

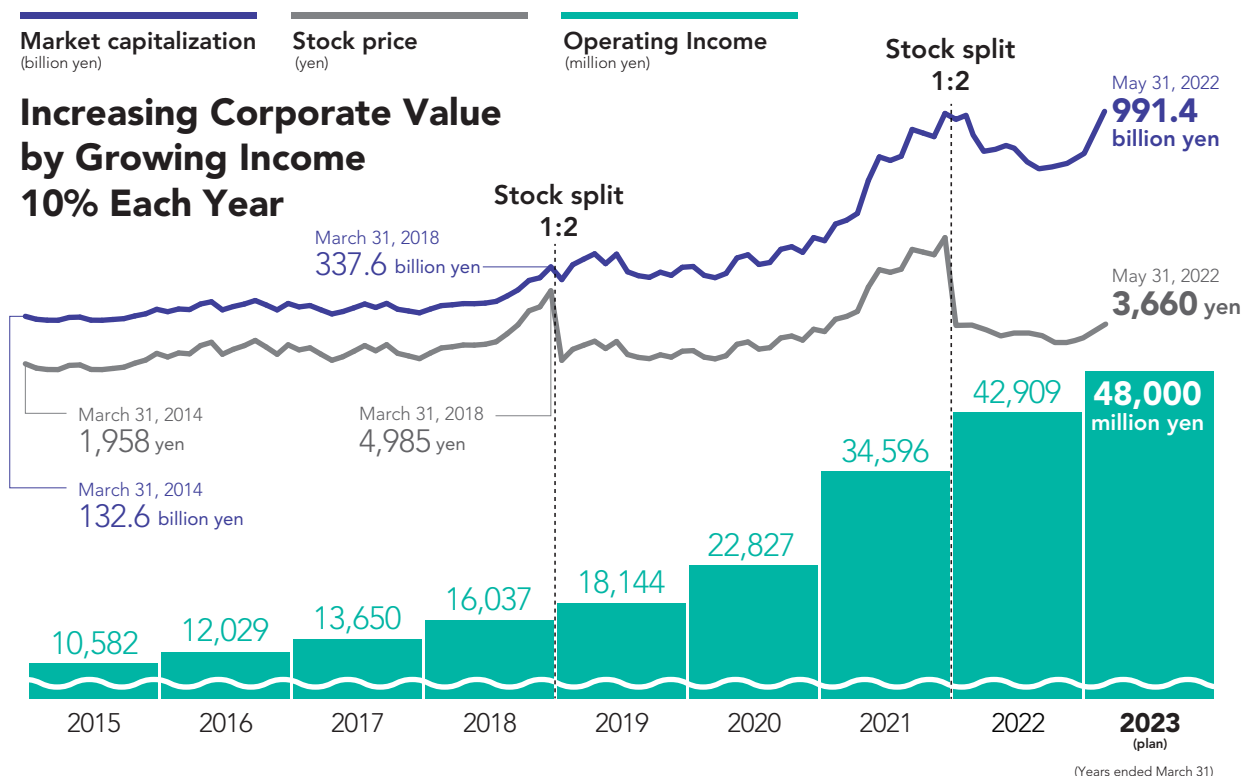
Continuing to create both financial and non-financial value



Achieving nine consecutive years of increased operating income

The game industry is continuously changing, in step with the evolution of AI, communications, and other advanced technologies. At Capcom, we see these changes as an opportunity, and as a result of our efforts to strengthen our development structure and promote digitalization, the fiscal year ended March 2022 marks nine consecutive years of increased operating income. Though we split our stock on April 1, 2018

and again on April 1, 2021 to improve its fluidity and expand our investor base, as our performance improves, our stock price also continues to rise steadily. We will continue to increase our corporate value (market capitalization) with sustainable business growth so that we can reward our stockholders' loyalty.





Providing smiles and moving hearts all across the globe

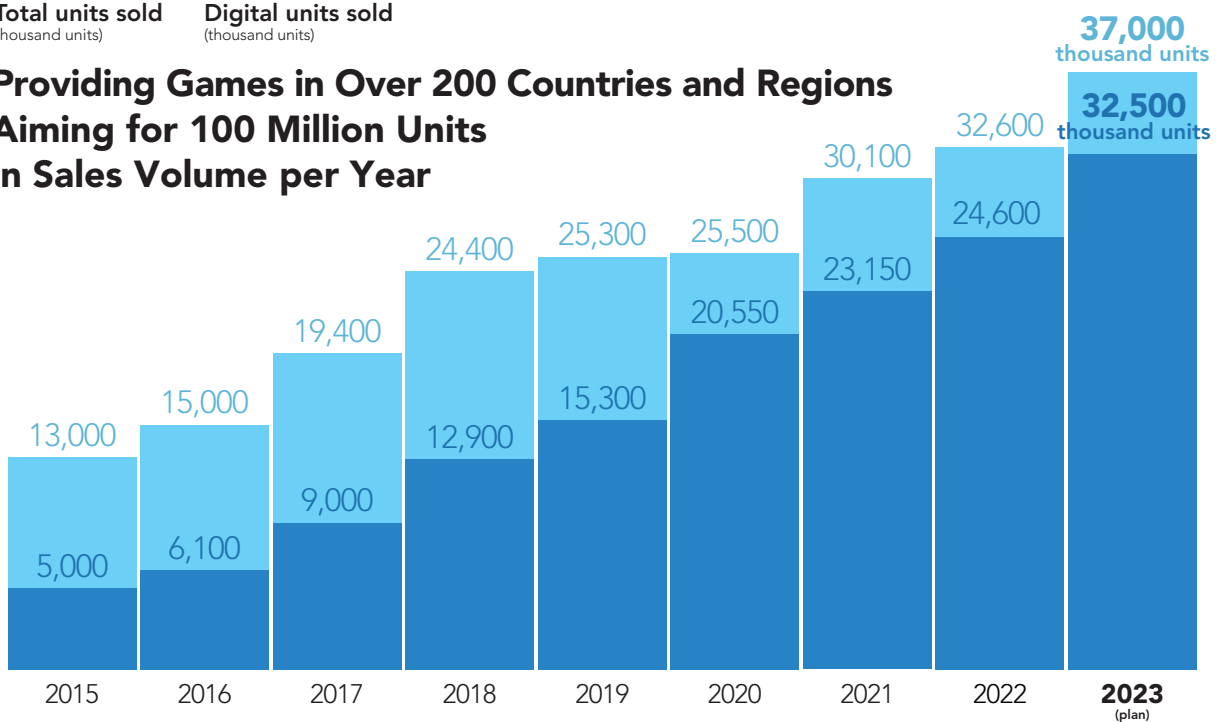
Since Capcom's founding in 1983, we have continued to move hearts and deliver smiles through the entertainment of games. In recent years, the spread of the internet, PCs, and smartphones has made it possible to enjoy games while at home, or in all corners of the globe, even without a game console. Further, our game software sales

volume has been increasing, driven primarily by digital sales, and our titles can be enjoyed in more than 200 different countries and regions worldwide. We will continue to strive in our business activities in an effort to contribute to the improvement of quality of life for people throughout the world by providing high quality entertainment.

Total units sold
(thousand units)

Digital units sold
(thousand units)

Providing Games in Over 200 Countries and Regions Aiming for 100 Million Units in Sales Volume per Year



(Years ended March 31)