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Press Release

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**Sales and Profits Increase Year-over-Year in
Capcom's Consolidated Results for the Nine Months Ended December 31, 2025**

- Steady catalog title sales growth pushes up earnings,
putting Capcom on track to achieve its full-year forecast -

Capcom Co., Ltd. today announced that in its consolidated business results for the nine months ended December 31, 2025, net sales were 115,315 million yen (up 29.8% year-on-year), operating profit was 54,302 million yen (up 75.1% year-on-year), ordinary profit was 51,703 million yen (up 64.6% year-on-year), and profit attributable to owners of the parent was 38,885 million yen (up 68.6% year-on-year).

During the nine months ended December 31, 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 4* and *Resident Evil Village* 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 34.64 million units, which exceeded sales of 30.53 million units for the same period of the previous fiscal year, driving business results.

In addition, Capcom successfully increased earnings by efficiently operating its existing stores and promoting new store formats in Arcade Operations, and by achieving favorable sales of both new and repeat smart pachislo machines in Amusement Equipments. In Other Businesses, the company strove to raise brand awareness of its intellectual properties via film and animation adaptations of its major titles, global esports tournaments, and with initiatives related to character merchandise and various events. 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 9 months ended December 31, 2025

| | Net sales | Operating profit | Ordinary profit | Profit attributable to owners of the parent | Basic earnings per share |
|----------------------------------|-----------|------------------|-----------------|---|--------------------------|
| 9 months ended December 31, 2025 | 115,315 | 54,302 | 51,703 | 38,885 | 92.96 |
| 9 months ended December 31, 2024 | 88,853 | 31,020 | 31,417 | 23,066 | 55.15 |

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 |
|----------------------------|-----------|------------------|-----------------|---|--------------------------|
| 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