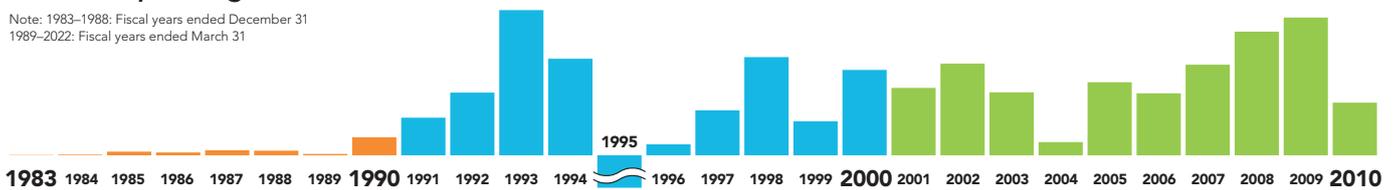


Superior development capabilities taking us from Osaka to the world

Trend in operating income

Note: 1983–1988: Fiscal years ended December 31
1989–2022: Fiscal years ended March 31



Genesis

Capcom Co., Ltd. was established in Osaka in 1983. Capcom focused its business development on the creation and sales of high-spec arcade games using the proprietary circuit board “CP System” while making its foray into the home video game arena.

Business expansion

In the 1990s, the arrival of Super NES prompted Capcom to formally enter home video game development. Capcom created numerous hit titles drawing on its arcade game development expertise. The company established its Single Content Multiple Usage strategy in 1994 with the release of a Hollywood movie and animated movie based on *Street Fighter*.

Increasing shares in Europe and North America

In 2000, Capcom listed its shares on the First Section of the Tokyo Stock Exchange. In the 2000s, Capcom created one hit after another that gained popularity overseas. The Hollywood movie version of *Resident Evil* earned 102 million U.S. dollars globally, part of a six-title hit series that continues to spread the Capcom brand throughout the world.

Capcom and Entertainment Culture

1988



CP System

Through leveraging our proprietary, high-performance circuit board we were able to captivate game players with exquisitely depicted, immersive game worlds of the highest quality, allowing us to produce one hit after another in both the arcade and home video game markets.

1991



Street Fighter II becomes a major hit

The game became a sensation in arcades across the country, establishing the fighting game genre. In 1992, a national tournament was held at the Ryogoku Kokugikan in what might be called the first ever esports tournament.

2002



Multi-media roll out of Capcom IP starts in earnest

The Hollywood film adaptation of *Resident Evil*, along with the animated TV show and movie adaptations of the youth-orientated *Mega Man Battle Network*, marked the beginning of Capcom’s foray into branding game-based content.

Title history

1983

Released our first originally developed coin-op *Little League*.

1984

Released our first arcade video game *Vulgus*.

1985

Released our first home video game 1942 for the Nintendo Entertainment System (NES).

1987

Released *Mega Man* for the NES.



1992

Released *Street Fighter II* for the Super NES.

1993

Released *Breath of Fire* for the Super NES.

1996

Released *Resident Evil* for PlayStation, establishing the genre of survival horror with this record-breaking, long-time best-seller.



2001

Released *Onimusha* for PlayStation 2, the first game for PlayStation 2 to become a million-seller in Japan. Released *Devil May Cry* for PlayStation 2.

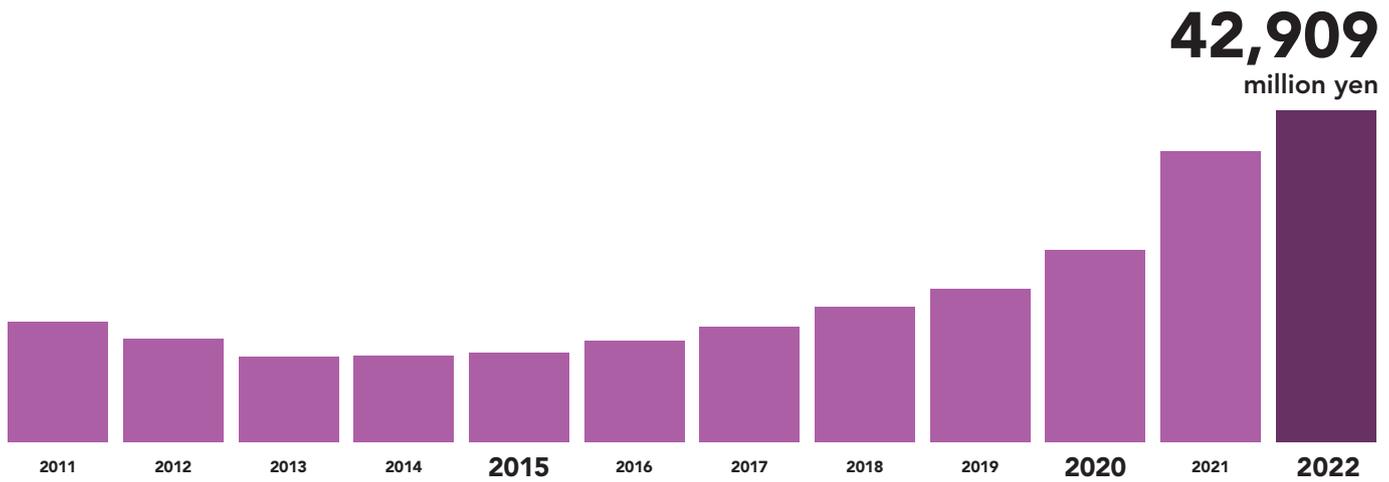
2005

Released *Sengoku BASARA* for PlayStation 2.

2006

Released *Dead Rising* for Xbox 360; it became a million-seller, unprecedented for a new title created for a new game console.





42,909
million yen

Globalization and the digital shift

–2016

Multiplayer (cooperative/battle) games became the norm with the popularization of internet-connected game consoles. In addition, the popularization of digital game software sales created a revenue opportunity in catalog titles.

2017–2020

Established a system where titles contribute to profit over the long term through the synergistic effect of finely detailed, high-quality games and digital sales following the release of *Resident Evil 7 biohazard* in 2017.

2021–

The game market expands from only a certain number of developed nations into countries all around the world due to the popularization of the PC platform. Using our abundant IP assets and product development capabilities, we are seeking even further growth as a global corporation.

2007 ~



Cooperative gameplay becomes standard

In 2007, *Monster Hunter Freedom 2* became the first game in the series to top a million units sold. Since then, the title has become synonymous with hunting games.

2018



Capcom officially entered esports, a new form of entertainment

In 2018, Capcom established a dedicated department to promote the spread of esports with measures such as launching new competitions for pros and amateurs.

2021



Acceleration of digital game sales

Against the backdrop of the global expansion of the PC platform, digital sales of game software is accelerating. Our rich lineup of games cultivated over the 39 years we have been in business appeals to everyone, regardless of age or gender.

2012

Released *Dragon's Dogma*.

2015

Concluded a comprehensive partnership agreement regarding community revitalization with Kofu, Yamanashi Prefecture through *Sengoku BASARA*.

2016

Completed construction of the new R&D Building #2 in Osaka City
Strengthened the structure for title development.



2017

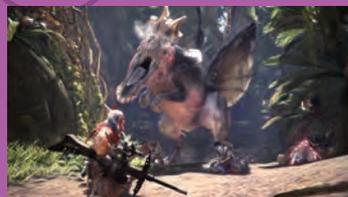
Released *Resident Evil 7 biohazard* selling a cumulative total of 11 million copies to date.

2018

Released *Monster Hunter: World*, which has gone on to sell a cumulative total of more than 18 million units, the first title to do so in Capcom's history.

2020

Announced all-new IP, *Pragmata*.



2021

Released *Resident Evil Village*.
The title won a total of four awards at the Golden Joystick Awards 2021, including the "Ultimate Game of the Year" award.

2022

Released *Monster Hunter Rise: Sunbreak*.
We are expanding our brand value globally with the high-quality game experiences we provide.

