

# 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".



**May 1984**

Released our first arcade video game "Vulgus".

**Dec. 1985**

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



**Dec. 1987**

Released "Mega Man" for NES.



**Mar. 1991**

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.



**Dec. 1994**

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.

**Oct. 2001**

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

**Jul. 2005**

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.



**Nov. 2010**

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

**Dec. 2010**

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



## 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.

**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.

**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.

**Oct. 1990**

Stocks registered as OTC securities with 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, Osaka.

**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.

separate volume

The Latest Development Report 2011

## Work Hard, Play Harder

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**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

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**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

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**Consumer Online Games**

Aiming to Create the World's Greatest Fantasy Action Game

**Hiroyuki Kobayashi**

Deputy Head of Consumer Games Business Division

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**Consumer Online Games**

"Resident Evil", the First Horror Game to Make the Whole World Shiver, Moves to a New Stage

**Masachika Kawata**

Producer, Development Strategy and Support Consumer Games Development

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**Consumer Online Games**

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

**Masaru Ijuin**

Deputy General Manager of Technology Research and Development Consumer Games Development

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**Mobile Contents**

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.

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**Amusement Equipments**

Creating Successive Hit Machines Using Development Capabilities to Capture User Hearts

**Yoichi Egawa**

Managing Corporate Officer,  
Head of P&S Business Division