

Corporate & Products History

Capcom was founded in 1983 with origins as a developer and distributor of electronic applied game machines. We entered into the development and sales of coin-operated game software and expanded the size of our business through synergies in the home video game business and had unexpected rapid growth. To date, we have released many hits including the blockbuster franchises of "Street Fighter", "Megaman", "Resident Evil" and "Onimusha". We have constantly pushed frontiers in developing new fields and solidifying our status in the amusement industry. We will continue to be a creator of entertainment culture that excites people and stimulates their senses.

Jul. 1983

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



Oct. 1983

Released the coin-op "Fever Chance".



Dec. 1983

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

May. 1984

Released our first arcade video game "Vulgus".



Dec. 1984

Released the arcade video game "1942".



May. 1985

Released the arcade video game "Commando".

Sep. 1985

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



Dec. 1985

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

Jun. 1986

Released "Ghosts'n Goblins" for NES.

Sep. 1986

Released "Commando" for NES.



Aug. 1987

Released the arcade video game "Street Fighter".



Dec. 1987

Released "Megaman" for NES.



Dec. 1989

Released the arcade video game "Final Fight".

Dec. 1990

Released "Final Fight" for Super Nintendo Entertainment System (Super NES).



Mar. 1991

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



Jun. 1992

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



Apr. 1993

Released "Breath of Fire" for Super NES.

Jur. 1993

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



Aug. 1994

Premiere of the animated movie "Street Fighter".



Dec. 1994

Premiere of the Hollywood movie "Street Fighter".

1979 ~

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 SANBI 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.

1985 ~

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 U.K.

1990 ~

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 Southeast Asia.

Oct. 1993

Stock was listed on the Second Section of the Osaka Securities Exchange.

May. 1994

Constructed Ueno facility in Mie.

Jul. 1994

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



Apr. 1995
Began broadcasting the TV animation "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.



Jur. 1999
Released "Dino Crisis" for PlayStation, and it was a mega-hit.



Jan. 2001
Released "Onimusha" for PlayStation 2, and it sold over a million copies, a first for a PlayStation 2 title.



Mar. 2001
Released "Megaman Battle Network" for Game Boy Advance.



Aug. 2001
Released "Devil May CRY" for PlayStation 2, and it was a mega-hit.



Oct. 2001
Released "Phoenix Wright: Ace Attorney" for Game Boy Advance, and it drew public attention as a courtroom battle title.



Mar. 2002
Began broadcasting the TV animation based on the hit title "Megaman Battle Network".

Mar. 2002
Premiere of the Hollywood movie "Resident Evil" which recorded sales of 102 million dollars worldwide.



Jun. 2003
Released "Viewtiful Joe" for Nintendo Game Cube.

Feb. 2004
Entered the publishing business and released the first strategy guidebook for "Onimusha 3".



Mar. 2004
Released "Monster Hunter" for PlayStation 2.

Aug. 2004
Opened "Plaza Capcom Shitoro", an amusement facility at one of the largest commercial complexes in Fukuoka.



Sep. 2004
Premiere of the Hollywood movie "Resident Evil: Apocalypse", and it grossed 100 million dollars worldwide.

Oct. 2004
"Monster Hunter" won the grand award at the 8th annual CESA GAME AWARDS.

Oct. 2004
Began broadcasting the TV animation based on the hit title "Viewtiful Joe".



Mar. 2005
Premiere of the animated movie "Megaman".

Mar. 2005
Started selling video game software through publishing distribution channels beginning with "Capcom Classics Collection".

Apr. 2005
Opened the amusement facility "Plaza Capcom Nogata" in Fukuoka.



1995 ~

2000 ~

2005 ~

Jun. 1995
Established CAPCOM COIN-OP, Inc., CAPCOM ENTERTAINMENT, Inc., and CAPCOM DIGITAL STUDIOS, Inc. (currently CAPCOM 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.

Apr. 1997
Established FLAGSHIP Co., Ltd., with a view of game scenario creation.

Jul. 1998
Established CAPCOM EUROSOFT Ltd. in U.K.

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

Oct. 2000
Stock was listed on the First Section of the Tokyo Stock Exchange.

Sep. 2001
Established 100% subsidiary CAPCOM CHARBO Co., Ltd., for the purpose of offering support services for communication tools such as mobile phones.

Nov. 2002
Established CE EUROPE LTD. in U.K.

Feb. 2003
Established CEG INTERACTIVE ENTERTAINMENT GmbH in Germany.

Jul. 2004
Established CLOVER STUDIO Co., Ltd., for the purpose of software R&D.

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