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**Press Release**

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**Favorable Increase on Financial Results for ended June 30, 2012**  
**55.8% increase in Net Sales, 244.4% increase in Operating Income from Previous Term**  
 - Expansion of Online Contents Sales contributes to the fair start to the forecast of this fiscal year -

Capcom Co., Ltd. would like to announce that net sales increased to 18,620 million yen (up 55.8% from the previous year). As for profits, operating income increased to 2,669 million yen (up 244.4 % from the previous year), and ordinary income increased to 2,209 million yen (up 304.5 % from the previous year). Net income for the current period increased to 1,320 million yen (up 290.2 % from the previous year).

In flagship Digital Contents business, “Dragon’s Dogma” which is the first large-scale open world game for Capcom, set a new record in Japan for sales volume of an entirely new brand in its first week for releases during the past decade and consequently, worldwide shipments have surpassed one million.

Furthermore, “Minna to Monhan Card Master”, started distributing in the previous fiscal year, continued to maintain steady sales, and “Resident Evil: Outbreak Survive” surpassed 2 million registered members, as it gained new users steadily.

Moreover, other social games remained strong; for example, “The Smurfs’ Village” and “Snoopy’s Street Fair”, long-term popular titles under “Beeline”, our strategic brand, brought Capcom steady fees.

As a result, consolidated financial results for ended June 30, 2012 significantly increased in both sales and profits from the previous term.

The forecast for the consolidated business results for the current fiscal year ending March 31, 2013 remains the same as what was projected at the financial results announcement on May 7, 2012.

**1. Results for the 1st quarter ended June 30, 2012 (from April 1, 2012 to June 30, 2012)**

	Net sales	Operating income	Ordinary income	Net income
	Million Yen	Million Yen	Million Yen	Million Yen
3 months ended June 30, 2012	18,620	2,669	2,209	1,320
3 months ended June 30, 2011	11,953	775	546	338

## 2. Earnings forecast for the fiscal year ending March 31, 2013

	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, 2013	105,000	15,800	15,700	9,800	170.19

## 3. Status of Each Operational Department

Capcom has regrouped its business segments from this first quarter, and the comparison and analysis has been made based on new segments.

### (1) Digital Contents

(Unit: Million Yen)

	3 months ended June 30, 2011	3 months ended June 30, 2012	Difference (%)
Net sales	7,686	13,740	78.8%
Operating income	871	2,401	175.6%
Operating margin	11.3%	17.5%	-

- a. In this business segment, “Dragon’s Dogma” (for Playstation 3 and Xbox 360), the first large-scale open world game for Capcom, struggled abroad, but its popularity in the more profitable domestic market exceeded expectations by selling more than one million copies.
- b. “Minna to Monhan Card Master”, started distributing through Mobage in the previous fiscal year, continued to maintain steady sales, and “Sengoku BASARA: Card Heroes” was also released for Mobage. “Resident Evil: Outbreak Survive” for GREE steadily gained new users. Accordingly, Capcom gained more than 2 million registered SNS users.
- c. Furthermore, other social games remained strong; for example, “The Smurfs’ Village” and “Snoopy’s Street Fair”, long-term popular titles under “Beeline”, our strategic brand, brought Capcom steady fees by obtaining a wide range of users.
- d. Moreover, we have started “Browser Sengoku BASARA” as the first attempt in entering the browser game sector, while “Monster Hunter Frontier Online” series secured stable income.
- e. The resulting net sales were 13,740 million yen (up 78.8% from the previous year), and the operating income was 2,401 million yen (up 175.6 % from the previous year).

## (2) Arcade Operations

(Unit: Million Yen)

	3 months ended June 30, 2011	3 months ended June 30, 2012	Difference (%)
Net sales	2,832	2,575	-9.1%
Operating income	521	386	-25.9%
Operating margin	18.4%	15.0%	-

- a. In the Arcade Operations business, efforts were made to develop new customers, secure repeat customers and expand the customer base elaborating activities to attract customers such as various events and discount days in pursuit of the “No.1 shop in the area” and hands-on explanation sessions for older customers, as well as pressing forward with our efficient store strategy, including the closure of unprofitable facilities.
- b. However, we were unable to avoid the impact of the shortage of alternative products and the backlash of special demands after the Great East Japan Earthquake in the same period last year.
- c. Since we closed one unprofitable store during the current period, the total number of arcades became 36 at the end of current period.
- d. The resulting net sales were 2,575 million yen (down 9.1% from the previous year), and the operating income was 386 million yen (down 25.9% from the previous year).

## (3) Amusement Equipments

(Unit: Million Yen)

	3 months ended June 30, 2011	3 months ended June 30, 2012	Difference (%)
Net sales	870	1,711	96.6%
Operating income	6	691	11,416.7%
Operating margin	0.7%	40.4%	-

- a. In the Amusement Equipments business, a new coin-operated game machine “Mario Party Kurukuru! Carnival” was released, and we expanded sales of existing products such as “Monster Hunter Medal Hunting”.
- b. In addition, Capcom engage in to enhance contracted development of the products for pachislo machines.
- c. The resulting net sales were 1,711 million yen (up 96.6% from the previous year), and the operating income was 691 million yen (6 million yen in the previous year).

(4) Other Businesses

(Unit: Million Yen)

	3 months ended June 30, 2011	3 months ended June 30, 2012	Difference (%)
Net sales	564	593	5.1%
Operating income	254	230	-9.7%
Operating margin	45.0%	38.8%	-

The net sales from Other Businesses, mainly character-related licensing royalties, were 593 million yen (up 5.1% from the previous year), and the operating income was 230 million yen (down 9.7% from the previous year).