

## Press Release

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## Capcom Remains on Course to Achieve Full-year Earnings Forecast Following Consolidated Results for the Six Months Ended September 30, 2024

- Catalog unit sales up year-over-year, contributing to increased value of Capcom's IP -

Capcom Co., Ltd. today announced that in its consolidated business results for the six months ended September 30, 2024, net sales were 56,402 million yen (down 24.7% year-over-year), operating income was 20,726 million yen (down 38.7% year-over-year), ordinary income was 20,706 million yen (down 42.7% year-over-year), and net income attributable to owners of the parent was 15,275 million yen (down 39.6% year-over-year).

During the six months ended September 30, 2024, sales in Capcom's core Digital Contents business centered on new releases of existing titles and catalog sales of major titles released in previous fiscal years because contributions from a major new title are planned to be concentrated in the second half of the current fiscal year. The resulting sales volumes were 20.02 million units, which made solid progress toward achieving the full-year target and was in-line with plans, though represented a decrease compared to the same period of the previous fiscal year when *Street Fighter 6* was released. Further, the company strove to enhance the brand of its intellectual properties by utilizing its major IP in film and television productions, licensed merchandise, and in its eSports business. It also worked to increase earnings with efficient operations of existing stores in Arcade Operations, as well as with the steady launch of a new smart pachislo machines in Amusement Equipments. As a result, Capcom remains on track to achieve its full-year earnings forecast.

The forecast for the consolidated business results for the current fiscal year ending March 31, 2025, remains the same as what was projected at the financial results announcement on May 9, 2024.

## 1. Results for the 6 months ended September 30, 2024

|                                   | Net sales   | Operating income | Ordinary income | Net income attributable to owners of the parent | Earnings per share |
|-----------------------------------|-------------|------------------|-----------------|---|--------------------|
|                                   | million yen | million yen      | million yen     | million yen                                     | yen                |
| 6 months ended September 30, 2024 | 56,402      | 20,726           | 20,706          | 15,275  | 36. 52             |
| 6 months ended September 30, 2023 | 74,934      | 33,835           | 36,164          | 25,287  | 60. 46             |

Note: With an effective date of April 1, 2024, Capcom performed a 2-for-1 stock split of its common stock. Capcom calculated "Earnings per share" assuming that the stock split was implemented with an effective date of April 1, 2023.

## 2. Earnings forecast for the fiscal year ending March 31, 2025

|                            | Net sales   | Operating income | Ordinary<br>income | Net income attributable to owners of the parent | Earnings per share |
|----------------------------|-------------|------------------|--------------------|---|--------------------|
|                            | million yen | million yen      | million yen        | million yen                                     | yen                |
| Year ending March 31, 2025 | 165,000     | 64,000           | 63,000             | 46,000  | 109. 98            |

Note: Capcom discloses only full-year business forecasts, as it manages its business performance on an annual basis.

Note: Recent changes in earnings forecast for the fiscal year ending March 31, 2025: None