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Press Release

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Capcom on Track to Achieve Increased Operating Profit for the Full Year Following Consolidated Results for the Three Months Ended June 30, 2025

- Solid catalog title sales continue to enhance value of Capcom's IP -

Capcom Co., Ltd. today announced that in its consolidated business results for the three months ended June 30, 2025, net sales were 45,502 million yen (up 53.7% year-on-year), operating profit was 24,597 million yen (up 90.8% year-on-year), ordinary profit was 22,883 million yen (up 69.7% year-on-year), and profit attributable to owners of the parent was 17,238 million yen (up 72.8% year-on-year).

During the three months ended June 30, 2025, Capcom's core Digital Contents business successfully expanded sales, driven primarily by a wide range of catalog titles. This included sales growth for games such as *Devil May Cry 5*, which enjoyed synergies with the new animated series, *Resident Evil Village* and *Resident Evil 4*, as well as *Street Fighter 6*, which was ported to Nintendo Switch™ 2 in June. The resulting total sales volume was 14.16 million units, which exceeded sales of 9.53 million units for the same period of the previous fiscal year, driving business results.

In addition, Capcom worked to increase earnings with efficient operations of existing stores and by promoting new store formats in its Arcade Operations, which resulted in increased number of customers, as well as with favorable sales of both new and catalog smart pachislo machines in Amusement Equipments. In Other Businesses, the company began exhibiting Capcom Creation: Moving Hearts Across the Globe in March, which showcases its game development process. Furthermore, the company strived to enhance the brand of its intellectual properties by utilizing its major IP in its esports, film and television productions, and licensing business activities. As a result, the company is on track to achieve its full-year earnings forecast as well as operating income growth for its thirteenth consecutive year.

In addition, Capcom is exhibiting an interactive experience dubbed *Monster Hunter Bridge* at the Osaka Healthcare Pavilion in Expo 2025 Osaka, Kansai, Japan to further strengthen its corporate brand, as well as support local, cultural and technological promotion.

1. Results for the 3 months ended June 30, 2025

	Net sales	Operating profit	Ordinary profit	Profit attributable to owners of the parent	Basic earnings per share
	Millions of yen	Millions of yen	Millions of yen	Millions of yen	Yen
3 months ended June 30, 2025	45,502	24,597	22,883	17,238	41.21
3 months ended June 30, 2024	29,597	12,889	13,487	9,975	23.85

2. Earnings forecast for the fiscal year ending March 31, 2026

	Net sales	Operating profit	Ordinary profit	Profit attributable to owners of the parent	Basic earnings per share
	Millions of yen	Millions of yen	Millions of yen	Millions of yen	Yen
Year ending March 31, 2026	190,000	73,000	70,000	51,000	121.93

Note: Capcom discloses only full-year business forecasts, as it manages its business performance on an annual basis.

Note: Recent changes in earnings forecast for the fiscal year ending March 31, 2026: None