

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

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 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).

1986

- Jun.** Released "Ghosts'n Goblins" for 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".

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 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 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.
- 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.



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.

2000~

Oct. 2000

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

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.

CAPCOM ENTERTAINMENT, INC. acquires CAPCOM STUDIO 8, INC.

Jun. 2007

CAPCOM CO., LTD. acquires FLAGSHIP CO., LTD.

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.



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.



2008/2009

May. 2008

K2 Co., Ltd becomes a wholly-owned subsidiary through a simple exchange of stocks.

Jul. 2008

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 Enterise CO., LTD. for the purpose of developing, designing, producing and selling gaming machines.

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".

