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October 27, 2026

Consolidated Financial Results for the Six Months Ended September 30, 2026 (Under Japanese GAAP)

Company name: CAPCOM Co., Ltd.
Listing: Tokyo Stock Exchange
Securities code: 9697
URL: https://www.capcom.co.jp/
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Scheduled date to file semi-annual securities report: October 28, 2026
Scheduled date to commence dividend payments: November 16, 2026
Preparation of supplementary material on financial results: Yes
Holding of financial results briefing: Yes (For institutional investors)

(Yen amounts are rounded down to millions, unless otherwise noted.)

1. Consolidated financial results for the six months ended September 30, 2026 (from April 1, 2026 to September 30, 2026)

(1) Consolidated operating results (cumulative) (Percentages indicate year-on-year changes.)

	Net sales		Operating profit		Ordinary profit		Profit attributable to owners of parent	
Six months ended	Millions of yen	%	Millions of yen	%	Millions of yen	%	Millions of yen	%
September 30, 2026	120,887	49.0	60,769	54.5	61,212	67.5	43,083	56.6
September 30, 2025	81,152	43.9	39,333	89.8	36,543	76.5	27,514	80.1

Note: Comprehensive income For the six months ended September 30, 2026: ¥ 42,061 million [49.4%]
For the six months ended September 30, 2025: ¥ 28,152 million [117.4%]

	Basic earnings per share	Diluted earnings per share
Six months ended	Yen	Yen
September 30, 2026	102.99	102.95
September 30, 2025	65.78	65.77

(2) Consolidated financial position

	Total assets	Net assets	Shareholder equity ratio
As of	Millions of yen	Millions of yen	%
September 30, 2026	365,399	299,456	81.8
March 31, 2026	339,307	267,716	78.8

Reference: Equity
As of September 30, 2026: ¥ 298,760 million
As of March 31, 2026: ¥ 267,313 million

2. Dividends

	Annual dividends per share				
	1st quarter-end	2nd quarter-end	3rd quarter-end	Year-end	Total
	Yen	Yen	Yen	Yen	Yen
Fiscal year ended March 31, 2026	-	20.00	-	25.00	45.00
Fiscal year ending March 31, 2027	-	23.00			
Fiscal year ending March 31, 2027 (Forecast)			-	23.00	46.00

Note: Revisions to the forecast of cash dividends most recently announced: None

3. Consolidated financial result forecasts for the fiscal year ending March 31, 2027 (from April 1, 2026 to March 31, 2027)

(Percentages indicate year-on-year changes.)

	Net sales		Operating profit		Ordinary profit		Profit attributable to owners of parent		Basic earnings per share
	Millions of yen	%	Millions of yen	%	Millions of yen	%	Millions of yen	%	Yen
Full year	210,000	7.5	83,000	10.2	83,000	12.0	58,000	6.3	138.65

Note: Revisions to the financial result forecast most recently announced: None

* Notes

(1) Significant changes in the scope of consolidation during the period: None

Newly included: - (Company name -)

Excluded: - (Company name -)

(2) Adoption of accounting treatment specific to the preparation of semi-annual consolidated financial statements: Yes

Note: Please refer to 2. Semi-annual Consolidated Financial Statements and Primary Notes (4) Notes to Consolidated Financial Statements (Application of special accounting treatment for preparation of semi-annual financial statements) on page 10 for more detail.

(3) Changes in accounting policies, changes in accounting estimates, and restatement

(i) Changes in accounting policies due to revisions to accounting standards and other regulations: None

(ii) Changes in accounting policies due to other reasons: None

(iii) Changes in accounting estimates: None

(iv) Restatement: None

(4) Number of issued shares (common shares)

(i) Total number of issued shares at the end of the period (including treasury shares)

As of September 30, 2026	533,011,246 shares
As of March 31, 2026	533,011,246 shares

(ii) Number of treasury shares at the end of the period

As of September 30, 2026	114,669,642 shares
As of March 31, 2026	114,702,403 shares

(iii) Average number of shares outstanding during the period (cumulative from the beginning of the fiscal year)

Six months ended September 30, 2026	418,325,870 shares
Six months ended September 30, 2025	418,280,521 shares

Note: The number of treasury shares at the end of the period and the number of treasury shares deducted when calculating the average number of shares outstanding during the period under review include the Company's shares held by the Stock Grant ESOP trust.

* Semi-annual financial results reports are exempt from review conducted by certified public accountants or an audit firm.

* Explanation about the appropriate usage of business prospects and other special notes

The above-mentioned business forecasts were based on the information available as of the date of the release of this report. Future events may cause the actual results to be significantly different from the forecasts. Please refer to 1. Operating Results Overview (3) Qualitative Information Regarding the Consolidated Business Forecasts on page 4 for more details.

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1. Operating Results Overview

(1) Operating Results for the Period under Review

In the six months ended September 30, 2026, Capcom Co., Ltd. (the "Company") pursued investments for growth aimed at the ongoing enhancement of digital sales to further advance and expand within the global market. In addition, the Company actively promoted growth investments by strengthening its development capabilities with the aim of ensuring stable and sustainable growth; this included enhancing its development infrastructure as well as carrying out research and development of cutting-edge technologies, such as AI and its proprietary game development engine. Furthermore, as part of its human resources investment strategy, which is one of the Company's top priorities, the Company continued its efforts to secure and foster human resources to support the future while refining the workplace environment so that employees can perform to the best of their abilities, and worked to enhance corporate value over the medium to long term.

Regarding business performance, the Company worked to increase global unit sales in its core Digital Contents business through the release of new titles. This includes all-new IP *PRAGMATA*, and *Onimusha: Way of the Sword*, the first new title in the series in over 20 years, as well as by strengthening sales of catalog titles, primarily in its flagship series. As a result, in the six months ended September 30, 2026, the Digital Contents business contributed to earnings with sales of 260 titles in 239 countries and regions and total unit sales of 36.86 million units, up from 23.85 million units sold in the same period of the previous fiscal year.

The Company also aimed to enhance the value of its brands by coordinating the activities of its eSports, Media, and Character Licensing businesses with the content of its major intellectual properties (IPs). Further, to increase earnings the Company continued to pursue sound store operations and open locations in new formats in Arcade Operations, while in Amusement Equipments it continued to release smart pachislo machines and utilize its popular IPs.

As a result, for the six months ended September 30, 2026, consolidated net sales were 120,887 million yen (up 49.0% year on year), operating profit was 60,769 million yen (up 54.5% year on year), ordinary profit was 61,212 million yen (up 67.5% year on year), and profit attributable to owners of parent was 43,083 million yen (up 56.6% year on year).

Status of business by operating segment

① Digital Contents business

In the Digital Contents business, the Company released all-new IP *PRAGMATA* (for PlayStation 5, XBOX Series X|S, PC, and Nintendo Switch 2) in April, representing a novel science-fiction action-adventure game. The Company built a fanbase for the game through robust promotional activities and other measures, leading to a favorable performance of over 2.7 million units sold worldwide. In addition, *Onimusha: Way of the Sword* (for PlayStation 5, XBOX Series X|S, PC, and Nintendo Switch 2), the first new title in the series in over 20 years, won two awards at the Gamescom Awards 2026 (one of the largest European game awards, part of Gamescom 2026, which was held in Germany in August), due to its exceptional gameplay experiences. This led the title to surpass 1.7 million unit sales. As a result, cumulative unit sales of the *Onimusha* series reached 11 million units and contributed to the enhancement of brand value.

Regarding catalog titles, *Resident Evil Requiem*, a title from the flagship *Resident Evil* series that was released in February of the previous fiscal year, continued to grow in popularity with a wide range of global users, and due to active pricing measures, cumulative sales of the game surpassed 8 million units. Additionally, ongoing sales growth for titles in the same series supported earnings, led by *Resident Evil 4* and *Resident Evil 2*. Unit sales of past titles in the *Monster Hunter* series also increased after the Company announced a 2027 release window for *Monster Hunter Wilds: Ascendance*, a massive expansion for *Monster Hunter Wilds* (which is a major title in the same flagship series that was released in 2025), in addition to announcing that both of these titles will be launched on Nintendo Switch 2. Furthermore, cumulative unit sales of *Devil May Cry 5*, which was released in 2019, surpassed 14 million units. This was supported by the game's rollout to Nintendo Switch 2 in June, as well as pricing strategies carried out together with the release of animated content for the series and efforts to enhance awareness of the IP. Regarding *Street Fighter*

6, the Company continued efforts to bolster coordination between its games and esports activities in pursuit of wider brand recognition and an expanded user base. Due to these efforts, unit sales of catalog titles altogether reached 32.18 million units, exceeding 22.85 million units recorded in the same period of the previous fiscal year, contributing to earnings.

Additionally, the Company's booth at Tokyo Game Show 2026, held in September, drew attention from many showgoers looking to try playable demos of upcoming titles. It was also announced at the Japan Game Awards 2026 that *Resident Evil Requiem* received an Award for Excellence and *PRAGMATA* won an Award for Excellence and the Breakthrough Award in the Games of the Year Division, while *Monster Hunter Wilds: Ascendance* was selected in the Future Division, providing early momentum to the title.

As a result, the segment earned net sales of 85,141 million yen (up 70.8% year on year) and operating profit of 52,308 million yen (up 66.7% year on year).

② Arcade Operations business
In Arcade Operations, amidst changing consumer habits, in addition to increased demand for indoor activities due to climate impacts, disciplined operations of existing stores alongside store openings in new formats contributed to earnings expansion. Moreover, the Company enhanced the in-store experience, such as holding live events, to maximize the appeal of its physical locations and create synergies with its other businesses.

During the six months ended September 30, 2026, the Company opened Chara Cap/Capsule Lab Hanyu (Saitama Prefecture) in April, a character merchandise and capsule toy specialty store, and CAPCOMIX Minatomirai store (Kanagawa Prefecture) in July, an experiential amusement facility that features Capcom character-themed attractions and includes Capcom Store Minatomirai. These openings brought the total number of stores to 63.

Furthermore, the Company focused on enhancing brand value globally by expanding sales of character merchandise overseas, with measures such as rolling out a limited-time pop-up shop in Los Angeles, USA in September, in addition to Capcom Store Taipei (Taiwan), its first directly operated store outside Japan, which opened in March of the previous fiscal year.

As a result, the segment earned net sales of 15,709 million yen (up 26.2% year on year) and operating profit of 2,681 million yen (up 32.8% year on year).

③ Amusement Equipments business
Regarding the Amusement Equipments business, the pachislo market has been characterized by stable demand due to the ongoing growth of smart pachislo machines. In May, the Company released *Biohazard RE:3*, a new smart pachislo model that leverages the Company's major *Resident Evil* series IP, selling 17 thousand units.

In addition, the Company shipped 9.8 thousand units of *Street Fighter 6*, a new smart pachislo model released in August, and 14.1 thousand units of *Monster Hunter Rise: Sunbreak*, a new smart pachislo model shipped in September, in advance of its release on October 5. These three new models contributed to earnings.

As a result, the segment earned net sales of 16,549 million yen (up 8.9% year on year) and operating profit of 9,275 million yen (up 2.2% year on year).

④ Other Businesses
In the Media business, as part of its Single Content Multiple Usage strategy, which promotes the multifaceted development of the Company's popular content (IP), the Company strove to expand recognition of its major IP through film and television adaptations. This included Season 2 of the Netflix animated series *Devil May Cry*, which began streaming worldwide in May and has been met with acclaim following the success of Season 1, which began streaming in 2025. Other efforts focused on building excitement for the live-action *Street Fighter* movie, which was

released worldwide in October 2026.

In the eSports business, the Capcom Pro Tour 2026 international tournament began in May, featuring *Street Fighter 6*. In addition, the Company launched the domestic team league competitions, Street Fighter League JAPAN 2026 in August and Street Fighter League: EMEAA 2026, a similar team league covering Europe, the Middle East, Africa, and Asia, in September. Through such activities, the Company worked to further promote esports and expand the user base on a global scale.

In the Character License business, the Company focused on merchandise for its popular titles and on various event initiatives.

As a result, the segment earned net sales of 3,486 million yen (down 4.7% year on year) and operating profit of 1,975 million yen (down 5.1% year on year).

(2) Overview of the Consolidated Financial Position for the Period under Review

Total assets as of the end of the second quarter increased by 26,091 million yen from the end of the previous fiscal year to 365,399 million yen. The primary increases were 14,901 million yen in investments and other assets, other, due to an increase of investment securities, etc., 6,112 million yen in work-in-progress for game software, 6,111 million yen in property, plant and equipment, other, net, due to an increase of construction in progress, etc., and 3,632 million yen in cash and deposits. The primary decrease was 7,219 million yen in accounts receivable - trade.

Total liabilities as of the end of the second quarter decreased by 5,648 million yen from the end of the previous fiscal year to 65,942 million yen. The primary increases were 4,469 million yen in current liabilities, other, due to an increase in accounts payable - other, etc., 3,052 million yen in income taxes payable, and 623 million yen in electronically recorded obligations - operating. The primary decreases were 7,942 million yen in deferred revenue, and 6,579 million yen in provision for bonuses.

Net assets as of the end of the second quarter increased by 31,740 million yen from the end of the previous fiscal year to 299,456 million yen. The primary increase was 43,083 million yen in profit attributable to owners of parent. The primary decreases were 10,655 million yen in dividends from retained earnings, and 1,052 million yen in foreign currency translation adjustment.

(3) Qualitative Information regarding the Consolidated Business Forecasts

The forecast for the consolidated business results for the current fiscal year ending March 31, 2027, remains the same as what was projected at the financial results announcement on May 13, 2026.

2.Semi-annual Consolidated Financial Statements and Primary Notes

(1) Semi-annual Consolidated Balance Sheet

(Millions of yen)

	As of March 31, 2026	As of September 30, 2026
Assets		
Current assets		
Cash and deposits	148,002	151,634
Accounts receivable - trade	33,283	26,063
Merchandise and finished goods	2,893	3,960
Work in process	1,561	1,492
Media assets	9,909	10,368
Raw materials and supplies	2,236	974
Work-in-progress for game software	54,628	60,740
Other	5,426	6,977
Allowance for doubtful accounts	(1)	(5)
Total current assets	257,940	262,206
Non-current assets		
Property, plant and equipment		
Buildings and structures, net	12,124	13,067
Other, net	33,180	39,292
Total property, plant and equipment	45,305	52,359
Intangible assets	1,600	1,470
Investments and other assets		
Other	34,484	49,386
Allowance for doubtful accounts	(23)	(23)
Total investments and other assets	34,461	49,363
Total non-current assets	81,367	103,192
Total assets	339,307	365,399
Liabilities		
Current liabilities		
Notes and accounts payable - trade	4,082	4,261
Electronically recorded obligations - operating	2,409	3,033
Income taxes payable	15,650	18,702
Provision for bonuses	10,517	3,937
Deferred revenue	9,065	1,123
Other	14,532	19,001
Total current liabilities	56,257	50,059
Non-current liabilities		
Retirement benefit liability	4,304	4,462
Provision for share awards	4,311	4,911
Provision for share-based payments	138	207
Other	6,579	6,300
Total non-current liabilities	15,334	15,882
Total liabilities	71,591	65,942

(Millions of yen)

	As of March 31, 2026	As of September 30, 2026
Net assets		
Shareholders' equity		
Share capital	33,239	33,239
Capital surplus	30,259	30,276
Retained earnings	240,919	273,347
Treasury shares	(49,893)	(49,846)
Total shareholders' equity	254,524	287,017
Accumulated other comprehensive income		
Deferred gains or losses on hedges	-	10
Foreign currency translation adjustment	12,481	11,429
Remeasurements of defined benefit plans	306	303
Total accumulated other comprehensive income	12,788	11,743
Share award rights	388	685
Non-controlling interests	14	10
Total net assets	267,716	299,456
Total liabilities and net assets	339,307	365,399

(2) Semi-annual Consolidated Statements of Income and Comprehensive Income

Semi-annual Consolidated Statement of Income

(Millions of yen)

	For the six months ended September 30, 2025	For the six months ended September 30, 2026
Net sales	81,152	120,887
Cost of sales	28,283	43,663
Gross profit	52,868	77,223
Selling, general and administrative expenses	13,535	16,454
Operating profit	39,333	60,769
Non-operating income		
Interest income	660	1,214
Other	50	79
Total non-operating income	710	1,294
Non-operating expenses		
Interest expenses	37	17
Foreign exchange losses	727	720
Social contribution activity-related expenses (*)	2,450	19
Other	283	94
Total non-operating expenses	3,499	851
Ordinary profit	36,543	61,212
Extraordinary income		
Gain on sale of non-current assets	0	-
Total extraordinary income	0	-
Extraordinary losses		
Loss on sale and retirement of non-current assets	176	0
Total extraordinary losses	176	0
Profit before income taxes	36,367	61,212
Income taxes	8,853	18,104
Profit	27,514	43,107
Profit attributable to non-controlling interests	-	24
Profit attributable to owners of parent	27,514	43,083

Semi-annual Consolidated Statement of Comprehensive Income

(Millions of yen)

	For the six months ended September 30, 2025	For the six months ended September 30, 2026
Profit	27,514	43,107
Other comprehensive income		
Deferred gains or losses on hedges	-	10
Foreign currency translation adjustment	617	(1,053)
Remeasurements of defined benefit plans, net of tax	20	(3)
Total other comprehensive income	638	(1,046)
Comprehensive income	28,152	42,061
Comprehensive income attributable to		
Comprehensive income attributable to owners of parent	28,152	42,038
Comprehensive income attributable to non-controlling interests	-	22

(3) Semi-annual Consolidated Statement of Cash Flows

(Millions of yen)

	For the six months ended September 30, 2025	For the six months ended September 30, 2026
Cash flows from operating activities		
Profit before income taxes	36,367	61,212
Depreciation	2,406	2,434
Amortization of goodwill	45	45
Increase (decrease) in provision for bonuses	(3,411)	(3,861)
Increase (decrease) in provision for share awards	581	599
Increase (decrease) in provision for share-based payments	44	69
Interest and dividend income	(660)	(1,214)
Interest expenses	37	17
Foreign exchange losses (gains)	(98)	261
Loss (gain) on sale and retirement of non-current assets	176	0
Decrease (increase) in trade receivables	18,435	7,176
Decrease (increase) in inventories	81	256
Decrease (increase) in media assets	(4,859)	(458)
Decrease (increase) in work-in-progress for game software	(13,332)	(6,112)
Increase (decrease) in trade payables	858	826
Increase (decrease) in deferred revenue	(14,113)	(7,942)
Other, net	(4,537)	(2,627)
Subtotal	18,020	50,680
Interest and dividends received	607	1,373
Interest paid	(45)	(17)
Income taxes paid	(14,057)	(15,267)
Net cash provided by (used in) operating activities	4,525	36,769
Cash flows from investing activities		
Payments into time deposits	(25,448)	(15,009)
Proceeds from withdrawal of time deposits	15,106	44,133
Purchase of property, plant and equipment	(9,234)	(5,458)
Proceeds from sale of property, plant and equipment	0	-
Purchase of intangible assets	(361)	(326)
Purchase of investment securities	(15,021)	(14,527)
Other, net	(101)	(326)
Net cash provided by (used in) investing activities	(35,061)	8,484
Cash flows from financing activities		
Repayments of short-term borrowings	(3,591)	-
Repayments of long-term borrowings	(3,000)	-
Purchase of treasury shares	(0)	(0)
Dividends paid	(9,369)	(10,646)
Dividends paid to non-controlling interests	(21)	(27)
Other, net	(717)	(776)
Net cash provided by (used in) financing activities	(16,700)	(11,450)
Effect of exchange rate change on cash and cash equivalents	537	(913)
Net increase (decrease) in cash and cash equivalents	(46,699)	32,890
Cash and cash equivalents at beginning of period	150,426	102,833
Cash and cash equivalents at end of period	103,726	135,723

(4) Notes to Consolidated Financial Statements

（Going concern assumptions）

Not applicable

（Changes in presentation method）

（Consolidated statements of cash flows）

"Decrease (increase) in media assets," which was included in "Decrease (increase) in inventories" under "Cash flows from operating activities" in the previous semi-annual consolidated accounting period, has been presented separately from the current semi-annual consolidated accounting period because its materiality has increased. To reflect this change in presentation, the semi-annual consolidated statement of cash flows for the previous semi-annual consolidated accounting period has been reclassified.

As a result, in the semi-annual consolidated statement of cash flows for the previous semi-annual consolidated accounting period, the amount of -4,778 million yen presented in "Decrease (increase) in inventories" under "Cash flows from operating activities" has been reclassified into 81 million yen in "Decrease (increase) in inventories" and -4,859 million yen in "Decrease (increase) in media assets."

（Application of special accounting treatment for preparation of semi-annual financial statements）

（Calculation of income taxes）

Income taxes are calculated by multiplying the net income before income taxes by the forecasted effective tax rate, which is computed by matching the forecasted yearly income taxes with the forecasted yearly income before taxes.

（Consolidated statements of income）

* Social contribution activity-related expenses

Previous 6 months (From April 1, 2025 to September 30, 2025)

The breakdown of "Social contribution activity-related expenses" is "2025 Osaka Expo-related expenses" of 2,443 million yen, and "Donation" of 7 million yen.

Current 6 months (From April 1, 2026 to September 30, 2026)

The breakdown of "Social contribution activity-related expenses" is "Donation" of 19 million yen.

（Segment information）

I Previous 6 months (From April 1,2025 to September 30,2025)

Information on net sales and operating profit (loss)

(Millions of yen)

	Reportable segment				Other (Note 1)	Total	Adjustment (Note 2)	Consolidated total (Note 3)
	Digital Contents	Arcade Operations	Amusement Equipments	Total				
Net sales								
Customers	49,852	12,450	15,191	77,494	3,657	81,152	－	81,152
Inter-segment	－	－	－	－	－	－	－	－
Total	49,852	12,450	15,191	77,494	3,657	81,152	－	81,152
Operating profit (loss)	31,378	2,019	9,078	42,475	2,080	44,556	(5,223)	39,333

Note:

1. “Other” incorporates operations not included in business segments reported, including the Character License business etc.
2. Adjustments of operating profit (loss) of -5,223 million yen include unallocated corporate operating expenses of -5,223 million yen. The corporate operating expenses, which do not belong to any reportable segments mainly consist of administrative expenses.
3. Operating profit (losses) for segments are adjusted on operating profit on the consolidated statements of income.

II Current 6 months (From April 1, 2026 to September 30, 2026)

Information on net sales and operating profit (loss)

(Millions of yen)

	Reportable segment				Other (Note 1)	Total	Adjustment (Note 2)	Consolidated total (Note 3)
	Digital Contents	Arcade Operations	Amusement Equipments	Total				
Net sales								
Customers	85,141	15,709	16,549	117,400	3,486	120,887	－	120,887
Inter-segment	－	－	－	－	－	－	－	－
Total	85,141	15,709	16,549	117,400	3,486	120,887	－	120,887
Operating profit (loss)	52,308	2,681	9,275	64,264	1,975	66,240	(5,471)	60,769

Note:

1. “Other” incorporates operations not included in business segments reported, including the Character License business etc.
2. Adjustments of operating profit (loss) of -5,471 million yen include unallocated corporate operating expenses of -5,471 million yen. The corporate operating expenses, which do not belong to any reportable segments mainly consist of administrative expenses.
3. Operating profit (losses) for segments are adjusted on operating profit on the consolidated statements of income.

（Material changes in shareholders’ equity）

Not applicable