

The 41st Ordinary General Meeting of Shareholders
Q&A Summary
(June 17, 2020)

Q. I'd like to ask about your plans to bring *Monster Hunter: World* to Nintendo Switch. Also, I want you to once again release *Monster Hunter* games that children in middle and high school can enjoy.

A. We currently do not have plans to release *Monster Hunter: World* on Nintendo Switch. We are looking into development of *Monster Hunter* games for teenage children, and hope you look forward to what the future brings.

Q. I'd like to express my gratitude for Capcom having continued to grow over the last five years despite the highly turbulent industry and economy. While strengthening your digital strategy has facilitated growth of financial results, companies such as Apple and Google have come forward as entrants in the area of cloud gaming; what progress have you made in this area and what is your outlook? Further, through strengthening digital sales, what is your objective for the digital sales ratio?

A.

1) Regarding our support for cloud and subscription-based platforms, we recently released *Shinsekai Into the Depths* for Apple Arcade. Further, while there remain some technical hurdles to providing optimal experiences on 4G networks, we are closely monitoring consumers' reaction to such services in conjunction with the ongoing rollout of 5G and will continue to evaluate these trends.

2) Our current digital download sales ratio is approximately 80%. While it ultimately depends on how our customers behave going forward, for the time being we are promoting our digital strategy with an objective of 90%, since there are some customers who prefer to own discs. We aim to continue expanding our business performance by maximizing the benefits of digital sales, which include being able to provide our content both for longer periods of time and throughout the world.