



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

First Half Report
Fiscal year ending March 31, 2027



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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.



H1 Results

- Revenue and profit up YoY
- Digital Contents drove earnings
- 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	
	25/9	YoY	26/9	Difference	YoY	27/3	YoY
Net sales	811	44%	1,208	397	49%	2,100	8%
Operating profit	393	90%	607	214	55%	830	10%
Operating margin	48.5%	-	50.3%	-	-	39.5%	-
Ordinary profit	365	77%	612	246	68%	830	12%
Profit attributable to owners of parent	275	80%	430	155	57%	580	6%

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



Earnings Trend / Plan

H1 Results

(100 million yen)

	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/9	Difference	YoY	27/3 Plan	YoY
Net sales	490	-30%	749	53%	564	-25%	811	44%	1,208	397	49%	2,100	8%
■ Digital Contents	360	-40%	612	70%	397	-35%	498	25%	851	352	71%	1,522	6%
■ Arcade Operations	73	30%	91	25%	109	20%	124	13%	157	32	26%	293	14%
■ Amusement Equipments	30	88%	25	-14%	31	22%	151	378%	165	13	9%	209	18%
■ Other Businesses	26	-9%	18	-29%	24	30%	36	49%	34	-1	-5%	76	-1%
Operating profit	218	-24%	338	55%	207	-39%	393	90%	607	214	55%	830	10%
■ Digital Contents	218	-28%	345	58%	206	-40%	313	52%	523	209	67%	795	13%
■ Arcade Operations	6	854%	11	67%	16	48%	20	21%	26	6	33%	33	3%
■ Amusement Equipments	17	344%	17	4%	15	-11%	90	472%	92	1	2%	104	4%
■ Other Businesses	12	-8%	6	-51%	11	95%	20	74%	19	-1	-5%	35	-4%
Adjustments (*1)	-35	-	-41	-	-43	-	-52	-	-54	-2	-	-137	-
Operating margin	44.6%	-	45.2%	-	36.7%	-	48.5%	-	50.3%	-	-	39.5%	-
Ordinary profit	229	-23%	361	57%	207	-43%	365	77%	612	246	68%	830	12%
Profit attributable to owners of parent	161	-27%	252	57%	152	-40%	275	80%	430	155	57%	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

H1 Results

- Released *Onimusha: Way of the Sword*, the latest installment in the series
- Continued sales growth in the *Resident Evil* series drove earnings

(100 million yen)

	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/9	YoY	27/3 Plan
Net Sales	360	-40%	612	70%	397	-35%	498	25%	851	71%	1,522
■ Consumer breakdown											
Physical sales	43	-82%	120	179%	38	-68%	52	37%	123	137%	123
Digital sales (incl. digital license)	306	-11%	476	56%	338	-29%	435	29%	715	64%	1,367
Digital license portion (*1)	22	214%	37	68%	25	-32%	6	-76%	9	50%	9
Consumer total	349	-40%	597	71%	377	-37%	487	29%	838	72%	1,490
Deferred revenue portion (*2)	-54	-	44	-	1	-98%	141	14000%	75	-47%	
■ Mobile Contents											
	11	-42%	15	36%	20	33%	10	-50%	12	20%	32
Operating profit	218	-28%	345	58%	206	-40%	313	52%	523	67%	795
Operating margin	60.5%	-	56.3%	-	51.9%	-	62.9%	-	61.4%	-	52.2%

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

(*2) Deferred revenue: 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

H1 Results

- Highest-ever Total and Catalog unit sales for a H1 period

(10 thousand units)

	22/9			23/9			24/9			25/9			26/9			27/3 Plan		
Titles sold / sales regions	304 / 213			286 / 227			246 / 220			246 / 231			260 / 239					
Total unit sales	2,130 YoY 7.6%			2,260 YoY 6.1%			2,002 YoY -11.4%			2,385 YoY 19.1%			3,686 YoY 54.5%			6,500 YoY 10.0%		
	Share		YoY	Share		YoY	Share		YoY	Share		YoY	Share		YoY	Share		YoY
New units	525	24.6%	-20.5%	500	22.1%	-4.8%	107	5.4%	-78.5%	99	4.2%	-7.2%	468	12.7%	372.7%	1,200	18.5%	25.0%
Catalog units	1,605	75.4%	21.6%	1,760	77.9%	9.7%	1,895	94.6%	7.7%	2,285	95.8%	20.6%	3,218	87.3%	40.8%	5,300	81.5%	7.2%
Digital units	1,950	91.5%	40.3%	2,000	88.5%	2.6%	1,876	93.7%	-6.2%	2,241	94.0%	19.4%	3,405	92.4%	51.9%	6,200	95.4%	12.9%
PC units (digital)	1,005	47.2%	74.8%	1,085	48.0%	8.0%	1,073	53.6%	-1.0%	1,365	57.3%	27.2%	2,103	57.1%	54.1%			
Console units (digital)	945	44.4%	16.0%	915	40.5%	-3.2%	802	40.1%	-12.3%	875	36.7%	9.1%	1,302	35.3%	48.8%			
Physical units	180	8.5%	-69.1%	260	11.5%	44.4%	126	6.3%	-51.4%	144	6.0%	14.0%	281	7.6%	95.1%	300	4.6%	-27.4%
Overseas units	1,605	75.4%	-0.9%	1,840	81.4%	14.6%	1,693	84.6%	-8.0%	2,150	90.2%	27.0%	3,295	89.4%	53.3%	5,800	89.2%	9.2%
Japan units	525	24.6%	45.8%	420	18.6%	-20.0%	309	15.4%	-26.4%	234	9.8%	-24.1%	390	10.6%	66.7%	700	10.8%	18.0%

Titles																		
New	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			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 Onimusha: Way of the Sword			(Release Order) PRAGMATA Onimusha: Way of the Sword Dragon's Dogma 2: Dark Arisen Monster Hunter Wilds (port) etc.		
	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			Devil May Cry 5 Resident Evil Village Resident Evil 4 Resident Evil 7 biohazard Resident Evil 2 Devil May Cry HD Collection			Resident Evil 4 Resident Evil 2 Devil May Cry 5 Resident Evil Requiem Resident Evil 3 Resident Evil 7 biohazard			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

H1 Results

- *Onimusha: Way of the Sword* won two awards at Gamescom awards 2026, unit sales surpassed 1.7 million units
- New title Metascores^(*1): *Pragmata* 85; *Onimusha: Way of the Sword* 85
Recent title Metascores: *Resident Evil Requiem* 89; *Monster Hunter Stories 3: Twisted Reflection* 86
- Catalog title sales grew, supported by initiatives including those tied to series' latest installments

Unit Sales Ranking

(10 thousand units)

Title	Release Month	26/9	Lifetime
Resident Evil 4	23/3	354	1,715
PRAGMATA	26/4	273	273
Resident Evil 2	19/1	206	2,038
Devil May Cry 5	19/3	183	1,478
Onimusha: Way of the Sword	26/9	178	178
Resident Evil Requiem	26/2	159	851
Resident Evil 3	20/4	156	1,493
Resident Evil 7 biohazard	17/1	147	1,887
Resident Evil Village	21/5	133	1,627
Monster Hunter: World	18/1	117	3,083



Onimusha: Way of the Sword released on September 4

*Figures include ports, etc. to additional platforms.

(*1) Metascore: The review score on Metacritic, an international review aggregation website, based on evaluations by professional critics and review publications. All scores shown are for the PS5 version and reflect ratings as of October 27, 2026



CAPCOMIX Minatomirai

H1 Results

- Opened CAPCOMIX Minatomirai (Kanagawa) in July, bringing the total number of stores to 63
- Same store sales: 120%^(*1)

Earnings Trend / Plan

(100 million yen)

	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/9	YoY	27/3 Plan
Net sales	73	30%	91	25%	109	20%	124	13%	157	26%	293
Operating profit	6	854%	11	67%	16	48%	20	21%	26	33%	33
Operating margin	9.2%	-	12.3%	-	15.2%	-	16.2%	-	17.1%	-	11.3%
Same store sales (*1)	126%	-	110%	-	114%	-	108%	-	120%	-	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	26/9	YoY	27/3 Plan
New stores	5	-	4	-	5	-	9	-	2	-	9
Closed stores	2	-	0	-	1	-	1	-	0	-	0
Total	45	7%	49	9%	53	8%	61	15%	63	3%	70

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



Smart Slot
Street Fighter 6

H1 Results

- 41,000 total units sold

Biohazard RE:3 sold 17,000 units (operating since May)

Street Fighter 6 sold 9,800 units (operating since August)

Monster Hunter Rise: Sunbreak sold 14,100 units (operating since October)

(Prior-year H1 unit sales: 29.2 thousand new units, 9.4 thousand repeat units)

Earnings Trend / Plan

(100 million yen)

	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/9	YoY	27/3 Plan
Net sales	30	88%	25	-14%	31	22%	151	378%	165	9%	209
Operating profit	17	344%	17	4%	15	-11%	90	472%	92	2%	104
Operating margin	56.9%	-	68.6%	-	50.0%	-	59.8%	-	56.0%	-	49.8%

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

Pachislo Sales Volume

	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/9	YoY	27/3 Plan
New titles	3	-	1	-	2	-	2	-	3	-	4
Sales (thousand units)	27.7	226%	18.0	-35%	17.0	-6%	38.6	127%	41.0	6%	53.0

*Sales includes repeat sales.

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



Street Fighter League JAPAN 2026

H1 Results

- In-game collaborations and merchandise contributed to expanding IP awareness
- Various tournaments were held, including Street Fighter League JAPAN 2026
- Live-action *Street Fighter* movie released on October 16

Earnings Trend / Plan

(100 million yen)

	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/9	YoY	27/3 Plan
Net sales	26	-9%	18	-29%	24	30%	36	49%	34	-5%	76
Character	25	14%	17	-32%	22	29%	32	46%	30	-6%	65
eSports/Media	1	-83%	1	0%	2	118%	4	100%	4	0%	11
Operating profit	12	-8%	6	-51%	11	95%	20	74%	19	-5%	35
Character	17	13%	12	-29%	15	25%	21	40%	22	5%	44
eSports/Media	-4	-	-6	-	-3	-	-0	-	-2	-	-9
Operating margin	47.3%	-	32.5%	-	48.6%	-	56.9%	-	56.7%	-	46.1%

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



Supplement



1 Supplement: Financial Position Summary



Balance Sheet

(100 million yen)

Assets	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	26/9	YoY	Difference
Cash and deposits	1,021	-5%	1,251	23%	1,667	33%	1,480	-11%	1,516	2%	36
Accounts receivable - trade	249	237%	253	2%	333	31%	332	0%	260	-22%	-72
Media assets	-	-	-	-	-	-	99	-	103	5%	4
Work-in-progress for game-software	385	23%	390	1%	492	26%	546	11%	607	11%	61
Others	516	26%	538	4%	636	18%	934	47%	1,165	25%	231
Total assets	2,173	16%	2,434	12%	3,129	29%	3,393	8%	3,653	8%	260
Liabilities											
Notes and accounts payable - trade & Electronically recorded obligations - operating	55	54%	43	-22%	56	30%	64	15%	72	12%	8
Deferred revenue	54	-39%	6	-87%	205	2915%	90	-56%	11	-88%	-79
Others	452	60%	433	-4%	604	39%	560	-7%	575	3%	14
Total liabilities	562	38%	483	-14%	866	79%	715	-17%	659	-8%	-56
Total net assets	1,611	10%	1,950	21%	2,263	16%	2,677	18%	2,994	12%	317
Total liabilities and net assets	2,173	16%	2,434	12%	3,129	29%	3,393	8%	3,653	8%	260

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

Statement of Cashflows

(100 million yen)

	22/9	23/9	24/9	25/9	26/9	Difference
Cash flows from operating activities	145	272	140	45	367	322
Profit before income taxes	229	361	208	363	612	248
Decrease (increase) in trade receivables	-34	134	113	184	71	-112
Decrease (increase) in work-in-progress for game software	-92	-21	-102	-133	-61	72
Increase (decrease) in deferred revenue	54	-44	-0	-141	-79	61
Cash flows from investing activities	-19	-32	-14	-350	84	435
Cash flows from financing activities	-204	-93	-100	-167	-114	52
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	914	1,078	1,106	1,037	1,357	319



Profit and Loss sheet

(100 million yen)

	23/3	YoY	24/3	YoY	25/3	YoY	26/3	YoY	26/9	27/3 Plan	YoY
Net sales	1,259	14.4%	1,524	21.0%	1,696	11.3%	1,953	15.2%	1,208	2,100	7.5%
Gross profit	738	20.4%	846	14.7%	987	16.7%	1,102	11.6%	772		
Margin	58.6%	-	55.5%	-	58.2%	-	56.4%	-	63.9%		
Selling, G&A expenses	230	25.0%	275	19.8%	329	19.5%	349	6.0%	164		
Operating profit	508	18.4%	570	12.3%	657	15.2%	752	14.5%	607	830	10.2%
Margin	40.3%	-	37.5%	-	38.8%	-	38.5%	-	50.3%	39.5%	-
Ordinary profit	513	15.9%	594	15.7%	656	10.5%	741	12.9%	612	830	12.0%
Margin	40.8%	-	39.0%	-	38.7%	-	37.9%	-	50.6%	39.5%	-
Profit attributable to owners of parent	367	12.9%	433	18.1%	484	11.7%	545	12.7%	430	580	6.3%
Margin	29.2%	-	28.5%	-	28.6%	-	27.9%	-	35.6%	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	26/9	27/3 Plan	YoY
Digital Contents	Net sales	981	12.1%	1,198	22.1%	1,251	4.4%	1,442	15.3%	851	1,522	5.5%
	Operating profit	535	18.0%	598	11.8%	651	8.9%	706	8.4%	523	795	12.6%
	Margin	54.5%	-	49.9%	-	52.1%	-	48.9%	-	61.4%	52.2%	-
Arcade Operations	Net sales	156	25.8%	193	23.9%	227	17.6%	256	12.8%	157	293	14.2%
	Operating profit	12	88.2%	18	52.2%	24	30.2%	32	31.6%	26	33	3.1%
	Margin	7.9%	-	9.7%	-	10.7%	-	12.5%	-	17.1%	11.3%	-
Amusement Equipments	Net sales	78	35.7%	90	15.6%	156	73.1%	177	13.9%	165	209	17.5%
	Operating profit	34	46.2%	41	19.9%	67	62.8%	100	49.7%	92	104	3.7%
	Margin	44.0%	-	45.6%	-	42.9%	-	56.4%	-	56.0%	49.8%	-
Others	Net sales	43	-0.1%	42	-3.6%	61	45.4%	76	25.2%	34	76	-0.7%
	Operating profit	14	-5.5%	8	-38.4%	24	181.2%	36	46.7%	19	35	-4.0%
	Margin	32.9%	-	21.0%	-	40.6%	-	47.6%	-	56.7%	46.1%	-

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

**Promotional Expense**

(100 million yen)

	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/9	YoY	27/3 Plan
Consolidated	16	-18.5%	34	102.1%	32	-5.2%	25	-20.1%	48	86.3%	100

Number of Stores

(Stores)

	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/9	YoY	27/3 Plan
Consolidated	42	0.0%	47	11.9%	51	8.5%	57	11.8%	63	10.5%	70

Capital Expenditure

(100 million yen)

	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/9	YoY	27/3 Plan
Consolidated	18	-36.3%	30	70.6%	14	-53.4%	95	567.8%	57	-39.7%	205

Depreciation

(100 million yen)

	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/9	YoY	27/3 Plan
Consolidated	15	-8.3%	19	19.8%	21	12.5%	24	12.3%	24	1.2%	60

Number of Employees

(people)

	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/9	YoY	27/3 Plan
Consolidated	3,346	1.8%	3,521	5.2%	3,755	6.6%	3,979	6.0%	4,156	4.4%	4,230
Consolidated developers	2,487	2.6%	2,669	7.3%	2,843	6.5%	3,016	6.1%	3,149	4.4%	3,180

R&D Investment Cost

(100 million yen)

	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/9	YoY	27/3 Plan
Consolidated	168	4.1%	189	12.6%	221	17.1%	237	7.3%	273	15.1%	629

Foreign Exchange Rate

	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/9	YoY	27/3 Plan
USD/JPY	144	29.7%	149	3.5%	142	-4.7%	148	4.2%	157	6.1%	140
Euro/JPY	142	10.1%	158	11.3%	159	0.6%	174	9.4%	178	2.3%	160

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



Resident Evil series



Latest Title

Resident Evil Requiem

Released: February 2026

Cumulative Series Unit Sales:

218 million units

Monster Hunter series



Latest Title

Monster Hunter Wilds

Released: February 2025

Cumulative Series Unit Sales:

132 million units

Street Fighter series



Latest Title

Street Fighter 6

Released: June 2023

Cumulative Series Unit Sales:

60 million units

- *Mega Man series*
- *Devil May Cry series*
- *Dead Rising series*
- *Ace Attorney series*

45 million units

42 million units

19 million units

15 million units

• *Dragon's Dogma series*

• *Marvel vs. Capcom series*

• *Onimusha series*

• *Okami series*

14 million units

13 million units

11 million units

4.8 million units



Title	Release Date (Scheduled)	Platforms
PRAGMATA	April 17, 2026	PS5, XSX, NSW2, PC
Devil May Cry 5 Devil Hunter Edition (for Nintendo Switch™ 2)	June 23, 2026	NSW2
Onimusha: Way of the Sword	September 4, 2026	PS5, XSX, NSW2, PC
Dragon's Dogma 2: Dark Arisen	October 9, 2026	NSW2, PS5, XSX, PC
Resident Evil 2 Deluxe Edition (For Nintendo Switch 2)	October 16, 2026	NSW2
Resident Evil 3 (For Nintendo Switch 2)	October 16, 2026	NSW2
Resident Evil 4 Gold Edition (For Nintendo Switch 2)	October 16, 2026	NSW2
Monster Hunter Wilds (For Nintendo Switch 2)	December 4, 2026	NSW2

Titles with Unannounced Release Dates (Alphabetical Order)	Release Window	Platforms
Mega Man: Dual Override	Spring 2027	NSW2, NSW, PS5, PS4, XSX, XBOX One, PC
Monster Hunter Wilds: Ascendance	2027	PS5, XSX, NSW2, PC
Resident Evil Veronica	2027	PS5, XSX, NSW2, PC

* Release dates may vary by region and platform.

* PS4: PlayStation®4 system, PS5: PlayStation®5, NSW: Nintendo Switch, NSW2: Nintendo Switch 2, XSX: XBOX Series X|S

* Nintendo Switch is a trademark of Nintendo Co., Ltd. *"PlayStation" is a registered trademark or trademark of Sony Interactive Entertainment Inc.

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Titles Planned for Release in Q3, FY26



Dragon's Dogma 2: Dark Arisen



Resident Evil 2 Deluxe Edition

Resident Evil 3

Resident Evil 4 Gold Edition

(For Nintendo Switch 2)



Monster Hunter Wilds (For Nintendo Switch 2)

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