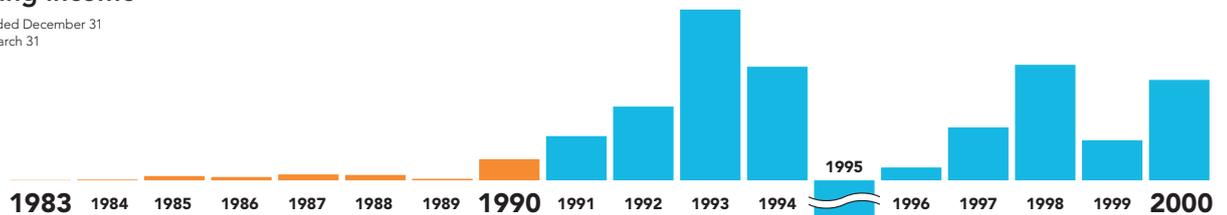


# Superior development capabilities taking us from Osaka to the world

## Trend in operating income

Note: 1983–1988: Fiscal years ended December 31  
1989–2021: Fiscal years ended March 31



## Genesis

Capcom Co., Ltd. was established in Osaka in 1983. The Nintendo Entertainment System (NES) came out that same year, but it was difficult to develop high-quality arcade-level content for, so Capcom focused business development on the creation and sales of arcade games using the proprietary high-spec circuit board “CP System.”

### Title history

#### 1983

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

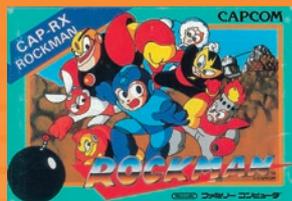


#### 1984

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.

## Big hits drive business expansion

In the 1990s, the arrival of Super NES prompted Capcom to formally enter home video game development. Numerous hit titles were created that drew on Capcom’s arcade game development expertise. The Single Content Multiple Usage strategy was launched in earnest in 1994 with the release of a Hollywood movie and animated movie based on *Street Fighter*.

#### 1992

Released *Street Fighter II* for the Super NES.



#### 1993

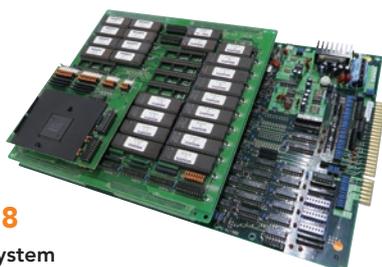
Released *Breath of Fire* for the Super NES.

#### 1996

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



## 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

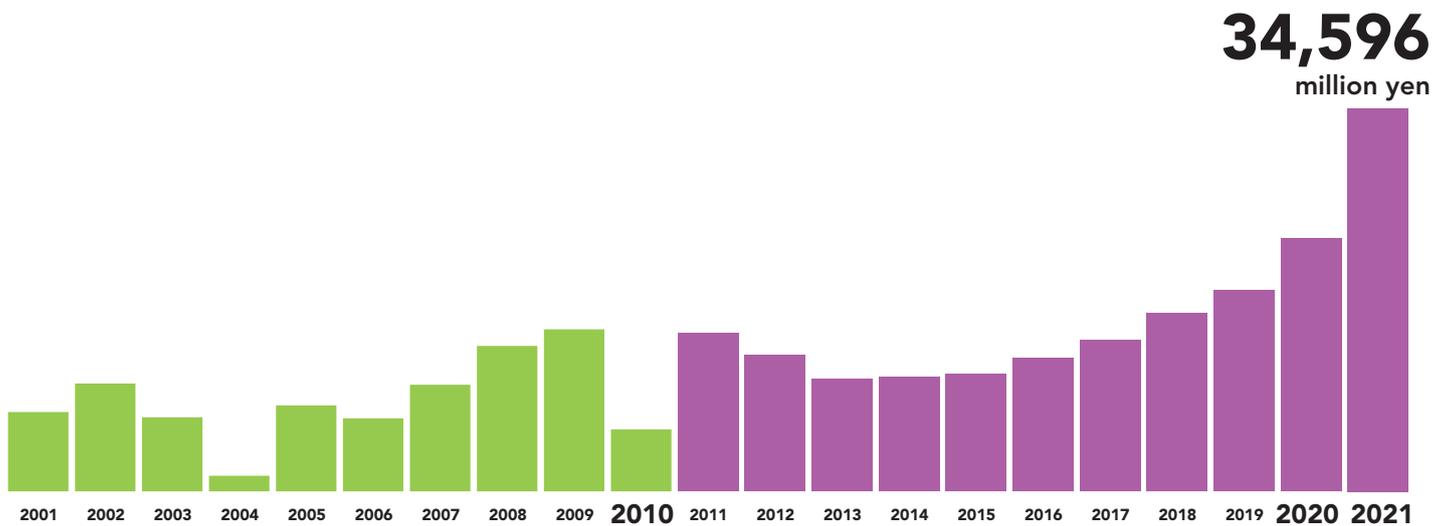
The game became a sensation in arcades across the country, establishing the fighting game genre. In 1992, a national tournament was held at the Ryogoku Kokugikan in what might be called the first ever esports tournament.



#### 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 our foray into branding game-based content.



**34,596**  
million yen

## 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 title 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.

### 2001

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



### 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.



## Globalization and the digital shift

With game consoles now offering full internet functionality and the popularization of gaming on PCs, the video game market has expanded beyond one segment of developed countries and now permeates the globe. As a result of Capcom's early initiatives to support digital sales, including releasing past titles onto current game consoles and ongoing sales of catalog titles, operating profit margins and the overseas unit sales ratio have been on the rise.

### 2012

Released *Dragon's Dogma*.



### 2018

*Monster Hunter: World* is released selling a cumulative total of more than 17 million units, the first title to do so in Capcom's history.



### 2021

*Monster Hunter Rise* and *Resident Evil Village* are released. We are expanding our brand value globally with the high-quality game experiences we provide.

### 2007

#### Cooperative gameplay becomes standard

*Monster Hunter Freedom 2* became the first game in the series to top a million units sold. People getting together with their game consoles to play cooperatively sparked the "Monster Hunter Craze."



### 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.

### 2020

#### Acceleration of digital game sales

Digital sales of software accelerated against the backdrop of the global COVID-19 pandemic.

Capcom supported the "Stay Home" effort with our rich lineup of games cultivated over the 38 years we have been in business.

