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Press Release

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Sales and Profits Increase Year on Year in Capcom's Consolidated Results for the Three Months Ended June 30, 2026. On Track to Achieve its Full-Year Earnings Forecast.

- Strong sales of an all-new IP and catalog titles drive earnings -

Capcom Co., Ltd. today announced that in its consolidated business results for the three months ended June 30, 2026, 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).

During the three months ended June 30, 2026, Capcom's core Digital Contents business drove earnings with 23.81 million units in total sales volume, which exceeded sales of 14.16 million units for the same period of the previous fiscal year. This included sales of all-new IP *PRAGMATA*, which surpassed 2.5 million units worldwide following a positive launch reception due to increased brand awareness achieved through robust promotional activities. Regarding catalog titles, various initiatives for cultivating a wider user base drove sales growth. This included the latest installment of the *Resident Evil* series continuing to increase in popularity with a broad, global audience while sales of previous titles in the series also grew steadily due to pricing initiatives. In addition, *Devil May Cry 5* enjoyed synergies with animated content of the series, which helped to drive sales.

Moreover, earnings were supported by efficient operations of existing stores and by promoting new store formats in Arcade Operations, as well as by sales of a new smart pachislo machine in Amusement Equipments. In Other Businesses, the company strived to enhance the brand of its intellectual properties by utilizing its major IP in film and television productions, by hosting global esports tournaments, and via activities involving character merchandise and various events. As a result, the company is on track to achieve its full-year earnings forecast.

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.

1. Results for the 3 months ended June 30, 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
3 months ended June 30, 2026	70,410	41,054	41,452	29,159	69.71
3 months ended June 30, 2025	45,502	24,597	22,883	17,238	41.21

2. Earnings forecast for the fiscal year ending March 31, 2027

	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, 2027	210,000	83,000	83,000	58,000	138.65

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, 2027: None