

Press Release

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## Revision of Earnings Forecast for the Six-month period ending September 30, 2007

Capcom Co., Ltd. hereby announces that it has revised its consolidated and non-consolidated earnings forecast for Six-month period ending September 30, 2007, which was previously released on May 18, 2007 as follows:

### 1. Consolidated Earnings Forecast for the Fiscal Year Ending March 31, 2008 (from April 1, 2007 to September 30, 2007)

(Millions of Yen)

	Net Sales	Operating Income	Ordinary Income	Net Income	Earnings per Share of Common Stock (yen)
Previous Forecast (A)	29,300	1,500	1,800	750	13.28
Revised Forecast (B)	30,350	2,400	2,850	1,350	23.91
Change (B) - (A)	1,050	900	1,050	600	—
Change (Percentage)	3.6	60.0	58.3	80.0	—
(For Reference) Actual ended Sep. 30, 2006	29,175	3,042	3,785	1,918	35.79

### 2. Non-consolidated Earnings Forecast for the Fiscal Year Ending March 31, 2008 (from April 1, 2007 to September 30, 2007)

(Millions of Yen)

	Net Sales	Operating Income	Ordinary Income	Net Income	Earnings per Share of Common Stock (yen)
Previous Forecast (A)	24,000	2,000	2,200	1,100	19.48
Revised Forecast (B)	24,800	2,630	2,920	1,730	30.64
Change (B) - (A)	800	630	720	630	—
Change (Percentage)	3.3	31.5	32.7	57.3	—
(For Reference) Actual ended Sep. 30, 2006	21,438	1,535	1,773	646	12.05

3. Reason for the revision

In Home Video Games business, “Phoenix Wright 4” (for Nintendo DS) and “Resident Evil 4 Wii edition” (for Wii) are achieving favorable sales, and “Monster Hunter Freedom 2<sup>nd</sup>” (for PlayStation Portable), which was released in the previous term also continues to grow.

In the meantime, Arcade Operations business and Arcade Games business are not achieving their sales as expected.

As a result, operating income, ordinary income as well as net income in mid-term period are expected to exceed over the latest forecast announced on May 18, 2007 due to favorable sales of Home Video Games business.

Forecast for the fiscal year ending March 31, 2008 is not changed due to continuous weak performance of Arcade Operations business and Arcade Games business.

(Note)

These forecasts are based on the Company's current assumptions and beliefs in light of the information currently available to it, and involve known and unknown risks and uncertainties. The Company's actual results may differ materially from above mentioned forecast.