

**First Quarter Consolidated Financial Results Conference Call
for the Fiscal Year ending March 31, 2027: Q&A Summary
(July 28, 2026)**

Q Please tell us the reasons behind the strong sales of the *Resident Evil* series since the previous fiscal year, and whether this can be replicated with the next title.

A Sales of *Resident Evil* series titles grew amid rising interest in *Resident Evil Requiem*. We have also seen new users who encountered the series by purchasing past titles, creating a virtuous cycle in which sales of both new and past titles grow together. With *Resident Evil Veronica*, we will likewise work to further expand sales of the series.

Q Will the level of unit sales in the first quarter continue in the second quarter and beyond?

A Going forward, in addition to new title releases, we will work to expand catalog sales through pricing measures and initiatives linked with media content. User reactions to promotional trailers for the live-action *Street Fighter Movie* have been favorable, and we will continue to monitor its impact on game sales. Through these initiatives, we aim to achieve annual unit sales of 65 million units.

Q In which regions were catalog sales of the *Resident Evil* series strong?

A Sales have been strong worldwide, with growth seen in Asia in addition to North America, Europe and South America.

Q Tell us about the initial reception for *PRAGMATA* and measures to expand sales going forward.

A *PRAGMATA* sold 2.51 million units in the first quarter alone, marking a strong start. We are considering various measures going forward including promotional initiatives.

Q How have sales been for *Monster Hunter Wilds* and what is its outlook going forward?

A Ongoing enhancements to the technical performance of *Monster Hunter Wilds* have led to sales for the game improving. We have also seen a response to the announcement of the upcoming massive expansion, *Monster Hunter Wilds: Ascendance*, and related pricing measures. We plan to continue improving the game's technical performance as we aim to drive its total unit sales beyond those of *Monster Hunter: World* over the medium to long term.

Q Tell us about user acquisition, as well as the regions and age groups of *PRAGMATA* users.

A Sales of *PRAGMATA* are spread across a wide range of regions, primarily including North America, Europe and Asia. Further, we are working to acquire younger users not only for *PRAGMATA* but across all our titles. Based on our data, users in their 20s account for approximately half of the users of both *PRAGMATA* and *Resident Evil Requiem*.

Q What impact do you anticipate from the shrinking physical game market in the medium to long term?

A Approximately 90% of our unit sales are digital. We do not anticipate a significant impact at this time.

Q How do you evaluate the first-quarter results?

A Catalog sales were strong, mainly for the *Resident Evil* series, and sales of *PRAGMATA* also exceeded our expectations.

Q Please tell us about your initiatives to acquire younger users.

A We are working to acquire younger users through game design and promotional measures tailored to the characteristics of each title. For *Street Fighter 6*, the introduction of Modern Control Type, an input option that allows users to play without complex button combinations, has helped attract younger users. Similarly, with our other titles we are also developing promotional measures that reflect conditions in each country, while incorporating the perspectives of younger developers as we work to cultivate new fan segments.

Q Please tell us why you moved up the release timing of *Onimusha: Way of the Sword*.

A We made a comprehensive decision based on development progress that made an earlier release possible, as well as the market environment.

Q Based on the first-quarter results, are you considering any new investments?

A Currently, we intend to proceed in line with our initial plan. We are continuing to consider investments in development equipment and human resources, cybersecurity, AI, and other areas.

Q How do you assess the expansion of the *Devil May Cry* IP through media such as animation and its impact on sales of the games?

A Season 2 of the original animated series *Devil May Cry* has been well received, and title sales for the *Devil May Cry* series are also progressing favorably. Sales have grown particularly in Asia, reconfirming the strength of the IP.

Q What is your full-year outlook in light of progress made during the first-quarter?

A While we recognize that we have made steady progress toward achieving our fiscal-year guidance, our goal is to achieve 10% operating profit growth each fiscal year. Regarding this fiscal year, we will continue to closely monitor market trends and sales conditions for new titles.

Q Tell us about the business positioning of media expansion.

A The Media business contributes to title sales by expanding awareness of our IPs, while also serving as a revenue opportunity in its own right. We aim to create synergies by developing series across both games and media content, such as movies and animation.

Q What is the status of CAPCOM ID utilization?

A The number of CAPCOM ID registrants has surpassed 10 million users, and we are utilizing it for direct promotions and other initiatives. We will also continue expanding the regional availability of the Capcom Town Store, an e-commerce site linked with CAPCOM ID.