

# Making smiles, moving hearts and building a better society with our original content

Utilizing the capital we have cultivated over the years and our foundation for sustainable growth, we create popular original IP through business activities while guided by our corporate philosophy.

We are expanding our business by further extending that original content into a variety of areas.

These activities provide both financial and non-financial value; to put it another way, by providing the happiness brought about by games, we are able to contribute to solving societal issues.



Amount invested in development **29.8** billion yen

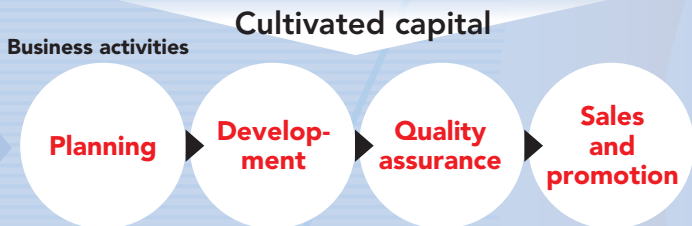
→ Financial Strategy According to the CFO, p.43

Number of developers **2,369** people

→ The Head of Development ... p.47

Intellectual Properties (IP) **19** Million-seller series

→ Major Intellectual Properties (IP), p.09



## Foundation for Sustainable Growth

Material Issue① Securing and Training of Human Resources

→ Training Human Resources and ... p.49

Material Issue② Promoting Diversity

→ Society and Capcom, p.55

Material Issue③ Development of Solid Relationship with Society

→ Society and Capcom, p.55

Material Issue④ Enhancement of Corporate Governance

→ Corporate Governance, p.63



At Capcom, we operate our own Plaza Capcom amusement facilities, develop and sell amusement machines, and hold esports tournaments.

➔ Effectively Leveraging IP, p.11



### Development of proprietary multimedia



Esports



Amusement Machines  
Medal games, pachinko and pachislo



Home Video Games



PC Online



Arcade Operations  
Facilities at shopping centers, large format locations



Movies  
Hollywood movies, animated movies, CG movies



Mobile Contents



Digital Download Contents



Events  
Concerts, theatrical productions



Publishing, Character Merchandising  
Strategy books, illustrated compilations, figures, etc.

3 films produced based on Capcom IP

### Collaborative expansion into other media

By collaborating with other companies, we have turned our original content into Hollywood movies. We have also expanded into a variety of other mediums, including animation, live theater, events, and publications.

➔ Effectively Leveraging IP, p.11

32.6 million games sold during the year  
➔ p.02

32 educational support activities  
➔ p.16

2,582 senior tour participants (cumulative)  
➔ p.59

OUTPUT (Non-financial results)

Hired 163 new graduates  
➔ p.39

2 cooperative projects with local governments  
➔ p.62

Providing reasonably-priced and easily available entertainment to the world

Providing a healthy game culture

Stimulating communication

Social contributions

Game market innovation

Contributing to local revitalization

Earning trust and building a positive image for Japan

