July 28, 2026

Consolidated Financial Results for the Three Months Ended June 30, 2026 (Under Japanese GAAP)

Company name: CAPCOM Co., Ltd.
Listing: Tokyo Stock Exchange
Securities code: 9697
URL: https://www.capcom.co.jp/
Representative: Haruhiro Tsujimoto President and Representative Director
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Scheduled date to commence dividend payments: -
Preparation of supplementary material on financial results: Yes
Holding of financial results briefing: Yes (For institutional investors)

(Yen amounts are rounded down to millions, unless otherwise noted.)

1. Consolidated financial results for the three months ended June 30, 2026 (from April 1, 2026 to June 30, 2026)

(1) Consolidated operating results (cumulative) (Percentages indicate year-on-year changes.)

	Net sales		Operating profit		Ordinary profit		Profit attributable to owners of parent	
Three months ended	Millions of yen	%	Millions of yen	%	Millions of yen	%	Millions of yen	%
June 30, 2026	70,410	54.7	41,054	66.9	41,452	81.1	29,159	69.2
June 30, 2025	45,502	53.7	24,597	90.8	22,883	69.7	17,238	72.8

Note: Comprehensive income For the three months ended June 30, 2026: ¥ 29,694 million [78.9%]
For the three months ended June 30, 2025: ¥ 16,596 million [30.9%]

	Basic earnings per share	Diluted earnings per share
Three months ended	Yen	Yen
June 30, 2026	69.71	69.69
June 30, 2025	41.21	41.21

(2) Consolidated financial position

	Total assets	Net assets	Shareholder equity ratio
As of	Millions of yen	Millions of yen	%
June 30, 2026	341,312	286,924	83.9
March 31, 2026	339,307	267,716	78.8

Reference: Equity
As of June 30, 2026: ¥ 286,351 million
As of March 31, 2026: ¥ 267,313 million

2. Dividends

	Annual dividends per share				
	1st quarter-end	2nd quarter-end	3rd quarter-end	Year-end	Total
	Yen	Yen	Yen	Yen	Yen
Fiscal year ended March 31, 2026	-	20.00	-	25.00	45.00
Fiscal year ending March 31, 2027	-				
Fiscal year ending March 31, 2027 (Forecast)		23.00	-	23.00	46.00

Note: Revisions to the forecast of cash dividends most recently announced: None

3. Consolidated financial result forecasts for the fiscal year ending March 31, 2027 (from April 1, 2026 to March 31, 2027)

(Percentages indicate year-on-year changes.)

	Net sales		Operating profit		Ordinary profit		Profit attributable to owners of parent		Basic earnings per share
	Millions of yen	%	Millions of yen	%	Millions of yen	%	Millions of yen	%	Yen
Full year	210,000	7.5	83,000	10.2	83,000	12.0	58,000	6.3	138.65

Note: Revisions to the financial result forecast most recently announced: None

* Notes

(1) Significant changes in the scope of consolidation during the period: None

Newly included: - (Company name -)

Excluded: - (Company name -)

(2) Adoption of accounting treatment specific to the preparation of quarterly consolidated financial statements: Yes

Note: Please refer to 2. Quarterly Consolidated Financial Statements and Primary Notes (4) Notes to Consolidated Financial Statements (Application of special accounting treatment for preparation of quarterly financial statements) on page 10 for more detail.

(3) Changes in accounting policies, changes in accounting estimates, and restatement

(i) Changes in accounting policies due to revisions to accounting standards and other regulations: None

(ii) Changes in accounting policies due to other reasons: None

(iii) Changes in accounting estimates: None

(iv) Restatement: None

(4) Number of issued shares (common shares)

(i) Total number of issued shares at the end of the period (including treasury shares)

As of June 30, 2026	533,011,246 shares
As of March 31, 2026	533,011,246 shares

(ii) Number of treasury shares at the end of the period

As of June 30, 2026	114,690,695 shares
As of March 31, 2026	114,702,403 shares

(iii) Average number of shares outstanding during the period (cumulative from the beginning of the fiscal year)

Three months ended June 30, 2026	418,316,649 shares
Three months ended June 30, 2025	418,276,440 shares

Note: The number of treasury shares at the end of the period and the number of treasury shares deducted when calculating the average number of shares outstanding during the period under review include the Company's shares held by the Stock Grant ESOP trust.

* Review of the Japanese-language originals of the attached consolidated quarterly financial statements by certified public accountants or an audit firm: Yes (voluntary)

* Explanation about the appropriate usage of business prospects and other special notes

The above-mentioned business forecasts were based on the information available as of the date of the release of this report. Future events may cause the actual results to be significantly different from the forecasts. Please refer to 1. Operating Results Overview (3) Qualitative Information regarding the Consolidated Business Forecasts on page 4 for more details.

Attachment Contents

1. Operating Results Overview

(1) Operating Results for the Period under Review

In the three months ended June 30, 2026, Capcom Co., Ltd. (the "Company") pursued investments for growth aimed at the ongoing enhancement of digital sales to further advance and expand within the global market. In addition, the Company actively promoted growth investments by strengthening its development capabilities with the aim of ensuring stable and sustainable growth; this included enhancing its development infrastructure as well as carrying out research and development of cutting-edge technologies, such as AI and its proprietary game development engine. Furthermore, as part of its human resources investment strategy, which is one of the Company's top priorities, the Company continued its efforts to secure and foster human resources to support the future while refining the workplace environment so that employees can perform to the best of their abilities, and worked to enhance corporate value over the medium to long term.

Regarding business performance, the Company worked to increase global unit sales in its core Digital Contents business through the release of all-new IP *PRAGMATA* and by strengthening sales of catalog titles, primarily in its flagship series. As a result, in the three months ended June 30, 2026, the Digital Contents business contributed to earnings with sales of 256 titles in 236 countries and regions and total unit sales of 23.81 million units, up from 14.16 million units sold in the same period of the previous fiscal year.

The Company also aimed to enhance the value of its brands by coordinating the activities of its eSports, Media, and Character Licensing businesses with the content of its major intellectual properties (IPs). Further, to increase earnings the Company continued to pursue sound store operations while opening locations in new formats in Arcade Operations, while in Amusement Equipments it continued to release smart pachislo machines and utilize its popular IPs.

As a result, for the three months ended June 30, 2026, consolidated net sales were 70,410 million yen (up 54.7% year on year), operating profit was 41,054 million yen (up 66.9% year on year), ordinary profit was 41,452 million yen (up 81.1% year on year), and profit attributable to owners of the parent was 29,159 million yen (up 69.2% year on year).

Status of business by operating segment

① Digital Contents business

In the Digital Contents business, the Company released all-new IP *PRAGMATA* (for PlayStation 5, XBOX Series X|S, PC, and Nintendo Switch 2) in April, representing a novel science-fiction action-adventure game. The Company built a fanbase for the game through robust promotional activities and other measures, leading to a favorable performance of over 2.5 million units sold worldwide. In addition, the Company released *Devil May Cry 5 Devil Hunter Edition* for Nintendo Switch 2 in June, further expanding multi-platform support for its major *Devil May Cry* series.

Regarding catalog titles, *Resident Evil Requiem*, a title from the flagship *Resident Evil* series that was released in February of the previous fiscal year, continued garnering popularity from a wide range of global users, and due to active pricing measures cumulative sales of the game surpassed 8 million units. Additionally, ongoing sales growth for titles in the same series supported earnings, led by *Resident Evil 4* and *Resident Evil 2*. Unit sales of past titles in the *Monster Hunter* series also increased after the Company announced a 2027 release window for *Monster Hunter Wilds: Ascendance*, a massive expansion for *Monster Hunter Wilds*, which is a major title in the same flagship series that was released in 2025. Furthermore, cumulative unit sales of *Devil May Cry 5*, which was released in 2019, surpassed 14 million units. This was supported by the game's rollout to new hardware as well as pricing strategies carried out together with the launch of animated content for the series and efforts to enhance brand value through enhancing awareness of the IP. Regarding *Street Fighter 6*, the Company continued efforts to bolster coordination between its games and esports activities in pursuit of wider brand recognition and an expanded user base. Due to these efforts, unit sales of catalog titles altogether reached 21.26 million units, exceeding the 13.36 million units recorded in the same period of the previous fiscal year, contributing to earnings.

As a result, the segment earned net sales of 54,648 million yen (up 83.0% year on year) and operating profit of 37,597 million yen (up 87.5% year on year).

② Arcade Operations business

In Arcade Operations, amidst changing consumer habits, disciplined operations of existing stores alongside store openings in new formats contributed to earnings expansion. Moreover, the Company held live events and other activities to maximize the appeal of its physical locations and create synergies with its other businesses.

During the three months ended June 30, 2026, the Company opened Chara Cap/Capsule Lab Hanyu (Saitama Prefecture) in April, a character merchandise and capsule toy specialty store, bringing the total number of stores to 62.

In addition, the Company continued taking various measures aimed at enhancing the in-store experience at existing stores, including Capcom Store Taipei (Taiwan), its first directly operated store outside Japan, and CAPCOMIX Abeno Hoop store (Osaka Prefecture), which features Capcom character-themed attractions, both of which opened in March of the previous fiscal year.

As a result, the segment earned net sales of 6,762 million yen (up 20.6% year on year) and operating profit of 899 million yen (down 4.4% year on year).

③ Amusement Equipments business

Regarding the Amusement Equipments business, the pachislo market has been characterized by stable demand due to the ongoing spread of smart pachislo machines. In May, the Company released *Biohazard RE:3*, a new smart pachislo model that leverages the Company's major *Resident Evil* series IP. This model sold 17 thousand units, contributing to revenue.

As a result, the segment earned net sales of 7,097 million yen (down 9.1% year on year) and operating profit of 4,045 million yen (down 17.6% year on year).

④ Other Businesses

In the Media business, as part of its Single Content Multiple Usage strategy, which promotes the multifaceted development of the Company's popular content (IP), the Company strove to expand recognition of its major IP through film and television adaptations. This included Season 2 of the Netflix animated series *Devil May Cry*, which began streaming worldwide in May and has been met with acclaim following the success of Season 1, which began streaming in 2025. Other efforts focused on building excitement for the live-action *Street Fighter* movie, which is scheduled for worldwide release in October 2026.

In the eSports business, the Capcom Pro Tour 2026 international tournament began in May and features *Street Fighter 6,* the latest title in the same series. Through such activities, the Company worked to further promote esports and expand the user base on a global scale.

In the Character License business, the Company focused on merchandise for its popular titles and on various event initiatives.

As a result, the segment earned net sales of 1,902 million yen (down 14.6% year on year) and operating profit of 1,266 million yen (down 7.5% year on year).

(2) Overview of the Consolidated Financial Position for the Period under Review

Total assets as of the end of the first quarter increased by 2,004 million yen from the end of the previous fiscal year to 341,312 million yen. The primary increases were 13,206 million yen in cash and deposits, 1,881 million yen in work-in-progress for game software, 1,182 million yen in buildings and structures, net, 964 million yen in property, plant and equipment, other, net, due to an increase of land assets, etc., and 708 million yen in current assets, other due to an increase of prepaid expenses etc. The primary decrease was 15,774 million yen in accounts receivable - trade.

Total liabilities as of the end of the first quarter decreased by 17,203 million yen from the end of the previous fiscal year to 54,387 million yen. The primary decreases were 8,467 million yen in deferred revenue, 5,545 million yen in provision for bonuses, and 3,094 million yen in income taxes payable.

Net assets as of the end of the first quarter increased by 19,208 million yen from the end of the previous fiscal year to 286,924 million yen. The primary increases were 29,159 million yen in quarterly profit attributable to owners of parent, and 785 million yen in foreign currency translation adjustment. The primary decrease was 10,655 million yen in dividends from retained earnings.

(3) Qualitative Information regarding the Consolidated Business Forecasts

The forecast for the consolidated business results for the current fiscal year ending March 31, 2027, remains the same as what was projected at the financial results announcement on May 13, 2026.

2. Quarterly Consolidated Financial Statements and Primary Notes

(1) Quarterly Consolidated Balance Sheet

(Millions of yen)

	As of March 31, 2026	As of June 30, 2026
Assets		
Current assets		
Cash and deposits	148,002	161,208
Accounts receivable - trade	33,283	17,508
Merchandise and finished goods	2,893	3,028
Work in process	1,561	1,986
Media assets	9,909	10,294
Raw materials and supplies	2,236	1,054
Work-in-progress for game software	54,628	56,510
Other	5,426	6,135
Allowance for doubtful accounts	(1)	(2)
Total current assets	257,940	257,723
Non-current assets		
Property, plant and equipment		
Buildings and structures, net	12,124	13,306
Other, net	33,180	34,145
Total property, plant and equipment	45,305	47,452
Intangible assets	1,600	1,513
Investments and other assets		
Other	34,484	34,645
Allowance for doubtful accounts	(23)	(23)
Total investments and other assets	34,461	34,622
Total non-current assets	81,367	83,588
Total assets	339,307	341,312
Liabilities		
Current liabilities		
Notes and accounts payable - trade	4,082	2,840
Electronically recorded obligations - operating	2,409	3,384
Income taxes payable	15,650	12,555
Provision for bonuses	10,517	4,972
Deferred revenue	9,065	598
Other	14,532	14,361
Total current liabilities	56,257	38,712
Non-current liabilities		
Retirement benefit liability	4,304	4,397
Provision for share awards	4,311	4,619
Provision for share-based payments	138	173
Other	6,579	6,485
Total non-current liabilities	15,334	15,675
Total liabilities	71,591	54,387

(Millions of yen)

	As of March 31, 2026	As of June 30, 2026
Net assets		
Shareholders' equity		
Share capital	33,239	33,239
Capital surplus	30,259	30,259
Retained earnings	240,919	259,423
Treasury shares	(49,893)	(49,873)
Total shareholders' equity	254,524	273,048
Accumulated other comprehensive income		
Deferred gains or losses on hedges	-	(269)
Foreign currency translation adjustment	12,481	13,266
Remeasurements of defined benefit plans	306	304
Total accumulated other comprehensive income	12,788	13,302
Share award rights	388	537
Non-controlling interests	14	36
Total net assets	267,716	286,924
Total liabilities and net assets	339,307	341,312

(2) Quarterly Consolidated Statements of Income and Comprehensive Income

Quarterly Consolidated Statement of Income

For the three months ended June 30, 2026

(Millions of yen)

	For the three months ended June 30, 2025	For the three months ended June 30, 2026
Net sales	45,502	70,410
Cost of sales	14,495	21,628
Gross profit	31,006	48,782
Selling, general and administrative expenses	6,408	7,727
Operating profit	24,597	41,054
Non-operating income		
Interest income	276	513
Other	29	44
Total non-operating income	305	557
Non-operating expenses		
Interest expenses	22	8
Foreign exchange losses	733	123
Social contribution activity-related expenses (*)	1,223	8
Other	39	20
Total non-operating expenses	2,019	160
Ordinary profit	22,883	41,452
Extraordinary income		
Gain on sale of non-current assets	0	-
Total extraordinary income	0	-
Extraordinary losses		
Loss on sale and retirement of non-current assets	49	0
Total extraordinary losses	49	0
Profit before income taxes	22,834	41,452
Income taxes	5,602	12,273
Profit	17,232	29,178
Profit (loss) attributable to non-controlling interests	(6)	19
Profit attributable to owners of parent	17,238	29,159

Quarterly Consolidated Statement of Comprehensive Income

For the three months ended June 30, 2026

(Millions of yen)

	For the three months ended June 30, 2025	For the three months ended June 30, 2026
Profit	17,232	29,178
Other comprehensive income		
Deferred gains or losses on hedges	-	(269)
Foreign currency translation adjustment	(646)	787
Remeasurements of defined benefit plans, net of tax	10	(1)
Total other comprehensive income	(635)	516
Comprehensive income	16,596	29,694
Comprehensive income attributable to		
Comprehensive income attributable to owners of parent	16,596	29,673
Comprehensive income attributable to non-controlling interests	-	21

(3) Quarterly Consolidated Statement of Cash Flows

(Millions of yen)

	For the three months ended June 30, 2025	For the three months ended June 30, 2026
Cash flows from operating activities		
Profit before income taxes	22,834	41,452
Depreciation	1,144	1,179
Amortization of goodwill	21	22
Increase (decrease) in provision for bonuses	(4,962)	(5,551)
Increase (decrease) in provision for share awards	284	307
Increase (decrease) in provision for share-based payments	22	34
Interest and dividend income	(276)	(513)
Interest expenses	22	8
Foreign exchange losses (gains)	(103)	(28)
Loss (gain) on sale and retirement of non-current assets	49	0
Decrease (increase) in trade receivables	18,271	15,798
Decrease (increase) in inventories	818	628
Decrease (increase) in media assets	-	(384)
Decrease (increase) in work-in-progress for game software	(5,271)	(1,881)
Increase (decrease) in trade payables	(833)	(292)
Increase (decrease) in deferred income	(9,018)	(8,491)
Other, net	(4,267)	(1,126)
Subtotal	18,736	41,161
Interest and dividends received	433	551
Interest paid	(22)	(9)
Income taxes paid	(13,974)	(14,556)
Net cash provided by (used in) operating activities	5,172	27,148
Cash flows from investing activities		
Payments into time deposits	(17,983)	-
Proceeds from withdrawal of time deposits	15,106	25,024
Purchase of property, plant and equipment	(8,364)	(3,739)
Proceeds from sale of property, plant and equipment	0	-
Purchase of intangible assets	(163)	(179)
Other, net	0	(40)
Net cash provided by (used in) investing activities	(11,404)	21,064
Cash flows from financing activities		
Purchase of treasury shares	(0)	-
Dividends paid	(9,378)	(10,655)
Other, net	(372)	(399)
Net cash provided by (used in) financing activities	(9,750)	(11,054)
Effect of exchange rate change on cash and cash equivalents	(106)	759
Net increase (decrease) in cash and cash equivalents	(16,089)	37,917
Cash and cash equivalents at beginning of period	150,426	102,833
Cash and cash equivalents at end of period	134,336	140,750

(4) Notes to Consolidated Financial Statements

(Going concern assumptions)

Not applicable

(Application of special accounting treatment for preparation of quarterly financial statements)

(Calculation of income taxes)

Income taxes are calculated by multiplying the net income before income taxes by the forecasted effective tax rate, which is computed by matching the forecasted yearly income taxes with the forecasted yearly income before taxes.

(Consolidated statements of income)

* Social contribution activity-related expenses

Previous 3 months (From April 1, 2025 to June 30, 2025)

The breakdown of “Social contribution activity-related expenses” is “2025 Osaka Expo-related expenses” of 1,216 million yen, and “Donation” of 7 million yen.

Current 3 months (From April 1, 2026 to June 30, 2026)

The breakdown of “Social contribution activity-related expenses” is “Donation” of 8 million yen.

(Segment Information)

Ⅰ Previous 3 months (From April 1, 2025 to June 30, 2025)

Information on net sales and operating profit (loss)

(Millions of yen)

	Reportable segment				Other (Note 1)	Total	Adjustment (Note 2)	Consolidated total (Note 3)
	Digital Contents	Arcade Operations	Amusement Equipments	Total				
Net sales								
Customers	29,857	5,606	7,812	43,276	2,226	45,502	—	45,502
Inter-segment	—	—	—	—	—	—	—	—
Total	29,857	5,606	7,812	43,276	2,226	45,502	—	45,502
Operating profit (loss)	20,057	941	4,910	25,909	1,369	27,278	(2,680)	24,597

Note:

1. “Other” incorporates operations not included in business segments reported, including the Character License business etc.
2. Adjustments of operating profit (loss) of -2,680 million yen include unallocated corporate operating expenses of -2,680 million yen. The corporate operating expenses, which do not belong to any reportable segments mainly consist of administrative expenses.
3. Operating profit (losses) for segments are adjusted on operating profit on the consolidated statements of income.

Ⅱ Current 3 months (From April 1, 2026 to June 30, 2026)

Information on net sales and operating profit (loss)

(Millions of yen)

	Reportable segment				Other (Note 1)	Total	Adjustment (Note 2)	Consolidated total (Note 3)
	Digital Contents	Arcade Operations	Amusement Equipments	Total				
Net sales								
Customers	54,648	6,762	7,097	68,508	1,902	70,410	—	70,410
Inter-segment	—	—	—	—	—	—	—	—
Total	54,648	6,762	7,097	68,508	1,902	70,410	—	70,410
Operating profit (loss)	37,597	899	4,045	42,543	1,266	43,809	(2,754)	41,054

Note:

1. “Other” incorporates operations not included in business segments reported, including the Character License business etc.
2. Adjustments of operating profit (loss) of -2,754 million yen include unallocated corporate operating expenses of -2,754 million yen. The corporate operating expenses, which do not belong to any reportable segments mainly consist of administrative expenses.
3. Operating profit (losses) for segments are adjusted on operating profit on the consolidated statements of income.

(Material changes in shareholders' equity)

Not applicable