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Press Release

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**Sales for the 9 Months of FY2011 Decreased 29.0%, as well as Operating Income Declined 47.2% from the Same Term in the Previous Year**

- Aim to accomplish the projected figures by the significant growth of mobile contents business, benefit from social games expansion -

Capcom Co., Ltd. would like to announce that net sales decreased to 50,270 million yen (down 29.0 % from the same term last year) in the 9 months of fiscal year ending March 31, 2012. As for profits, operating income decreased to 6,744 million yen (down 47.2 % from the same term last year), and ordinary income decreased to 5,823 million yen (down 48.5 % from the same term last year). Net income for the current period decreased to 3,242 million yen (down 52.6 % from the same term last year).

During this 9 months, ended December 31, 2011, "Monster Hunter 3(Tri) G" was sold favorably with over one million copies to achieve its projected sales in Consumer Online Games business. Further, "Ultimate Marvel VS. Capcom 3" and "Dead Rising 2: Off the Record" were faring well mainly overseas.

Additionally, in Mobile Contents business, while "Snoopy's Street Fair" fared well in Japan and Asia, "The Smurfs' Village", distributed jointly with Facebook, the world's largest SNS, continuing to enjoy success. As a result, "Beeline" titles contributed greatly to improving our earning capacity, with the number of global downloads totaling more than 46 million.

On the other hand, "Monhan Tankenki Maboroshi no Shima" released in late December, was off to a good start with registration members of 500,000 in 10 days.

However, net sales and all the profit for the 9 months were decreased due in part to a decrease in reaction to the surge during the same term previous year caused by the mass release of major consumer online game titles.

As for the forecast for the fiscal year ending March 31, 2012, there is no change from the financial announcement on May 6, 2011.

### 1. Consolidated Financial Results for the 9 months ended December 31, 2011

(April 1, 2011– December 31, 2011)

	Net sales	Operating income	Ordinary income	Net income
	Million Yen	Million Yen	Million Yen	Million Yen
9 months ended Dec. 31, 2011	50,270	6,744	5,823	3,242
9 months ended Dec. 31, 2010	70,773	12,769	11,303	6,836

### 2. Forecast for the Fiscal Year ending March 31, 2012

	Net sales	Operating income	Ordinary income	Net income	Earnings per share of Common stock
	Million Yen	Million Yen	Million Yen	Million Yen	Yen
Year ending March 31, 2012	86,000	12,100	12,000	7,000	120.87

### 3. Status of Each Operational Department

#### (1) Consumer Online Games

(Unit: Million Yen)

	9 months ended Dec. 31, 2010	9 months ended Dec. 31, 2011	Difference (%)
Net sales	54,057	31,721	-41.3%
Operating income	12,941	5,943	-54.1%
Operating margin	23.9%	18.7%	-

- a. In this business segment, "Monster Hunter 3(Tri) G", a feature title for Nintendo 3DS, sold over one million copies to achieve its projected sales, while another 3DS feature title "Resident Evil: The Mercenaries 3D" was also released.
- b. Further, in addition to "Ultimate Marvel VS. Capcom 3" (for PlayStation 3, Xbox 360 and PlayStation Vita) and "Dead Rising 2: Off The Record" (for PlayStation 3 and Xbox 360) faring well mainly overseas, "Monster Hunter Freedom 3 HD Ver." (for PlayStation 3) and numerous other tie-up software were released.
- c. Moreover, the online exclusive "Monster Hunter Frontier Online" series (for PC and Xbox 360) showed steady growth supported by its stable popularity.
- d. The resulting net sales were 31,721 million yen (down 41.3% from the same term previous year) and the operating income was 5,943 million yen (down 54.1% from the same term previous year), due in part to the reaction to the release of multiple flagship titles during the same term previous year.

## (2) Mobile Contents

(Unit: Million Yen)

	9 months ended Dec. 31, 2010	9 months ended Dec. 31, 2011	Difference (%)
Net sales	2,383	4,008	68.2%
Operating income	472	1,365	189.1%
Operating margin	19.8%	34.1%	-

- a. While "Snoopy's Street Fair" fared well in Japan and Asia, "Monhan Tankenki Maboroshi no Shima" released in late 2011 as the second game for GREE following "Resident Evil: Outbreak Survive" was also off to a good start.
- b. As a result of "The Smurfs' Village", distributed jointly with Facebook, the world's largest SNS, continuing to enjoy success, Capcom's strategic brand "Beeline" titles contributed greatly to improving our earning capacity, with the number of domestic and overseas downloads totaling more than 46 million.
- c. The resulting net sales were 4,008 million yen (up 68.2% from the same term previous year), and the operating income was 1,365 million yen (up 189.1% from the same term previous year).

## (3) Arcade Operations

(Unit: Million Yen)

	9 months ended Dec. 31, 2010	9 months ended Dec. 31, 2011	Difference (%)
Net sales	8,727	8,805	0.9%
Operating income	938	1,490	58.9%
Operating margin	10.7%	16.9%	-

- a. This business segment focused on the promotion of customer-oriented community-based arcades not only through the organization of various events and renovation of existing arcades, but also by making efforts to attract senior citizens as a means of generating new demands. In spite of a slowdown in customer traffic and intensification of competition with other game consoles including smart phones, with which there is an overlap of the customer base, sales per customer increased as a result of these measures, along with the contribution mainly of proprietary medal winning game machines.
- b. In the absence of closing or opening of arcades during the current period, the total number of arcades remains the same as the end of the previous fiscal period at 37.

- c. The resulting net sales were 8,805 million yen (up 0.9% from the same term previous year), and the operating income was 1,490 million yen (up 58.9% from the same term previous year).

#### (4) Amusement Equipments

(Unit: Million Yen)

	9 months ended Dec. 31, 2010	9 months ended Dec. 31, 2011	Difference (%)
Net sales	2,849	3,682	29.2%
Operating income	444	20	-95.3%
Operating margin	15.6%	0.5%	-

- a. With regards to arcade games, coin-operated games "Monster Hunter: Medal Hunting" and "Monhan Nikki Sugoroku Airu Mura" were released.
- b. As for the Pachislo machines, "Street Fighter IV" showed steady performance as we engaged in contracted developments.
- c. The resulting net sales were 3,682 million yen (up 29.2% from the same term previous year), and the operating income was 20 million yen (down 95.3% from the same term previous year).

#### (5) Other Businesses

(Unit: Million Yen)

	9 months ended Dec. 31 2010	9 months ended Dec. 31, 2011	Difference (%)
Net sales	2,756	2,051	-25.6%
Operating income	906	816	-9.9%
Operating margin	32.9%	39.8%	-

The net sales from other businesses, mainly character-related licensing royalties, were 2,051 million yen (down 25.6% from the same term previous year), and the operating income was 816 million yen (down 9.9% from the same term previous year).