



**Capcom Co., Ltd.**  
**(TSE Prime, 9697)**

**Financial Highlights for the  
Fiscal Year ended March 31, 2022**

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## Forward-looking Statements

Strategies, plans, outlooks and other statements that are not historical facts are based on assumptions that use information currently available and reasonable judgments. Actual performance may be significantly different from these statements for a number of reasons.

In the entertainment industry, which includes Capcom, performance may be highly volatile because of diverging user needs and other changes in market conditions.

Factors that can affect Capcom's performance include: (1) the number of hit titles and sales volume in the Home Video Game Business, which accounts for the majority of sales; (2) progress in developing home video games; (3) consumer demand for home video game consoles; (4) sales outside Japan; (5) changes in stock prices and exchange rates; (6) alliances with other companies concerning product development, sales and other operations; and (7) changes in market conditions; (8) natural disasters, disease outbreaks, economic crises and other unforeseeable events. Please note that this is not a complete list of factors that can influence Capcom's operating results.

# 1-1. Financial Highlights – Consolidated Business Results (1)

## ■ Results: FY3/21 vs. FY3/22

	2021/3	2022/3	(million yen) Difference
<b>Net sales</b>	<b>95,308</b>	<b>110,054</b>	<b>14,746</b>
<b>Operating income</b>	<b>34,596</b>	<b>42,909</b>	<b>8,313</b>
<b>Ordinary income</b>	<b>34,845</b>	<b>44,330</b>	<b>9,485</b>
<b>Net income attributable to owners of the parent</b>	<b>24,923</b>	<b>32,553</b>	<b>7,630</b>

- Sales and profit up due primarily to increased sales volume in the Consumer sub-segment
- All profit items reach record highs; ninth consecutive year of OP growth
- Earnings per share: ¥152.48
- Year-end dividend of ¥28, resulting in an annual dividend of ¥46 (Dividend payout ratio: 30.2%)
- ROE: grew to 24.4%

# 1-1. Financial Highlights – Consolidated Business Results (2)

## ■ Revised Plan\* vs. Actual for FY3/22

(million yen)

	2022/3 Rev. Plan	2022/3	Difference
<b>Net sales</b>	<b>110,000</b>	<b>110,054</b>	<b>54</b>
<b>Operating income</b>	<b>42,800</b>	<b>42,909</b>	<b>109</b>
<b>Operating margin</b>	<b>38.9%</b>	<b>39.0%</b>	<b>-</b>
<b>Ordinary income</b>	<b>44,300</b>	<b>44,330</b>	<b>30</b>
<b>Net income attributable to owners of the parent</b>	<b>32,500</b>	<b>32,553</b>	<b>53</b>

\*The consolidated business results forecast for FY3/22 was revised as of April 21, 2022.

## ■ Performance in-line with expectations for revised plan

# 1-1. Financial Highlights – Consolidated Business Results (3)

## ■ FY3/22 Net Sales/Operating Income (by segment)

(million yen)

	2021/3	2022/3	Difference
<b>Net sales</b>	<b>95,308</b>	<b>110,054</b>	<b>14,746</b>
<b>Digital Contents</b>	<b>75,300</b>	<b>87,534</b>	<b>12,234</b>
<b>Arcade Operations</b>	<b>9,871</b>	<b>12,404</b>	<b>2,533</b>
<b>Amusement Equipments</b>	<b>7,090</b>	<b>5,749</b>	<b>-1,341</b>
<b>Other Businesses</b>	<b>3,045</b>	<b>4,366</b>	<b>1,321</b>
<b>Operating income</b>	<b>34,596</b>	<b>42,909</b>	<b>8,313</b>
<b>Digital Contents</b>	<b>37,002</b>	<b>45,359</b>	<b>8,357</b>
<b>Arcade Operations</b>	<b>149</b>	<b>652</b>	<b>503</b>
<b>Amusement Equipments</b>	<b>2,407</b>	<b>2,348</b>	<b>-59</b>
<b>Other Businesses</b>	<b>987</b>	<b>1,517</b>	<b>530</b>
<b>Adjustments*</b>	<b>-5,951</b>	<b>-6,967</b>	<b>-1,016</b>

\*Adjustments include unallocated corporate operating expenses. The corporate operating expenses, which do not belong to any reportable segments, mainly consist of administrative expenses.

- **Net sales and operating income driven by Consumer sub-segment of the Digital Contents business**

# 1-2. Financial Highlights – Consolidated Financial Position

## ■ FY3/22 Balance Sheet/Statement of Cashflows (Summary)

### Balance Sheet

(million yen)

Assets	2021/3	2022/3	Difference
<b>Current Assets</b>	127,391	151,312	23,921
Cash on hand and in banks	71,239	107,262	36,023
Notes and accounts receivable - trade	25,096	7,932	-17,164
Work in progress for game software	24,443	31,192	6,749
Other	6,613	4,926	-1,687
<b>Fixed Assets</b>	36,321	36,053	-268
<b>Total assets</b>	163,712	187,365	23,653
<b>Liabilities</b>			
<b>Current Liabilities</b>	32,590	30,742	-1,848
Notes and accounts payable - trade	3,702	3,601	-101
Electronically recorded monetary liabilities			
Deferred revenue	6,673	8,932	2,259
Other	22,215	18,209	-4,006
<b>Long-term liabilities</b>	10,327	10,147	-180
<b>Total liabilities</b>	42,918	40,890	-2,028
<b>Net Assets</b>			
<b>Shareholders' equity</b>	120,967	144,765	23,798
<b>Other</b>	-173	1,710	1,883
<b>Total net assets</b>	120,794	146,475	25,681
<b>Total liabilities and net assets</b>	163,712	187,365	23,653

### Statement of Cashflows

(million yen)

	2021/3	2022/3	Difference
<b>Cash flows from operating activities</b>	14,625	46,947	32,322
Net income before income taxes	34,828	44,322	9,494
Change in work in notes and accounts receivable - trade	-9,028	17,208	26,236
(Negative numers indicate an increase)			
Change in work in progress for game software	-3,213	-6,744	-3,531
(Negative numers indicate an increase)			
<b>Cash flows from investing activities</b>	-4,233	-7,426	-3,193
<b>Cash flows from financing activities</b>	-6,965	-9,980	-3,015
<b>Effect of exchange rate changes on cash and cash equivalents</b>	944	2,050	1,106
<b>Net change in cash and cash equivalents</b>	4,371	31,592	27,221
<b>Cash and cash equivalents at beginning of year</b>	59,672	64,043	4,371
<b>Cash and cash equivalents at end of year</b>	64,043	95,635	31,592

## 2-1. Business Segment Results – Digital Contents (1)

**Sales and profits up due primarily to contributions of major new titles and growth of digital sales in the Consumer sub-segment**

### ■ FY3/22 Digital Contents Performance

(100 million yen)

	2020/3	2021/3	2022/3	Difference
<b>Net sales</b>	<b>599</b>	<b>753</b>	<b>875</b>	<b>122</b>
<b>Consumer Breakdown</b>				
Package sales	129	208	300	92
Digital sales (incl. digital license)	426	480	533	53
Digital license portion	26	30	9	-21
Consumer total	555	688	833	145
Deferred revenue portion		-22	-19	3
Mobile Contents	44	65	42	-23
<b>Operating income</b>	<b>241</b>	<b>370</b>	<b>453</b>	<b>83</b>
<b>Operating margin</b>	<b>40.3%</b>	<b>49.1%</b>	<b>51.8%</b>	<b>-</b>

\*Digital license indicates income from providing content etc. to online platforms

## 2-1. Business Segment Results – Digital Contents (2)

**Sales volume reaches record-high  
due primarily to overseas sales growth**

### ■ FY3/22 Unit Sales (Consumer)

(units in thousands)

	2020/3		2021/3		2022/ 3		Difference	
<b>New Titles (SKU)</b>	<b>35</b>		<b>14</b>		<b>24</b>		<b>10</b>	
<b>Number of titles sold / sales regions</b>	<b>305 / 220</b>		<b>301 / 216</b>		<b>304 / 219</b>		<b>3 / 3</b>	
<b>Total unit sales</b>	<b>25,500</b>		<b>30,100</b>		<b>32,600</b>		<b>2,500</b>	
Overseas units	<b>21,450</b>	84.1%	<b>24,350</b>	80.9%	<b>27,100</b>	83.1%	<b>2,750</b>	-
Japan units	<b>4,050</b>	15.9%	<b>5,750</b>	19.1%	<b>5,500</b>	16.9%	<b>-250</b>	-
Digital units	<b>20,550</b>	80.6%	<b>23,150</b>	76.9%	<b>24,600</b>	75.5%	<b>1,450</b>	-
Physical units	<b>4,950</b>	19.4%	<b>6,950</b>	23.1%	<b>8,000</b>	24.5%	<b>1,050</b>	-
Catalog units	<b>18,200</b>	71.4%	<b>20,500</b>	68.1%	<b>24,000</b>	73.6%	<b>3,500</b>	-
New units	<b>7,300</b>	28.6%	<b>9,600</b>	31.9%	<b>8,600</b>	26.4%	<b>-1,000</b>	-
<b>Major titles</b>								
New	Monster Hunter World: Iceborne		Monster Hunter Rise Resident Evil 3		Resident Evil Village Monster Hunter Stories 2: Wings of Ruin			
Catalog	Monster Hunter: World Resident Evil 2 Devil May Cry 5 Street Fighter V Resident Evil 7 biohazard		Monster Hunter World: Iceborne Resident Evil 7 biohazard Resident Evil 2 Monster Hunter: World		Monster Hunter Rise Resident Evil 7 biohazard Resident Evil 2 Monster Hunter World: Iceborne Resident Evil 3			

\*New titles: titles released in the current fiscal year; Catalog titles: titles released in the previous fiscal year or earlier

\*Includes distribution titles

## 2-1. Business Segment Results – Digital Contents (3)

**Focused on expanding new title sales for major brands  
and long-running sales of past series titles**

### ■ FY3/22 Highlights (Consumer)

- New title *Resident Evil Village* sold over 6.1 million units
- New title *Monster Hunter Stories 2: Wings of Ruin* sold more than 1.5 million units
- Previous year release *Monster Hunter Rise* sold 4.1 million units during this fiscal year
- *Resident Evil 7 biohazard* sold 1.8 million units during this fiscal year; synergies with new title releases leads to 6<sup>th</sup> consecutive fiscal year of more than 1 million units in sales



*Resident Evil Village*

### ■ FY3/22 Highlights (Mobile Contents)

- Worked on the operations of existing titles.

## 2-2. Business Segment Results – Arcade Operations

**Sales and profit up from contributions of new and existing stores**  
**Continued to carry out measures to minimize spread of COVID-19**

### ■ FY3/22 Business Results

(100 million yen)

	2020/3	2021/3	2022/3	Difference
Net sales	120	98	124	26
Operating income	12	1	6	5
Operating margin	10.0%	1.5%	5.3%	-
Same store sales	+3%	-22%	+19%	-

### ■ Number of Stores

(stores)

	2020/3	2021/3	2022/3	Difference
New stores	3	1	2	1
Closed stores	0	0	1	1
Total	40	41	42	1

### ■ FY3/22 Highlights

- Same store sales: +19% (cumulative for the 12 months)
- Opened two stores (June 2021: Plaza Capcom Mitten Fuchu, July 2021: Miraino Aeon Mall Hakusan)
- Shortened operating hours at some stores to minimize spread of COVID-19

## 2-3. Business Segment Results – Amusement Equipments

**Steadily released  
three new pachislo models**

### ■ FY3/22 Business Results

(100 million yen)

	2020/3	2021/3	2022/3	Difference
<b>Net sales</b>	<b>65</b>	<b>70</b>	<b>57</b>	<b>-13</b>
<b>Operating income</b>	<b>20</b>	<b>24</b>	<b>23</b>	<b>-1</b>
<b>Operating margin</b>	<b>31.9%</b>	<b>33.9%</b>	<b>40.8%</b>	<b>-</b>

### ■ FY3/22 Highlights

- Released 3 new pachislo models, including *Monster Hunter: World Gold Hunting*, totaling 26 thousand units in sales (3 models, 27 thousand units in the previous year)



*Monster Hunter: World Gold Hunting*

## 2-4. Business Segment Results – Other Businesses

**Steadily grew Character and Media businesses**  
**Focused on growing base in eSports through online activities**

### ■ FY3/22 Business Results

(100 million yen)

	2020/3	2021/3	2022/3	Difference
<b>Net sales</b>	<b>30</b>	<b>30</b>	<b>43</b>	<b>13</b>
Character/Media	27	29	40	11
eSports	3	1	3	2
<b>Operating income</b>	<b>5</b>	<b>9</b>	<b>15</b>	<b>6</b>
Character/Media	15	18	23	5
eSports	-10	-9	-8	1
<b>Operating margin</b>	<b>18.0%</b>	<b>32.4%</b>	<b>34.7%</b>	<b>-</b>

### ■ FY3/22 Highlights (Character/Media)

- Expanded merchandising efforts and carried out collaborations with popular games
- Major Hollywood film adaptation *Resident Evil: Welcome to Raccoon City* released worldwide

### ■ FY3/22 Highlights (eSports)

- Held tournaments globally, including Street Fighter League: Pro-JP 2021 Grand Final