



MONSTER HUNTER  
20<sup>th</sup>  
ANNIVERSARY

20th anniversary of the *Monster Hunter* series  
Making the game truly

global. Happy hunting for all!



**Ryozo Tsujimoto**

Director, Executive Corporate Officer, Deputy in charge of Development Divisions

Ryozo Tsujimoto has served as series producer for *Monster Hunter* since *Monster Hunter Freedom 2* in 2007. In the latest installment, *Monster Hunter Wilds*, he is again overseeing the entire title as producer.

**Driving force behind growth—the enjoyment of hunting together**

Since its release two decades ago, the *Monster Hunter* series has now sold more than 100 million copies worldwide. To be honest, we never imagined that it would become such a beloved title. At a time when things like Wi-Fi and social media were not widespread, we released the game with the concept of hunting action for all, anticipating that the day would come when players could connect with friends online and enjoy cooperative play. The game was rough around the edges, but the fun of cooperative hunting along with game play that

gives a distinct feeling of growth, mixed with surprisingly humorous elements, all hit home, and the number of players grew as word-of-mouth spread from fans to their friends. That game has grown into an iconic franchise thanks to the passion of both developers and fans.

**Meeting the needs of individuals and the world with technology and fun**

The turning point was *Monster Hunter: World*, released in 2018. This was our attempt to compete on the global stage. During preparations, we conducted a focus test overseas, and we were confronted with differences in the way games are played and how they feel depending on the audience. The question on our minds was: how can we make a game that resonates globally? So, while keeping the fun of cooperative hunting, we changed the way things unfold by seamlessly connecting actions and easy-to-understand displays. Given the drastic changes in how games are

made, we faced some technical challenges. Nevertheless, the title became a huge hit, paving the way for international markets where it joined the ranks of AAA games.

**Delivering an immersive hunting experience, from Osaka to the world**

We've been so focused on this series that the past 20 years have gone by in a flash. We have continued to take on new challenges while valuing communication with players, releasing new titles in the series with the goal to increase the fan base beyond national borders and to steadily expand the circle of fun. If we divide it into home consoles and portable devices, both segments are growing steadily. Of course, we are also working diligently on our new title, *Monster Hunter Wilds*, which will launch simultaneously on all supported platforms and feature cross-play, allowing players to enjoy the immersive action together to provide hunting beyond expectations.



**The draw of *Monster Hunter Wilds***

Players can enjoy the ultimate hunting experience where concepts like time and climate are exquisitely woven into the ecosystem. The game features advanced hunting action and uninterrupted immersion.

Capcom will also showcase an attraction using the *Monster Hunter* IP at the Osaka Healthcare Pavilion at Expo 2025 Osaka, Kansai, Japan. In step with our motto of "from Osaka to the world," we want to provide new forms of fun for people from all over the globe.



**Kaname Fujioka**

Game Director, Deputy General Manager, Management Department, Consumer Games Development Division 2

Kaname Fujioka has worked as director since the first *Monster Hunter* game. For the latest title, *Monster Hunter Wilds*, he serves as art director and executive director.

# The Power of Quality Control

## Creating greater value through both proactive and defensive approaches as the guardians of Capcom quality



**Shutaro Kobayashi**  
Head of Quality Control Division and Deputy Head of R&D Management Division

Shutaro Kobayashi has been involved in quality control work since joining Capcom. After serving as a manager and senior manager, he was promoted to General Manager of the Quality Control Division in 2010. He has been in his current role since 2022, where he is laying the foundation for Capcom's quality control and building a strategic organization.

### Ensuring consistent quality across all processes

My mission as the Head of Quality Control is to ensure the quality of our games from planning to release so that players truly enjoy their gaming experience. We assess Capcom's wholly unique game creation process from the player's perspective, coordinating

with the development teams—who create our titles from scratch—as well as with the Technical Research Division, which is responsible for development of our proprietary game development engine, the RE ENGINE. We see our role as that of a litmus test, seeking to discover risks or inconsistencies within development, and while we are close with our game development teams, at times we must also be harsh.

### Delivering an enjoyable gaming experience

Specifically, my division is responsible for four tasks: bug checking, tuning, submission work, and customer support.

Bug checks involve playing a game that is under development to find flaws and glitches in the program and verify that it works as intended. Since we are developing multilingual games, we also work with the localization and intellectual property departments to check text displays or to ensure there is no intellectual property infringement.

In the last few years, we have been strengthening the automation of our work. In order to enable the system to automatically play and bug check on behalf of people, which is critical



work, the Technical Research Division built an automated system adaptable for each title. One of Capcom's strengths is the ease with which teams can work cross-functionally, driven by our in-house RE ENGINE, which has helped to significantly lower costs.

As a result, we can concentrate our efforts on tuning, which cannot be automated and is akin to pruning a tree. Are game elements or progression abrupt or too difficult? To answer questions like this, we dig deep into the elements of fun and comprehensibility, and as representatives of our fans and the first people to come into contact with a game, we respectfully provide our opinions to the game creators. This may bring to mind an adversarial relationship; we are quite close however, and the development team is broad-minded and understands the importance of tuning. We sometimes even sit together and provide them with tuning spot checks on request, working as members of the development team. I feel that this kind of close working relationship is one of Capcom's strengths.

### The final guardian of the development process

This marks the end of typical quality control work. Yet, Capcom doesn't stop here. In submission work, we connect the development team with multiple sales partners so that we can smoothly release the game. This includes



providing the completed master data to each hardware manufacturer, applying for ratings\*, and setting up distribution to digital stores. After release, the customer support center collects user feedback, and the Quality Control Division gathers reactions to the title in real time and reports it to management through regular meetings.

Game development projects are becoming larger and more sophisticated, but we aim to reduce costs while improving the accuracy of quality control. As the first players of the title and the final guardians of quality, we will continue striving to deliver the highest-quality games to as many customers as possible.

\*Rating systems are initiatives for the healthy development of young people that call for voluntary restrictions on home video game content and sales methods to limit access by young people to sexual or violent content.

