



# **CAPCOM**

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

**3rd Quarter Report**  
**Fiscal year ending March 31, 2026**



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### Forward looking statements

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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.



### Q3 9M Results

- Revenue and profit grew year-on-year across all segments
- Achieved highest-ever total and catalog 9-month-cumulative unit sales
- Favorable performance in Amusement Equipments business

### Full-Year Plan

- Good progress toward achieving full-year plan

(100 million yen)

	Results					Plan	
	24/12	YoY	25/12	Difference	YoY	26/3	YoY
Net sales	888	-16%	1,153	264	30%	1,900	12%
Operating profit	310	-35%	543	232	75%	730	11%
Operating margin	34.9%	-	47.1%	-	-	38.4%	-
Ordinary profit	314	-37%	517	202	65%	700	7%
Profit attributable to owners of the parent	230	-33%	388	158	69%	510	5%

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



## Earning Trends

### Q3 9M Results

(100 million yen)

	21/12	YoY	22/12	YoY	23/12	YoY	24/12	YoY	25/12	Difference	YoY	26/3 Plan	YoY
<b>Net sales</b>	881	36%	796	-10%	1,061	33%	888	-16%	<b>1,153</b>	264	30%	<b>1,900</b>	12%
■ Digital Contents	704	44%	612	-13%	814	33%	585	-28%	<b>734</b>	148	25%	<b>1,395</b>	12%
■ Arcade Operations	89	28%	113	26%	138	22%	165	20%	<b>185</b>	20	12%	<b>254</b>	12%
■ Amusement Equipments	49	-26%	36	-25%	80	117%	102	28%	<b>177</b>	75	74%	<b>184</b>	18%
■ Other Businesses	37	74%	33	-11%	28	-15%	35	23%	<b>55</b>	20	58%	<b>67</b>	10%
<b>Operating profit</b>	350	44%	333	-5%	477	43%	310	-35%	<b>543</b>	232	75%	<b>730</b>	11%
■ Digital Contents	358	45%	346	-4%	473	37%	292	-38%	<b>460</b>	168	58%	<b>727</b>	12%
■ Arcade Operations	4	387%	10	142%	15	53%	22	46%	<b>26</b>	4	19%	<b>27</b>	11%
■ Amusement Equipments	19	-21%	20	7%	45	121%	50	12%	<b>105</b>	54	107%	<b>74</b>	10%
■ Other Businesses	15	80%	12	-21%	6	-47%	12	95%	<b>29</b>	16	135%	<b>28</b>	13%
Adjustments*	-46	-	-55	-	-64	-	-68	-	<b>-79</b>	-	-	<b>-126</b>	-
<b>Operating margin</b>	39.8%	-	41.8%	-	44.9%	-	34.9%	-	<b>47.1%</b>	-	-	<b>38.4%</b>	-
<b>Ordinary profit</b>	361	50%	335	-7%	494	47%	314	-37%	<b>517</b>	202	65%	<b>700</b>	7%
<b>Profit attributable to owners of the parent</b>	267	52%	236	-12%	346	47%	230	-33%	<b>388</b>	158	69%	<b>510</b>	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

## Q3 9M Results

- Catalog title sales drove YoY growth for both sales and profits

(100 million yen)

	21/12	YoY	22/12	YoY	23/12	YoY	24/12	YoY	25/12	YoY	26/3 Plan
<b>Net Sales</b>	704	44%	612	-13%	814	33%	585	-28%	734	25%	1,395
<b>Consumer breakdown</b>											
Package sales	256	159%	102	-60%	141	38%	83	-41%	72	-13%	177
Digital sales (incl. digital license)	418	22%	490	17%	648	32%	473	-27%	643	36%	1,191
Digital license portion	8	-72%	25	213%	51	104%	31	-39%	13	-58%	29
Consumer total	674	53%	592	-12%	790	33%	557	-30%	716	29%	1,368
Deferred revenue portion	-16	-	53	-	43	-	0	-	198	-	
<b>Mobile Contents</b>	30	-36%	20	-33%	24	20%	28	17%	17	-39%	27
<b>Operating profit</b>	358	45%	346	-4%	473	37%	292	-38%	460	58%	727
<b>Operating margin</b>	50.9%	-	56.5%	-	58.2%	-	50.0%	-	62.8%	-	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

### Q3 9M Results

- Highest-ever cumulative total unit and catalog unit sales for a 9M period

															(thousand units)			
	21/12		22/12		23/12		24/12		25/12		26/3 Plan							
Titles sold / sales regions	301 / 211		310 / 219		287 / 232		246 / 225		247 / 238									
Total unit sales	25,800 YoY 30.3%		29,100 YoY 12.8%		32,600 YoY 12.0%		30,531 YoY -6.3%		34,644 YoY 13.5%		54,000 YoY 4.1%							
	Share YoY		Share YoY		Share YoY		Share YoY		Share YoY		Share YoY							
<b>New units</b>	7,600	29.5%	90.0%	7,100	24.4%	-6.6%	5,900	18.1%	-16.9%	1,911	6.3%	-67.6%	1,254	3.6%	-34.4%	8,000	14.8%	-35.4%
<b>Catalog units</b>	18,200	70.5%	15.2%	22,000	75.6%	20.9%	26,700	81.9%	21.4%	28,619	93.7%	7.2%	33,390	96.4%	16.7%	46,000	85.2%	16.5%
<b>Digital Units</b>	18,700	72.5%	15.4%	26,550	91.2%	42.0%	29,300	89.9%	10.4%	27,838	91.2%	-5.0%	32,607	94.1%	17.1%	50,700	93.9%	8.5%
PC Units (digital)	7,800	30.2%	20.0%	13,250	45.5%	69.9%	15,750	48.3%	18.9%	15,771	51.7%	0.1%	19,104	55.1%	21.1%			
Console units (digital)	10,900	42.2%	12.4%	13,300	45.7%	22.0%	13,550	41.6%	1.9%	12,066	39.5%	-11.0%	13,502	39.0%	11.9%			
<b>Physical units</b>	7,100	27.5%	97.2%	2,550	8.8%	-64.1%	3,300	10.1%	29.4%	2,693	8.8%	-18.4%	2,037	5.9%	-24.4%	3,300	6.1%	-35.9%
<b>Overseas units</b>	21,550	83.5%	26.0%	22,750	78.2%	5.6%	26,800	82.2%	17.8%	26,153	85.7%	-2.4%	31,070	89.7%	18.8%	45,500	84.3%	4.6%
<b>Japan units</b>	4,250	16.5%	57.4%	6,350	21.8%	49.4%	5,800	17.8%	-8.7%	4,377	14.3%	-24.5%	3,574	10.3%	-18.3%	8,500	15.7%	1.3%

  

Titles	New	Catalog				
	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	Marvel vs. Capcom Fighting Collection: Arcade Classics Dead Rising Deluxe Remaster 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) Onimusha 2 Capcom Fighting Collection 2 Mega Man Star Force Legacy Collection (others)
	Monster Hunter Rise Resident Evil 7 biohazard Resident Evil 2 Monster Hunter World: Iceborne Resident Evil 3 Monster Hunter: World	Monster Hunter Rise Devil May Cry 5 Resident Evil 2 Resident Evil Village Resident Evil 3 Monster Hunter World: Iceborne	Resident Evil 4 Resident Evil 2 Monster Hunter Rise: Sunbreak Monster Hunter Rise Resident Evil Village Resident Evil 3	Monster Hunter: World Monster Hunter World: Iceborne Monster Hunter Rise Resident Evil 4 Monster Hunter Rise: Sunbreak Resident Evil Village Street Fighter 6	Devil May Cry 5 Resident Evil 4 Resident Evil Village Resident Evil 7 biohazard Resident Evil 2 Street Fighter 6	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

## Q3 9M Results

- Sales of the *Resident Evil* series and *Street Fighter 6* continued to grow
- *Monster Hunter Wilds* surpassed 11 million units in cumulative sales
- Scheduled titles for release: *Resident Evil Requiem* (February 27), *Monster Hunter Stories 3: Twisted Reflection* (March 13), *Mega Man Star Force Legacy Collection* (March 27)

## FY26/3 Unit Sales ranking

(thousand units)

Title	25/12	Lifetime
Devil May Cry 5 <sup>*2</sup>	2,426	11,002
Resident Evil 4	2,340	12,255
Resident Evil Village	2,283	13,589
Street Fighter 6	1,685	6,360
Resident Evil 7 biohazard	1,681	16,471
Resident Evil 2	1,461	16,871
Monster Hunter Rise	1,096	18,271
Resident Evil 3	1,089	10,994
Monster Hunter Rise: Sunbreak	1,031	10,908
Monster Hunter Wilds	991	11,099

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

\*2 This fiscal year's units include *Devil May Cry 5 Special Edition*.

Latest series entry *Resident Evil Requiem*New Release *Mega Man Star Force Legacy Collection*



Tsukamouyo Futtsu Store

### Q3 9M Results

- Opened a total of 6 stores, including Capsule Lab Harajuku Takeshita Street Stores No. 2 and No.3 (Tokyo) in November
- Actively expanded new business formats including a revamp of an existing location into a specialty crane game store, Tsukamouyo Futtsu

### Earnings Trend / Plan

(100 million yen)

	21/12	YoY	22/12	YoY	23/12	YoY	24/12	YoY	25/12	YoY	26/3 Plan
Net sales	89	28%	113	26%	138	22%	165	20%	<b>185</b>	12%	254
Operating profit	4	387%	10	142%	15	53%	22	46%	<b>26</b>	19%	27
Operating margin	4.7%	-	8.9%	-	11.2%	-	13.6%	-	<b>14.4%</b>	-	10.6%
Same store sales (growth rate)	122%	-	121%	-	111%	-	113%	-	<b>107%</b>	-	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	25/12	YoY	26/3 Plan
New stores	2	-	5	-	4	-	5	-	<b>6</b>	-	10
Closed stores	1	-	2	-	0	-	1	-	<b>0</b>	-	0
Total	42	2%	45	7%	49	9%	53	8%	<b>59</b>	11%	63

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



Smart slot  
Shin Onimusha 3

### Q3 9M Results

- Strong performance of new and repeat sales led to significant revenue and profit growth
- 45,000 total units sold

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

*Shin Onimusha 3* sold 24,500 units (Operating since October)

### Earnings Trend / Plan

(100 million yen)

	21/12	YoY	22/12	YoY	23/12	YoY	24/12	YoY	25/12	YoY	26/3 Plan
Net sales	49	-26%	36	-25%	80	117%	102	28%	<b>177</b>	74%	184
Operating profit	19	-21%	20	7%	45	121%	50	12%	<b>105</b>	107%	74
Operating margin	39.1%	-	55.9%	-	56.9%	-	49.6%	-	<b>59.4%</b>	-	40.2%

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

### Pachislo Sales Volume

	21/12	YoY	22/12	YoY	23/12	YoY	24/12	YoY	25/12	YoY	26/3 Plan
New titles	2	-	3	-	2	-	3	-	<b>2</b>	-	3
Sales (thousand units)	18.0	-14%	32.0	78%	28.4	-11%	36.4	28%	<b>45.0</b>	24%	43.0

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



Original Anime Series  
*Devil May Cry* Season 2

## Q3 9M Results

- In-game collaborations and merchandise drove sales in the Character business
- Events such as Street Fighter League: Pro-US 2025 supported improved brand awareness for *Street Fighter 6*
- A new season of the *Devil May Cry* anime series and the live-action *Street Fighter* film are scheduled for releases next fiscal year

### Earnings Trend / Plan

(100 million yen)

	21/12	YoY	22/12	YoY	23/12	YoY	24/12	YoY	25/12	YoY	26/3 Plan
<b>Net sales</b>	37	74%	33	-11%	28	-15%	35	23%	55	58%	67
Character	30	67%	31	3%	26	-16%	31	19%	47	52%	58
eSports/Media	7	133%	2	-71%	1	-50%	3	200%	8	167%	9
<b>Operating profit</b>	15	80%	12	-21%	6	-47%	12	95%	29	135%	28
Character	20	54%	21	5%	17	-19%	21	24%	33	57%	39
eSports/Media	-5	-	-8	-	-11	-	-9	-	-3	-	-11
<b>Operating margin</b>	41.0%	-	36.2%	-	22.3%	-	35.5%	-	53.0%	-	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	25/12	YoY	Difference
Cash and deposits	1,072	51%	1,021	-5%	1,251	23%	1,667	33%	1,117	-33%	-550
Accounts receivable - trade	74	-	249	237%	253	2%	333	31%	129	-61%	-203
Work-in-progress for game software	311	28%	385	23%	390	1%	492	26%	711	45%	219
Others	409	-5%	516	26%	538	4%	636	18%	949	49%	312
<b>Total assets</b>	<b>1,873</b>	<b>14%</b>	<b>2,173</b>	<b>16%</b>	<b>2,434</b>	<b>12%</b>	<b>3,129</b>	<b>29%</b>	<b>2,908</b>	<b>-7%</b>	<b>-221</b>
<b>Liabilities</b>											
Notes and accounts payable - trade & Electronically recorded obligations - operating	36	-3%	55	54%	43	-22%	56	30%	46	-17%	-9
Deferred revenue	89	34%	54	-39%	6	-87%	205	2915%	8	-96%	-197
Others	283	-13%	452	60%	433	-4%	604	39%	351	-42%	-253
<b>Total liabilities</b>	<b>408</b>	<b>-5%</b>	<b>562</b>	<b>38%</b>	<b>483</b>	<b>-14%</b>	<b>866</b>	<b>79%</b>	<b>406</b>	<b>-53%</b>	<b>-460</b>
<b>Total net assets</b>	<b>1,464</b>	<b>21%</b>	<b>1,611</b>	<b>10%</b>	<b>1,950</b>	<b>21%</b>	<b>2,263</b>	<b>16%</b>	<b>2,502</b>	<b>11%</b>	<b>239</b>
<b>Total liabilities and net assets</b>	<b>1,873</b>	<b>14%</b>	<b>2,173</b>	<b>16%</b>	<b>2,434</b>	<b>12%</b>	<b>3,129</b>	<b>29%</b>	<b>2,908</b>	<b>-7%</b>	<b>-221</b>

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

## Statement of Cashflows

(100 million yen)

	21/12	22/12	23/12	24/12	25/12	Difference
<b>Cash flows from operating activities</b>	<b>414</b>	<b>94</b>	<b>213</b>	<b>189</b>	<b>-67</b>	<b>-257</b>
Profit before income taxes	361	335	495	314	515	200
Decrease (increase) in trade receivables	152	-7	127	101	204	103
Decrease (increase) in work-in-progress for game software	-17	-88	-79	-155	-219	-64
Increase (decrease) in deferred income	15	-53	-45	0	-198	-198
<b>Cash flows from investing activities</b>	<b>-67</b>	<b>-27</b>	<b>-50</b>	<b>-37</b>	<b>-416</b>	<b>-378</b>
Purchase of property, plant and equipment	-26	-24	-38	-32	-103	-71
Purchase of investment securities	-	-	-	-	-150	-150
<b>Cash flows from financing activities</b>	<b>-95</b>	<b>-252</b>	<b>-153</b>	<b>-180</b>	<b>-256</b>	<b>-75</b>
Cash and cash equivalents at beginning of period	640	956	894	1,090	1,504	413
Cash and cash equivalents at end of period	898	789	928	1,073	782	-290



### Profit and Loss sheet

(100 million yen)

	22/3	YoY	23/3	YoY	24/3	YoY	25/3	YoY	25/12	26/3 Plan	YoY
Net sales	1,100	15.5%	1,259	14.4%	1,524	21.0%	1,696	11.3%	<b>1,153</b>	1,900	12.0%
Gross profit	613	16.3%	738	20.4%	846	14.7%	987	16.7%	<b>755</b>		
Margin	55.7%	-	58.6%	-	55.5%	-	58.2%	-	<b>65.5%</b>		
Sales and G&A expenses	184	1.4%	230	25.0%	275	19.8%	329	19.5%	<b>212</b>		
Operating profit	429	24.0%	508	18.4%	570	12.3%	657	15.2%	<b>543</b>	730	11.0%
Margin	39.0%	-	40.3%	-	37.5%	-	38.8%	-	<b>47.1%</b>	38.4%	-
Ordinary profit	443	27.2%	513	15.9%	594	15.7%	656	10.5%	<b>517</b>	700	6.6%
Margin	40.3%	-	40.8%	-	39.0%	-	38.7%	-	<b>44.8%</b>	36.8%	-
Profit attributable to owners of the parent	325	30.6%	367	12.9%	433	18.1%	484	11.7%	<b>388</b>	510	5.3%
Margin	29.6%	-	29.2%	-	28.5%	-	28.6%	-	<b>33.7%</b>	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	25/12	26/3 Plan	YoY
Digital Contents	Net sales	875	16.2%	981	12.1%	1,198	22.1%	1,251	4.4%	<b>734</b>	1,395	11.5%
	Operating profit	453	22.6%	535	18.0%	598	11.8%	651	8.9%	<b>460</b>	727	11.6%
	Margin	51.8%	-	54.5%	-	49.9%	-	52.1%	-	<b>62.8%</b>	52.1%	-
Arcade Operations	Net sales	124	25.7%	156	25.8%	193	23.9%	227	17.6%	<b>185</b>	254	11.6%
	Operating profit	6	337.6%	12	88.2%	18	52.2%	24	30.2%	<b>26</b>	27	11.0%
	Margin	5.3%	-	7.9%	-	9.7%	-	10.7%	-	<b>14.4%</b>	10.6%	-
Amusement Equipments	Net sales	57	-18.9%	78	35.7%	90	15.6%	156	73.1%	<b>177</b>	184	17.9%
	Operating profit	23	-2.5%	34	46.2%	41	19.9%	67	62.8%	<b>105</b>	74	10.4%
	Margin	40.8%	-	44.0%	-	45.6%	-	42.9%	-	<b>59.4%</b>	40.2%	-
Others	Net sales	43	43.4%	43	-0.1%	42	-3.6%	61	45.4%	<b>55</b>	67	9.6%
	Operating profit	15	53.7%	14	-5.5%	8	-38.4%	24	181.2%	<b>29</b>	28	12.7%
	Margin	34.7%	-	32.9%	-	21.0%	-	40.6%	-	<b>53.0%</b>	41.8%	-

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



### Promotional Expense

(100 million yen)

	21/12	YoY	22/12	YoY	23/12	YoY	24/12	YoY	25/12	YoY	26/3 Plan
Consolidated	26	57.9%	28	8.4%	52	81.8%	51	-1.3%	47	-8.3%	107

### Number of Stores

(Stores)

	21/12	YoY	22/12	YoY	23/12	YoY	24/12	YoY	25/12	YoY	26/3 Plan
Consolidated	42	2.4%	45	7.1%	48	6.7%	52	8.3%	59	13.5%	63

### Capital Expenditure

(100 million yen)

	21/12	YoY	22/12	YoY	23/12	YoY	24/12	YoY	25/12	YoY	26/3 Plan
Consolidated	34	51.7%	27	-21.2%	41	49.7%	36	-12.2%	109	203.6%	203

### Depreciation

(100 million yen)

	21/12	YoY	22/12	YoY	23/12	YoY	24/12	YoY	25/12	YoY	26/3 Plan
Consolidated	25	22.9%	24	-1.4%	30	22.1%	33	11.2%	37	11.5%	58

### Number of Employees

(People)

	21/12	YoY	22/12	YoY	23/12	YoY	24/12	YoY	25/12	YoY	26/3 Plan
Consolidated	3,253	2.0%	3,336	2.6%	3,534	5.9%	3,775	6.8%	3,964	5.0%	4,001
Consolidated developers	2,403	4.3%	2,473	2.9%	2,677	8.2%	2,865	7.0%	3,002	4.8%	3,014

### R&D Investment Cost

(100 million yen)

	21/12	YoY	22/12	YoY	23/12	YoY	24/12	YoY	25/12	YoY	26/3 Plan
Consolidated	228	26.1%	271	18.8%	292	7.6%	333	14.0%	365	9.9%	583

### Foreign Exchange Rate

	21/12	YoY	22/12	YoY	23/12	YoY	24/12	YoY	25/12	YoY	26/3 Plan
USD/JPY	115	11.7%	132	14.8%	141	6.8%	158	12.1%	156	-1.3%	140
Euro/JPY	130	3.2%	141	8.5%	157	11.3%	164	4.5%	184	12.2%	150

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



<p><b>RESIDENT EVIL.</b></p> <p><i>Resident Evil</i> series</p> <p><b>183 million units</b></p> <p>Latest title</p> <ul style="list-style-type: none"> <li>• <i>Resident Evil 4</i> March 2023</li> </ul>	<p></p> <p><i>Monster Hunter</i> series</p> <p><b>125 million units</b></p> <p>Latest title</p> <ul style="list-style-type: none"> <li>• <i>Monster Hunter Wilds</i> February 2025</li> </ul>	<p></p> <p><i>Street Fighter</i> series</p> <p><b>58 million units</b></p> <p>Latest title</p> <ul style="list-style-type: none"> <li>• <i>Street Fighter 6</i> June 2023</li> </ul>	<p></p> <p><i>Mega Man</i> series</p> <p><b>44 million units</b></p> <p>Latest title</p> <ul style="list-style-type: none"> <li>• <i>Mega Man XDiVE Offline</i> September 2023</li> </ul>	<p></p> <p><i>Devil May Cry</i> series</p> <p><b>38 million units</b></p> <p>Latest title</p> <ul style="list-style-type: none"> <li>• <i>Devil May Cry 5 Special Edition</i> November 2020</li> </ul>
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• *Dead Rising* series

19 million units

• *Ace Attorney* series

14 million units

• *Dragon's Dogma* series

13 million units

• *Marvel vs. Capcom* series

13 million units

• *Onimusha* series

9 million units

• *Okami* series

4.8 million units

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