	560	-7%	475	**-15%**	-84
Total liabilities	562	38%	483	-14%	866	79%	715	-17%	543	**-24%**	-172
Total net assets	1,611	10%	1,950	21%	2,263	16%	2,677	18%	2,869	**7%**	192
Total liabilities and net assets	2,173	16%	2,434	12%	3,129	29%	3,393	8%	3,413	**1%**	20

* YoY indicates the percentage change versus the end of the previous year.

Statement of Cashflows

(100 million yen)

	22/6	23/6	24/6	25/6	**26/6**	Difference
Cash flows from operating activities	-55	129	94	51	271	219
Net income before income taxes	128	258	136	228	414	186
Decrease (increase) in notes and accounts receivable -trade	-101	84	118	182	157	-24
Decrease (increase) in work in progress for game software	-46	-12	-58	-52	-18	33
Increase (decrease) in deferred income	38	-39	-1	-90	-84	5
Cash flows from investing activities	-13	-18	-8	-114	210	324
Cash flows from financing activities	-62	-87	-94	-97	-110	-13
Cash and cash equivalents at beginning of period	956	894	1,090	1,504	1,028	-475
Cash and cash equivalents at end of period	851	947	1,102	1,343	1,407	64

2 Supplement: Major Financial Information (1)

Profit and Loss sheet

(100 million yen)

	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	26/6	27/3 Plan	YoY
Net sales	1,259	14.4%	1,524	21.0%	1,696	11.3%	1,953	15.2%	704	2,100	7.5%
Gross profit	738	20.4%	846	14.7%	987	16.7%	1,102	11.6%	487		
Margin	58.6%	-	55.5%	-	58.2%	-	56.4%	-	69.3%		
Sales and G&A expenses	230	25.0%	275	19.8%	329	19.5%	349	6.0%	77		
Operating profit	508	18.4%	570	12.3%	657	15.2%	752	14.5%	410	830	10.2%
Margin	40.3%	-	37.5%	-	38.8%	-	38.5%	-	58.3%	39.5%	-
Ordinary profit	513	15.9%	594	15.7%	656	10.5%	741	12.9%	414	830	12.0%
Margin	40.8%	-	39.0%	-	38.7%	-	37.9%	-	58.9%	39.5%	-
Net profit attributable to owners of the parent	367	12.9%	433	18.1%	484	11.7%	545	12.7%	291	580	6.3%
Margin	29.2%	-	28.5%	-	28.6%	-	27.9%	-	41.4%	27.6%	-

* YoY indicates the percentage change versus the same period of the previous year.

Sales and Profit by Business Segments

(100 million yen)

		23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	26/6	27/3 Plan	YoY
Digital Contents	Net sales	981	12.1%	1,198	22.1%	1,251	4.4%	1,442	15.3%	546	1,522	5.5%
	Operating profit	535	18.0%	598	11.8%	651	8.9%	706	8.4%	375	795	12.6%
	Margin	54.5%	-	49.9%	-	52.1%	-	48.9%	-	68.8%	52.2%	-
Arcade Operations	Net sales	156	25.8%	193	23.9%	227	17.6%	256	12.8%	67	293	14.2%
	Operating profit	12	88.2%	18	52.2%	24	30.2%	32	31.6%	8	33	3.1%
	Margin	7.9%	-	9.7%	-	10.7%	-	12.5%	-	13.3%	11.3%	-
Amusement Equipments	Net sales	78	35.7%	90	15.6%	156	73.1%	177	13.9%	70	209	17.5%
	Operating profit	34	46.2%	41	19.9%	67	62.8%	100	49.7%	40	104	3.7%
	Margin	44.0%	-	45.6%	-	42.9%	-	56.4%	-	57.0%	49.8%	-
Others	Net sales	43	-0.1%	42	-3.6%	61	45.4%	76	25.2%	19	76	-0.7%
	Operating profit	14	-5.5%	8	-38.4%	24	181.2%	36	46.7%	12	35	-4.0%
	Margin	32.9%	-	21.0%	-	40.6%	-	47.6%	-	66.6%	46.1%	-

* YoY indicates the percentage change versus the same period of the previous year.

Supplement: Major Financial Information (2)

Promotional Expense

(100 million yen)

	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	**26/6**	YoY	**27/3 Plan**
Consolidated	7	-48.1%	20	166.8%	9	-55.0%	10	10.0%	19	**95.7%**	100

Number of Stores

(Stores)

	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	**26/6**	YoY	**27/3 Plan**
Consolidated	43	4.9%	47	9.3%	51	8.5%	56	9.8%	62	**10.7%**	70

Capital Expenditure

(100 million yen)

	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	**26/6**	YoY	**27/3 Plan**
Consolidated	13	-33.7%	18	32.1%	9	-44.7%	85	753.6%	39	**-54.0%**	205

Depreciation

(100 million yen)

	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	**26/6**	YoY	**27/3 Plan**
Consolidated	7	24.4%	9	16.3%	10	18.0%	11	7.7%	11	**3.1%**	60

Number of Employees

(people)

	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	**26/6**	YoY	**27/3 Plan**
Consolidated	3,350	0.9%	3,517	5.0%	3,715	5.6%	3,972	6.9%	4,172	**5.0%**	4,230
Consolidated developers	2,494	1.7%	2,666	6.9%	2,810	5.4%	3,013	7.2%	3,156	**4.7%**	3,180

R&D Investment Cost

(100 million yen)

	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	**26/6**	YoY	**27/3 Plan**
Consolidated	85	15.7%	92	8.3%	111	20.4%	109	-1.4%	132	**20.2%**	629

Foreign Exchange Rate

	22/6	YoY	23/6	YoY	24/6	YoY	25/6	YoY	**26/6**	YoY	**27/3 Plan**
USD/JPY	136	23.6%	145	6.6%	161	11.0%	144	-10.6%	162	**12.5%**	140
Euro/JPY	142	8.4%	157	10.6%	172	9.6%	169	-1.7%	185	**9.5%**	160

* YoY indicates the percentage change versus the same period of the previous year.

Supplement: Series Development of Leading Brands

Resident Evil series

Latest Title

Resident Evil Requiem

Released: February 2026

Cumulative Series Unit Sales:

213 million units

Monster Hunter series

Latest Title

Monster Hunter Wilds

Released: February 2025

Cumulative Series Unit Sales:

131 million units

Street Fighter series

Latest Title

Street Fighter 6

Released: June 2023

Cumulative Series Unit Sales:

60 million units

· ***Mega Man*** **series**	**45 million units**
· ***Devil May Cry*** **series**	**41 million units**
· ***Dead Rising*** **series**	**19 million units**
· ***Ace Attorney*** **series**	**15 million units**
· ***Dragon's Dogma*** **series**	**14 million units**
· ***Marvel vs. Capcom*** **series**	**13 million units**
· ***Onimusha*** **series**	**9.2 million units**
· ***Okami*** **series**	**4.8 million units**

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