

MONSTER HUNTER  
20<sup>th</sup>  
ANNIVERSARY

20th anniversary of the *Monster Hunter* series  
Making the game truly

global. Happy hunting for all!



**Ryozo Tsujimoto**

Director, Executive Corporate Officer, Deputy in charge of Development Divisions

Ryozo Tsujimoto has served as series producer for *Monster Hunter* since *Monster Hunter Freedom 2* in 2007. In the latest installment, *Monster Hunter Wilds*, he is again overseeing the entire title as producer.

**Driving force behind growth—the enjoyment of hunting together**

Since its release two decades ago, the *Monster Hunter* series has now sold more than 100 million copies worldwide. To be honest, we never imagined that it would become such a beloved title. At a time when things like Wi-Fi and social media were not widespread, we released the game with the concept of hunting action for all, anticipating that the day would come when players could connect with friends online and enjoy cooperative play. The game was rough around the edges, but the fun of cooperative hunting along with game play that

gives a distinct feeling of growth, mixed with surprisingly humorous elements, all hit home, and the number of players grew as word-of-mouth spread from fans to their friends. That game has grown into an iconic franchise thanks to the passion of both developers and fans.

**Meeting the needs of individuals and the world with technology and fun**

The turning point was *Monster Hunter: World*, released in 2018. This was our attempt to compete on the global stage. During preparations, we conducted a focus test overseas, and we were confronted with differences in the way games are played and how they feel depending on the audience. The question on our minds was: how can we make a game that resonates globally? So, while keeping the fun of cooperative hunting, we changed the way things unfold by seamlessly connecting actions and easy-to-understand displays. Given the drastic changes in how games are

made, we faced some technical challenges. Nevertheless, the title became a huge hit, paving the way for international markets where it joined the ranks of AAA games.

**Delivering an immersive hunting experience, from Osaka to the world**

We've been so focused on this series that the past 20 years have gone by in a flash. We have continued to take on new challenges while valuing communication with players, releasing new titles in the series with the goal to increase the fan base beyond national borders and to steadily expand the circle of fun. If we divide it into home consoles and portable devices, both segments are growing steadily. Of course, we are also working diligently on our new title, *Monster Hunter Wilds*, which will launch simultaneously on all supported platforms and feature cross-play, allowing players to enjoy the immersive action together to provide hunting beyond expectations.



**The draw of *Monster Hunter Wilds***

Players can enjoy the ultimate hunting experience where concepts like time and climate are exquisitely woven into the ecosystem. The game features advanced hunting action and uninterrupted immersion.

Capcom will also showcase an attraction using the *Monster Hunter* IP at the Osaka Healthcare Pavilion at Expo 2025 Osaka, Kansai, Japan. In step with our motto of "from Osaka to the world," we want to provide new forms of fun for people from all over the globe.



**Kaname Fujioka**

Game Director, Deputy General Manager, Management Department, Consumer Games Development Division 2

Kaname Fujioka has worked as director since the first *Monster Hunter* game. For the latest title, *Monster Hunter Wilds*, he serves as art director and executive director.