History CAPCOM of Japan has transformed itself into CAPCOM of the world.

Products History

Jul. 1983

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





Dec. 1985 Released our first home video game "1942" for Nintendo Entertainment System (NES).



Released "Mega Man" for NES.



Released the arcade video game "Street Fighter II" and it triggered the "Street Fighter II" boom.



Jul. 1993

Opened "CapcoCircus Nigata East", the largest arcade in Nigata.



Premiere of the Hollywood movie "Street Fighter"

Mar. 1996

Released "Resident Evil" for PlayStation, a long selling title which had record breaking sales, and established the genre of survival horror.

Aug. 2001

Released "Devil May Cry" for PlayStation 2, and it was a mega-hit.

Released "Phoenix Wright" for Game Boy Advance, and it drew public attention as a courtroom battle title

Released "Sengoku BASARA" for PlayStation 2, which enjoyed popularity especially among young gamers for its innovative worldview.

Aug. 2006

Released "Dead Rising" for Xbox 360. More than 1 million units were sold, an extraordinary feat for a new title for a new game console.

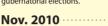
Dec. 2006

Released software "Lost Planet" for Xbox 360. Over 1 million units were sold following the trails of "Dead Rising", another exceptional accomplishment for a new title.



Oct. 2009

"Sengoku BASARA" character Date Masamune used for PR activities in support of the Miyagi Prefecture gubernatorial elections.



Distribution of social game "Smurfs' Village" for iPhone began. It became the top download in 62 countries aroud the world.



Released "Monster Hunter Freedom 3" for the PSP. It sold four million units faster than any other PSP



Corporate History

May 1979 Established I.R.M Corporation (capital of 10 million yen) with objectives of developing and selling electric applied game machines in Matsubara, Osaka.

Established the subsidiary JAPAN May 1981 CAPSULE COMPUTER CO., LTD.

Corporate name was changed to SAMBI Sep. 1981 CO., LTD., and the head office was moved to Habikino, Osaka

Jun. 1983 Established old CAPCOM CO., LTD., (capital of 10 million ven) in Hirano. Osaka for the purpose of selling software.

Oct. 1983 Established Tokyo Branch in Shinjuku,

Old CAPCOM CO., LTD., was merged with Jan. 1989 SANBI. Corporate name was changed to CAPCOM CO., LTD., and the head office was moved to Higashi-ku, Osaka.

Stocks registered as OTC securities with Oct. 1990 the Japan Securities Dealers Association.

Oct. 1993 Stock was listed on the second section of the Osaka Stock Exchange.

Jul. 1994 Constructed head office, which was relocated to Uchihirano-machi, Chuo-ku,

Stock changed listing to the First Section Sep. 1999 of the Osaka Securities Exchange.

Stock was listed on the First Section of the Tokyo Stock Exchange.

The Latest Development Report 2011

Work Hard, **Play Harder**



Development Management Maximize Achievements to Be Global Top in Quality and Profitability

Katsuhiko Ichii

Director and Executive Corporate Officer In charge of Consumer Games Business



Consumer Online Games

Pioneering the Future of Fighting Games Through Innovative Collaborations with Popular Games by Other Companies

Yoshinori Ono

Deputy Head of Consumer Games Development



Taking on the Challenge of Creating a Development Environment that Brings the Future into View by Endowing Our "MT Framework" with Cutting-Edge Technology

"Resident Evil", the First Horror Game to Make

the Whole World Shiver, Moves to a New Stage

Deputy General Manager of Technology Research and Development Consumer Games Development



Mobile Contents

Consumer Online Games

Masachika Kawata

Producer, Development Strategy and Support Consumer Games Development

Consumer Online Games

Aiming to Become a Leading Company in the Global Mobile Content Market

Takeshi Tezuka Consumer Games R&D. Osaka Production Division

Manabu Seko President Beeline Interactive Japan, Inc.



Consumer Online Games

Aiming to Create the World's Greatest **Fantasy Action Game**

Hiroyuki Kobayashi

Deputy Head of Consumer Games Business Division



Amusement Equipments

Creating Successive Hit Machines Using Development Capabilities to Capture User Hearts

Yoichi Egawa

Managing Corporate Officer, Head of P&S Business Division

