



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

First Half Report
Fiscal year ending March 31, 2026



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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.



H1 Results

- Revenue and profit grew year-on-year across all segments
- Achieved highest-ever total and catalog unit sales for a H1 period
- Favorable performance in Amusement Equipments business

Full-Year Plan

- Good progress toward achieving full-year plan

(100 million yen)

	Results					Plan	
	24/9	YoY	25/9	Difference	YoY	26/3	YoY
Net sales	564	-25%	811	247	44%	1,900	12%
Operating profit	207	-39%	393	186	90%	730	11%
Operating margin	36.7%	-	48.5%	-	-	38.4%	-
Ordinary profit	207	-43%	365	158	77%	700	7%
Profit attributable to owners of the parent	152	-40%	275	122	80%	510	5%

*YoY indicates percent change from the same period of the previous fiscal year.



Earning Trends

H1 Results

(100 million yen)

	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/9	Difference	YoY	26/3 Plan	YoY
Net sales	699	66%	490	-30%	749	53%	564	-25%	811	247	44%	1,900	12%
■ Digital Contents	598	69%	360	-40%	612	70%	397	-35%	498	100	25%	1,395	12%
■ Arcade Operations	56	40%	73	30%	91	25%	109	20%	124	14	13%	254	12%
■ Amusement Equipments	16	22%	30	88%	25	-14%	31	22%	151	120	378%	184	18%
■ Other Businesses	29	122%	26	-9%	18	-29%	24	30%	36	11	49%	67	10%
Operating profit	289	62%	218	-24%	338	55%	207	-39%	393	186	90%	730	11%
■ Digital Contents	302	52%	218	-28%	345	58%	206	-40%	313	107	52%	727	12%
■ Arcade Operations	0	-	6	854%	11	67%	16	48%	20	3	21%	27	11%
■ Amusement Equipments	3	2056%	17	344%	17	4%	15	-11%	90	74	472%	74	10%
■ Other Businesses	13	148%	12	-8%	6	-51%	11	95%	20	8	74%	28	13%
Adjustments*	-31	-	-35	-	-41	-	-43	-	-52	-8	-	-126	-
Operating margin	41.3%	-	44.6%	-	45.2%	-	36.7%	-	48.5%	-	-	38.4%	-
Ordinary profit	297	69%	229	-23%	361	57%	207	-43%	365	158	77%	700	7%
Profit attributable to owners of the parent	222	71%	161	-27%	252	57%	152	-40%	275	122	80%	510	5%

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

*2 YoY indicates percent change from the same period of the previous fiscal year.



Earning Trends

H1 Results

- Strong catalog sales drove YoY growth in both sales and profit
- Progress largely in line with expectations, no revision to the full-year plan

(100 million yen)

	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/3 Plan
Net Sales	598	69%	360	-40%	612	70%	397	-35%	498	25%	1,395
■ Consumer breakdown											
Package sales	233	219%	43	-82%	120	179%	38	-68%	52	37%	177
Digital sales (incl. digital license)	345	39%	306	-11%	476	56%	338	-29%	435	29%	1,191
Digital license portion	7	-30%	22	214%	37	68%	25	-32%	6	-76%	29
Consumer total	578	80%	349	-40%	597	71%	377	-37%	487	29%	1,368
Deferred revenue portion	-14	-	-54	-	44	-	1	-98%	141	14000%	
■ Mobile Contents											
	19	-41%	11	-42%	15	36%	20	33%	10	-50%	27
Operating profit	302	52%	218	-28%	345	58%	206	-40%	313	52%	727
Operating margin	50.5%	-	60.5%	-	56.3%	-	51.9%	-	62.9%	-	52.1%

*1 Digital license indicates income from providing content etc. to online platforms. *2 Deferred revenue indicates the variance between deferred revenue and reversed revenue stemming primarily from the release of free downloadable content that typically follows the release of a full game. *3 YoY indicates percent change from the same period of the previous fiscal year.



Unit Sales

H1 Results

- Highest-ever total unit and catalog unit sales for a H1 period

(thousand units)																		
	21/9			22/9			23/9			24/9			25/9			26/3 Plan		
Titles sold / sales regions	301 / 207			304 / 213			286 / 227			246 / 220			246 / 231					
Total unit sales	19,800 YoY 43.5%			21,300 YoY 7.6%			22,600 YoY 6.1%			20,025 YoY -11.4%			23,852 YoY 19.1%			54,000 YoY 4.1%		
	Share		YoY	Share		YoY	Share		YoY	Share		YoY	Share		YoY	Share		YoY
New units	6,600	33.3%	131.6%	5,250	24.6%	-20.5%	5,000	22.1%	-4.8%	1,074	5.4%	-78.5%	997	4.2%	-7.2%	8,000	14.8%	-35.4%
Catalog units	13,200	66.7%	20.5%	16,050	75.4%	21.6%	17,600	77.9%	9.7%	18,951	94.6%	7.7%	22,854	95.8%	20.6%	46,000	85.2%	16.5%
Digital Units	13,900	70.2%	21.9%	19,500	91.5%	40.3%	20,000	88.5%	2.6%	18,761	93.7%	-6.2%	22,410	94.0%	19.4%	50,700	93.9%	8.5%
PC Units (digital)	5,750	29.0%	30.7%	10,050	47.2%	74.8%	10,850	48.0%	8.0%	10,737	53.6%	-1.0%	13,658	57.3%	27.2%			
Console units (digital)	8,150	41.2%	16.4%	9,450	44.4%	16.0%	9,150	40.5%	-3.2%	8,023	40.1%	-12.3%	8,753	36.7%	9.1%			
Physical units	5,900	29.8%	145.8%	1,800	8.5%	-69.1%	2,600	11.5%	44.4%	1,264	6.3%	-51.4%	1,441	6.0%	14.0%	3,300	6.1%	-35.9%
Overseas units	16,200	81.8%	35.0%	16,050	75.4%	-0.9%	18,400	81.4%	14.6%	16,932	84.6%	-8.0%	21,503	90.2%	27.0%	45,500	84.3%	4.6%
Japan units	3,600	18.2%	100.0%	5,250	24.6%	45.8%	4,200	18.6%	-20.0%	3,093	15.4%	-26.4%	2,349	9.8%	-24.1%	8,500	15.7%	1.3%
Titles	Resident Evil Village Monster Hunter Stories 2: Wings of Ruin			Monster Hunter Rise: Sunbreak			Street Fighter 6 MegaMan Battle Network Legacy Collection Vol.1 & Vol. 2			Dead Rising Deluxe Remaster Marvel vs. Capcom Fighting Collection: Arcade Classics Ace Attorney Investigations Collection			Street Fighter 6 (port) Capcom Fighting Collection 2 Onimusha 2 Kunitsu-Gami: Path of the Goddess (port)			Resident Evil Requiem Monster Hunter Stories 3: Twisted Reflection Street Fighter 6 (port) Capcom Fighting Collection 2 Onimusha 2 Kunitsu-Gami: Path of the Goddess (port) (others)		
New																		
Catalog	Monster Hunter Rise Resident Evil 7 biohazard Monster Hunter World: Iceborne Resident Evil 2 Resident Evil 3 Monster Hunter: World			Monster Hunter Rise Devil May Cry 5 Resident Evil 2 Resident Evil 3 Monster Hunter World: Iceborne Dragon's Dogma: Dark Arisen			Resident Evil 4 Resident Evil 2 Monster Hunter Rise: Sunbreak Resident Evil 3 Monster Hunter Rise Resident Evil Village			Monster Hunter: World Monster Hunter World: Iceborne Monster Hunter Rise Monster Hunter Rise: Sunbreak Resident Evil 4 Street Fighter 6			Devil May Cry 5 Resident Evil Village Resident Evil 4 Resident Evil 7 biohazard Resident Evil 2 Devil May Cry HD Collection			Continue to grow catalog unit sales via key brands: Resident Evil, Monster Hunter, Street Fighter, Devil May Cry, etc.		

*YoY indicates percent change from the same period of the previous fiscal year.

*New title: titles released in the current fiscal year; Catalog title: titles released in the previous fiscal year or earlier. *Includes distribution titles.



Title overview

H1 Results

- *Resident Evil Requiem* (the latest title in the series, scheduled for Feb. 27, 2026) won the most honors at gamescom award 2025, with a total of four awards
Catalog title sales for the series also trending well
- *Monster Hunter Stories 3: Twisted Reflection* scheduled to launch on March 13

FY26/3 Unit Sales ranking

(thousand units)

Title	25/9	Lifetime
Devil May Cry 5 ^{*2}	2,134	10,784
Resident Evil Village	1,566	12,872
Resident Evil 4	1,266	11,182
Resident Evil 7 biohazard	1,147	15,936
Street Fighter 6	1,085	5,759
Resident Evil 2	932	16,342
Devil May Cry HD Collection	754	2,925
Resident Evil 3	697	10,603
Monster Hunter Rise	643	17,819
Monster Hunter Wilds	637	10,745

*1 Figures in the above list reflect totals that include ports to additional platforms following initial title release.

*2 FY25/9 units include *Devil May Cry 5 Special Edition*.



Latest series entry *Resident Evil Requiem* set for multi-platform launch



Latest series entry *Monster Hunter Stories 3: Twisted Reflection*



Capcom Connect Space

H1 Results

- Opened a total of 4 stores, including Capcom Connect Space (Osaka) in July
- Both popularity of prize games and customer spending on indoor activities due to heatwave contributed to YoY revenue and profit growth

Earnings Trend / Plan

(100 million yen)

	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/3 Plan
Net sales	56	40%	73	30%	91	25%	109	20%	124	13%	254
Operating profit	0	-	6	854%	11	67%	16	48%	20	21%	27
Operating margin	1.3%	-	9.2%	-	12.3%	-	15.2%	-	16.2%	-	10.6%
Same store sales (growth rate)	136%	-	126%	-	110%	-	114%	-	108%	-	105%

*YoY indicates percent change from the same period of the previous fiscal year.

Number of Stores

(stores)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	25/9	YoY	26/3 Plan
New stores	2	-	5	-	4	-	5	-	4	-	10
Closed stores	1	-	2	-	0	-	1	-	0	-	0
Total	42	2%	45	7%	49	9%	53	8%	57	8%	63

*YoY indicates percent change from the same period of the previous fiscal year.



Smart slot
Shin Onimusha 3

H1 Results

- Strong performance of new and repeat sales led to significant revenue and profit growth
- 38,600 total units sold

Devil May Cry 5 Stylish Tribe sold 11,000 units (Operating since June)

Shin Onimusha 3 sold 18,200 units (Operating since October)

Earnings Trend / Plan

(100 million yen)

	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/3 Plan
Net sales	16	22%	30	88%	25	-14%	31	22%	151	378%	184
Operating profit	3	2056%	17	344%	17	4%	15	-11%	90	472%	74
Operating margin	24.1%	-	56.9%	-	68.6%	-	50.0%	-	59.8%	-	40.2%

*YoY indicates percent change from the same period of the previous fiscal year.

Pachislo Sales Volume

	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/3 Plan
New titles	1	-	3	-	1	-	2	-	2	-	3
Sales (thousand units)	8.5	130%	27.7	226%	18.0	-35%	17.0	-6%	38.6	127%	43.0

*1 "Sales" includes repeat title sales. *2 YoY indicates percent change from the same period of the previous fiscal year.



H1 Results



Esports Street Fighter League:
Pro-JP 2025

- In-game collaborations with other companies' titles, etc. boosted sales in Character business
- Events like Street Fighter League: Pro-JP 2025, etc. supported improved brand awareness for *Street Fighter 6*
- Filming began for *Street Fighter*, a live-action movie jointly financed with Legendary Pictures

Earnings Trend / Plan

(100 million yen)

	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/3 Plan
Net sales	29	122%	26	-9%	18	-29%	24	30%	36	49%	67
Character	22	100%	25	14%	17	-32%	22	29%	32	46%	58
eSports/Media	6	500%	1	-83%	1	0%	2	118%	4	100%	9
Operating profit	13	148%	12	-8%	6	-51%	11	95%	20	74%	28
Character	15	88%	17	13%	12	-29%	15	25%	21	40%	39
eSports/Media	-1	-	-4	-	-6	-	-3	-	-0	-	-11
Operating margin	46.7%	-	47.3%	-	32.5%	-	48.6%	-	56.9%	-	41.8%

*YoY indicates percent change from the same period of the previous fiscal year.



Supplement





Balance Sheet

(100 million yen)

Assets	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	25/9	YoY	Difference
Cash and deposits	1,072	51%	1,021	-5%	1,251	23%	1,667	33%	1,307	-22%	-360
Accounts receivable - trade	74	-	249	237%	253	2%	333	31%	149	-55%	-184
Work-in-progress for game software	311	28%	385	23%	390	1%	492	26%	625	27%	133
Others	409	-5%	516	26%	538	4%	636	18%	906	42%	269
Total assets	1,873	14%	2,173	16%	2,434	12%	3,129	29%	2,988	-5%	-141
Liabilities											
Notes and accounts payable - trade & Electronically recorded obligations - operating	36	-3%	55	54%	43	-22%	56	30%	64	16%	8
Deferred revenue	89	34%	54	-39%	6	-87%	205	2915%	64	-68%	-140
Others	283	-13%	452	60%	433	-4%	604	39%	406	-33%	-197
Total liabilities	408	-5%	562	38%	483	-14%	866	79%	536	-38%	-330
Total net assets	1,464	21%	1,611	10%	1,950	21%	2,263	16%	2,451	8%	188
Total liabilities and net assets	1,873	14%	2,173	16%	2,434	12%	3,129	29%	2,988	-5%	-141

*1 YoY indicates percent change from the same period of the previous fiscal year.

*2 Deferred revenue of approx. 6.4 billion yen consists primarily of revenue from Monster Hunter Wilds, etc. that has been deferred until the release of additional downloadable content (DLC). This revenue is expected to be recorded under "Net sales" in conjunction with the release of the corresponding DLC.

Statement of Cashflows

(100 million yen)

	21/9	22/9	23/9	24/9	25/9	Difference
Cash flows from operating activities	484	145	272	140	45	-95
Profit before income taxes	297	229	361	208	363	155
Decrease (increase) in trade receivables	189	-34	134	113	184	70
Decrease (increase) in work-in-progress for game software	25	-92	-21	-102	-133	-31
Increase (decrease) in deferred income	14	54	-44	-0	-141	-140
Cash flows from investing activities	-61	-19	-32	-14	-350	-335
Purchase of property, plant and equipment	-20	-16	-28	-11	-92	-80
Purchase of investment securities	-	-	-	-	-150	-150
Cash flows from financing activities	-55	-204	-93	-100	-167	-66
Cash and cash equivalents at beginning of period	640	956	894	1,090	1,504	413
Cash and cash equivalents at end of period	1,008	914	1,078	1,106	1,037	-69



Profit and Loss sheet

(100 million yen)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	25/9	26/3 Plan	YoY
Net sales	1,100	15.5%	1,259	14.4%	1,524	21.0%	1,696	11.3%	811	1,900	12.0%
Gross profit	613	16.3%	738	20.4%	846	14.7%	987	16.7%	528		
Margin	55.7%	-	58.6%	-	55.5%	-	58.2%	-	65.1%		
Sales and G&A expenses	184	1.4%	230	25.0%	275	19.8%	329	19.5%	135		
Operating profit	429	24.0%	508	18.4%	570	12.3%	657	15.2%	393	730	11.0%
Margin	39.0%	-	40.3%	-	37.5%	-	38.8%	-	48.5%	38.4%	-
Ordinary profit	443	27.2%	513	15.9%	594	15.7%	656	10.5%	365	700	6.6%
Margin	40.3%	-	40.8%	-	39.0%	-	38.7%	-	45.0%	36.8%	-
Profit attributable to owners of the parent	325	30.6%	367	12.9%	433	18.1%	484	11.7%	275	510	5.3%
Margin	29.6%	-	29.2%	-	28.5%	-	28.6%	-	33.9%	26.8%	-

*YoY indicates percent change from the same period of the previous fiscal year.

Sales and Profit by Business Segments

(100 million yen)

		22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	25/9	26/3 Plan	YoY
Digital Contents	Net sales	875	16.2%	981	12.1%	1,198	22.1%	1,251	4.4%	498	1,395	11.5%
	Operating profit	453	22.6%	535	18.0%	598	11.8%	651	8.9%	313	727	11.6%
	Margin	51.8%	-	54.5%	-	49.9%	-	52.1%	-	62.9%	52.1%	-
Arcade Operations	Net sales	124	25.7%	156	25.8%	193	23.9%	227	17.6%	124	254	11.6%
	Operating profit	6	337.6%	12	88.2%	18	52.2%	24	30.2%	20	27	11.0%
	Margin	5.3%	-	7.9%	-	9.7%	-	10.7%	-	16.2%	10.6%	-
Amusement Equipments	Net sales	57	-18.9%	78	35.7%	90	15.6%	156	73.1%	151	184	17.9%
	Operating profit	23	-2.5%	34	46.2%	41	19.9%	67	62.8%	90	74	10.4%
	Margin	40.8%	-	44.0%	-	45.6%	-	42.9%	-	59.8%	40.2%	-
Others	Net sales	43	43.4%	43	-0.1%	42	-3.6%	61	45.4%	36	67	9.6%
	Operating profit	15	53.7%	14	-5.5%	8	-38.4%	24	181.2%	20	28	12.7%
	Margin	34.7%	-	32.9%	-	21.0%	-	40.6%	-	56.9%	41.8%	-

*YoY indicates percent change from the same period of the previous fiscal year.



Promotional Expense

(100 million yen)

	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/3 Plan
Consolidated	20	79.6%	16	-18.5%	34	102.1%	32	-5.2%	25	-20.1%	107

Number of Stores

(Stores)

	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/3 Plan
Consolidated	42	5.0%	42	0.0%	47	11.9%	51	8.5%	57	11.8%	63

Capital Expenditure

(100 million yen)

	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/3 Plan
Consolidated	28	106.0%	18	-36.3%	30	70.6%	14	-53.4%	95	567.8%	203

Depreciation

(100 million yen)

	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/3 Plan
Consolidated	17	28.5%	15	-8.3%	19	19.8%	21	12.5%	24	12.3%	58

Number of Employees

(People)

	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/3 Plan
Consolidated	3,287	3.1%	3,346	1.8%	3,521	5.2%	3,755	6.6%	3,979	6.0%	4,001
Consolidated developers	2,424	5.3%	2,487	2.6%	2,669	7.3%	2,843	6.5%	3,016	6.1%	3,014

R&D Investment Cost

(100 million yen)

	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/3 Plan
Consolidated	161	30.0%	168	4.1%	189	12.6%	221	17.1%	237	7.3%	583

Foreign Exchange Rate

	21/9	YoY	22/9	YoY	23/9	YoY	24/9	YoY	25/9	YoY	26/3 Plan
USD/JPY	111	5.7%	144	29.7%	149	3.5%	142	-4.7%	148	4.2%	140
Euro/JPY	129	4.0%	142	10.1%	158	11.3%	159	0.6%	174	9.4%	150

*YoY indicates percent change from the same period of the previous fiscal year.



 Resident Evil series 178 million units Latest title • <i>Resident Evil 4</i> March 2023	 Monster Hunter series 123 million units Latest title • <i>Monster Hunter Wilds</i> February 2025	 Street Fighter series 58 million units Latest title • <i>Street Fighter 6</i> June 2023	 Mega Man series 43 million units Latest title • <i>Mega Man XDiVE Offline</i> September 2023	 Devil May Cry series 37 million units Latest title • <i>Devil May Cry 5 Special Edition</i> November 2020
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• *Dead Rising* series

18 million units

• *Ace Attorney* series

14 million units

• *Dragon's Dogma* series

13 million units

• *Marvel vs. Capcom* series

12 million units

• *Onimusha* series

9 million units

• *Okami* series

4.7 million units

CAPCOM



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