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Press Release

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# Sales and Profits Increase Year-over-Year in Capcom's Consolidated Results for the Six Months Ended September 30, 2025

- Capcom on track to achieve its full-year earnings forecast supported by strong catalog title sales -

Capcom Co., Ltd. today announced that in its consolidated business results for the six months ended September 30, 2025, net sales were 81,152 million yen (up 43.9% year-on-year), operating profit was 39,333 million yen (up 89.8% year-on-year), ordinary profit was 36,543 million yen (up 76.5% year-on-year), and profit attributable to owners of the parent was 27,514 million yen (up 80.1% year-on-year).

During the six months ended September 30, 2025, Capcom's core Digital Contents business successfully carried out a wide range of strategies to expand catalog title sales. These included growing catalog sales for series titles, such as *Resident Evil Village* and *Resident Evil 4* supported by heightened anticipation for the latest title in the same series following its announcement. *Street Fighter 6* also continued to contribute to earnings through the release of the Nintendo Switch™ 2 version in June and active engagement in esports initiatives. The resulting total sales volume was 23.85 million units, which exceeded sales of 20.02 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 Arcade Operations, as well as with favorable sales of both new and repeat smart pachislo machines in Amusement Equipments. In Other Businesses, the company strived to enhance the brand value of its intellectual properties via an exhibition titled Capcom Creation - Moving Hearts Across the Globe from March, as well as by actively promoting its IP in its eSports, Media, and Character businesses. As a result, the company is on track to achieve its full-year earnings forecast for the fiscal year ending March 31, 2026.

The forecast for the consolidated business results for the current fiscal year ending March 31, 2026, remains the same as what was projected at the financial results announcement on May 13, 2025.

1. Results for the 6 months ended September 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 |
| 6 months ended September 30, 2025 | 81,152 | 39,333 | 36,543 | 27,514 | 65.78 |
| 6 months ended September 30, 2024 | 56,402 | 20,726 | 20,706 | 15,275 | 36.52 |

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