

By continuously creating original content, CAPCOM of Japan has transformed itself into CAPCOM of the world.

1979~1989

- 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.
- May. 1981** Established the subsidiary JAPAN CAPSULE COMPUTER CO., LTD.
- Sep. 1981** Corporate name was changed to SAMBI CO., LTD., and the head office was moved to Habikino, Osaka.

- Jun. 1983** Established old CAPCOM CO., LTD., (capital of 10 million yen) in Hirano, Osaka for the purpose of selling software.
- Oct. 1983** Established Tokyo Branch in Shinjuku, Tokyo.
- Aug. 1985** Established CAPCOM U.S.A., INC., in California for distribution of Capcom's products in the U.S.A.

- Jan. 1989** Old CAPCOM CO., LTD., was merged with SANBI. Corporate name was changed to CAPCOM CO., LTD., and the head office was moved to Higashi-ku, Osaka.
- Aug. 1989** Established a resident office in the U.K.

1983

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

Oct. Released the coin-op "Fever Chance".

Dec. Opened "Acty 24", a video arcade under the direct management of Capcom.



1984

May. Released our first arcade video game "Vulgus".

Dec. Released the arcade video game "1942".

1985

May. Released the arcade video game "Commando".

Sep. Released the arcade video game "Ghosts'n Goblins".

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



Sep. Released "Commando" for NES.

1987

Aug. Released the arcade video game "Street Fighter".

Dec. Released "Mega Man" for NES.



1989

Dec. Released the arcade video game "Final Fight".

2000~2008

- Oct. 2000** Stock was listed on the First Section of the Tokyo StockExchange.
- Nov. 2002** Established CE EUROPE LTD. in U.K.
- Feb. 2003** Established CEG INTERACTIVE ENTERTAINMENT GmbH in Germany.
- Jun. 2006** CAPCOM INTERACTIVE, INC., tasked with developing and distributing mobile games in the overseas market,

is established in the United States and makes CAPCOM INTERACTIVE CANADA, INC. (the formerly COSMIC INFINITY, INC.) a wholly-owned subsidiary by buying all its shares.

- Oct. 2006** CAPCOM CO., LTD. and the DWANGO group co-found DALETTO CO., LTD., responsible for managing a portal site.

- Mar. 2007** CAPCOM ENTERTAINMENT KOREA CO., LTD., a wholly-owned subsidiary of Capcom, is established to oversee marketing operations for the Asian market.
- Jun. 2007** CAPCOM CO., LTD. acquires FLAGSHIP CO., LTD.
- May. 2008** K2 Co., Ltd becomes a wholly-owned subsidiary through a

2001

Jan. Released "Onimusha" for PlayStation 2, and it sold over a million copies, a first for a PlayStation 2 title.

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

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



2002

Mar. Began broadcasting the TV animation based on the hit title "Mega man Battle Network".

Mar. Premiere of the Hollywood movie "Resident Evil" which recorded sales of 102 million dollars worldwide.

2004

Feb. Entered the publishing business and released the first strategy guidebook for "Onimusha 3".

Sep. Premiere of the Hollywood movie "Resident Evil: Apocalypse" and it grossed 100 million dollars worldwide.

Oct. "Monster Hunter" won the grand award at the 8th annual CESA GAME AWARDS.

2005

Mar. Premiere of the animated movie "Mega man".



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

2006

Jul. Capcom and TOMY COMPANY, LTD. co-launch "Wantame Music Channel", a card game machine geared towards girls under 10.

Aug. 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. 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.



Since its inception, Capcom has been creating a series of industry-leading game titles with remarkable commercial success around the globe, including the classic "Street Fighter," which was the rage of the times, and the worldwide blockbuster survival horror game "Resident Evil" to name two. All of these original and innovative games have helped make the Capcom brand a household name. We continue to aspire to be a company that entertains people around the world and touches their heart.

1990~1999

- Oct. 1990** Stocks registered as OTC securities with the Japan Securities Dealers Association.
- Feb. 1991** Purchased YUNIKA CO., LTD. and turned it into a 100% subsidiary.
- Dec. 1991** Changed the name of YUNIKA CO., LTD. to CAPTRON CO., LTD.
- Jul. 1993** Established CAPCOM ASIA CO., LTD. in Hong Kong for distribution of Capcom's products in China and Southeast Asia.

- Oct. 1993** Stock was listed on the second section of the Osaka Stock Exchange.
- May. 1994** Constructed Ueno facility in Mie.
- Jul. 1994** Constructed head office, which was relocated to Uchihirano-machi, Chuo-ku, Osaka.
- Jun. 1995** Established CAPCOM ENTERTAINMENT, INC. and CAPCOM DIGITAL STUDIOS, INC. (currently CAPCOM

- Apr. 1997** STUDIO 8, INC.), which CAPCOM U.S.A., INC. holds for the purposes of enhancing and maximizing functions such as management, distribution, and R&D in U.S.A. Established FLAGSHIP CO., LTD. with a view of game scenario creation.
- Sep. 1999** Stock changed listing to the First Section of the Osaka Securities Exchange.

1990

Dec.
Released "Final Fight" for Super NES.

1991

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



1992

Jun.
Released "Street Fighter II" for Super NES, and it was a mega-hit.

1993

Apr.
Released "Breath of Fire" for Super NES.



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

1994

Aug.
Premiere of the animated movie "Street Fighter II".



Dec.
Premiere of the Hollywood movie "Street Fighter".

1995

Apr.
Began broadcasting the TV animation "Street Fighter II V".

1996

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



1999

Jul.
Released "Dino Crisis" for PlayStation, and it was a mega-hit.



2009/2010~

- Jul. 2008** simple exchange of stocks. CAPCOM ENTERTAINMENT FRANCE, SAS is established through the acquisition of all of its shares by CE EUROPE LTD.
- Nov. 2008** Acquired 90% of shares of Enterrise CO., LTD. for the purpose of developing, designing, producing and selling gaming machines.

2007

Mar.
"Monster Hunter Freedom 2" becomes the first Japanese PSP software to exceed 1 million units shipped.

Nov.
The Hollywood movie "Resident Evil: Extinction" was released. Its box-office revenue exceeded 147 million dollars.



2008

Oct.
Premier of the first full-CG movie in the series "Resident Evil: Degeneration". Sales of DVDs and other product versions reached 1.5 million units.



2009

Feb.
Hollywood movie "Street Fighter: The Legend of Chun-Li" was released worldwide.



Feb.
Takarazuka Revue Company launches theatrical performance of "Ace Attorney: Truth Reborn".

Mar.
"Plaza Capcom Inazawa" opens in Aichi Prefecture.



Apr.
Began broadcasting the TV animation program "Sengoku BASARA".



May.
Released "Resident Evil: Degeneration", Capcom's first title for the iPhone.



Jul.
"Sengoku BASARA" stage performance commences.

Jul.
Initial shipments of "Monster Hunter Tri", a third-party title for the Wii, surpass one million units.



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



2010

Apr.
Launched distribution of "Resident Evil 4: iPad Edition", Capcom's first title for the iPad.



Aug.
Distribution of Capcom's first social game "MONHAN NIKKI MOBILE AIRU MURA" on DeNA's "Mobage-town" platform.



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