

Press Release

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Osaka, 540-0037, Japan
Capcom Co., Ltd.
Haruhiro Tsujimoto, President and COO
(Code No. 9697 TSE Prime)

Capcom Makes Swordcanes Studio Co., Ltd. a Wholly-Owned Subsidiary Through Share Acquisition

Capcom Co., Ltd. (Capcom) today announced that it has acquired all shares in Swordcanes Studio Co., Ltd. (Swordcanes), making it a wholly-owned subsidiary.

1. Purpose of Share Acquisition

Swordcanes strength lies in 3D computer graphics production technology in consumer home video game development and the studio has carried out work on major Capcom titles in the past. As such, Capcom decided to make the studio its wholly-owned subsidiary to sustainably bolster its developmental and technological capabilities.

Going forward, Capcom will continue to explore the acquisition of necessary technological capabilities in order to enhance its game development organization.

2. Overview of Swordcanes Studio Co., Ltd.

1. Head Office	D's VARIE Kanda Bldg., 5F, Kanda Nishifukudacho 4, Chiyoda-ku, Tokyo
2. Representative	Tetsuya Takeda
3. Paid-in Capital	8 million yen
4. Date Established	May 2018
5. Main Businesses	Production of 3D and 2D computer graphics related to game development, etc.

3. Outlook

The impact on consolidated business results for the current fiscal year will be negligible.

Inquiries regarding the above information may be directed to:

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