

Intellectual Property

The Capcom Group possesses numerous globally branded, popular IPs, achieved through our development and technological capabilities that continuously produce world-class content (IP).

Leveraging these assets, we create globally recognized, unique IPs through our business activities. Furthermore, we expand our business by leveraging these IPs across various media via our Single Content Multiple Usage strategy.

Moving forward, to achieve the Group’s vision and meet our mid-term management goals of sustainable, stable growth and 10% operating profit growth each fiscal year, we believe it is crucial to invest in the continuous creation of IP and to expand and deepen global brand recognition.

Furthermore, the Capcom Group strives to enhance corporate value by effectively utilizing, managing, and protecting intellectual property.

To this end, we are committed to advancing the following intellectual property strategy.

Investment in Intellectual Property

The Capcom Group possesses numerous globally popular brands created through our proprietary advanced technologies and development capabilities, distributing game content to over 220 countries and regions worldwide. Furthermore, to continue creating the world’s highest-quality IP, the Capcom Group is actively pursuing growth investments. This includes advancing our talent investment strategy and conducting R&D on cutting-edge technologies like our proprietary development engine, as well as building out our development environment.

Furthermore, we are enhancing synergies between our extensive IP portfolio and peripheral businesses such as esports, video content, and character licensing. By expanding and deepening the reach of our content and corporate brand globally, we are striving to enhance our brand value.

Intellectual Property Investment Status and Results

Fiscal year (ending in March)	2023	2024	2025
Development Investment Amount (Consolidated) (million yen) *1	37,719	43,042	49,496
Number of Titles Sold	307	292	248
Number of Countries/Regions Sold In	230	235	227
Annual Game Software Sales Volume (thousand units)	41,700	45,893	51,876

*1 Includes amounts for content-related portions. (As of March 31, 2025)

Protection and Utilization of Intellectual Property

Protection and securing rights for intellectual property

The Capcom Group is actively pursuing patent and trademark applications and striving to protect and secure rights for intellectual property, thereby further deepening our global business expansion.

By actively utilizing these secured patents through cross-licensing agreements and other means, we enhance freedom in game development and promote the creation of

compelling content. Furthermore, to protect the Capcom Group’s intellectual property rights, we strive for appropriate management and protection by promoting countermeasures against infringing acts and taking actions such as removal when infringing acts are detected. Additionally, we strengthen our development support system through measures like introducing AI checks for trademarks on in-game material data. We also conduct internal awareness campaigns to prevent infringement of other companies’ intellectual property rights.

Creation and utilization of intellectual property

The Capcom Group has established an Intellectual Property Department. In addition to conducting internal training, we support the management of intellectual property risks and the continuous creation of new intellectual property through a system that works closely with business and development departments. Furthermore, through industry-academia collaborations and implementation of copyright seminars, we strive to cultivate future talent. Moreover, by adopting the Single Content Multiple Usage strategy, we expand intellectual property into goods and services. We view intellectual property as intangible assets encompassing ideas, promoting the maximization of its value and its proactive utilization.

Response to Copyright Infringement and Status of Patent and Trademark Holding

Fiscal year (ending in March)	2023	2024	2025
Response to Copyright Infringement Removal Number of Cases (Cases) *1	6,940	7,110	6,176
Number of Patents Held (Patents)	912	1,060	1,164
Number of Trademarks Held (Trademarks)*2	5,523	5,885	6,343

(As of March 31, 2025)

*1 Number of responses to requests for removal of pirated versions of the Capcom Group’s content or images/videos suspected of infringing intellectual property rights.
*2 Includes pending requests.

Awarded the Commissioner of Japan Patent Office Award for Corporate Utilization of Intellectual Property (Trademarks)

Capcom has been awarded the Commissioner of Japan Patent Office Award for Corporate Utilization of Intellectual Property (Trademarks) in the 2025 Intellectual Property Merit Awards hosted by the Japan Patent Office, Ministry of Economy, Trade and Industry. This recognition was granted for the company’s outstanding achievements in global game software sales and its effective utilization of trademarks both domestically and internationally. The award primarily recognized Capcom’s Single Content Multiple Usage strategy—expanding trademarks born from games into merchandise and services—and its pioneering introduction of AI trademark checks within the industry. Additionally, in January 2025, Capcom received the “Special Award” in the “Intellectual Property and Intangible Asset Governance Awards,” recognized for its high profitability and enhanced corporate value achieved through the utilization of intellectual property and intangible assets.

Information Security

The Capcom Group operates globally in the game content industry and recognizes that information significantly impacts corporate activities. To further accelerate the promotion of digital sales worldwide and diversify and streamline sales through business digitalization, we believe ensuring information security—including appropriate security measures for personal information, information management, and cybersecurity countermeasures—is essential.

Information Security Framework

Capcom regularly convenes its Security Oversight Committee, an external advisory body, to share various information regarding technologies and trends related to information security and cybersecurity. Based on the committee’s advice, we strive to maintain and strengthen our information security and cybersecurity management framework through the PDCA cycle. Furthermore, we endeavor to raise awareness of information security among the Capcom Group’s officers and employees by conducting regular education and training programs and reporting the results to the Board of Directors.

Information Management

The Capcom Group appropriately manages various confidential information, such as personal information and trade secrets, based on regulations and guidelines including the General Information Management Rules. Regarding the handling of personal information, based on the Personal Information Protection Policy, we have established and operate a management system to ensure that personal information handling operations are conducted appropriately. This includes compliance with personal information protection laws and regulations, raising awareness and educating executives and employees, and conducting regular inventory checks to confirm basic matters such as the storage locations of personal information. Furthermore, if any areas requiring improvement are identified, corrective measures are implemented. In addition, we similarly protect and utilize the Capcom Group’s information assets—which constitute our competitive strengths—under an appropriate management system. These include data related to the development of game content, programs, development engines, and other intellectual property that collectively form the Capcom Group’s intellectual assets, as well as accumulated know-how and sales data.

Furthermore, to expand game content sales, the Capcom Group is strengthening compliance with laws and regulations being established in various countries, such as those protecting minors. Considering recent technological advancements, we are also developing and disseminating guidelines for generative AI usage. From the perspective of information management accompanying the active use of technology, we are advancing the establishment and strengthening of internal operational systems.

Cybersecurity Measures

Recognizing that countermeasures against various domestic and international cyber risks are essential, the Capcom Group is working to strengthen its framework while complying with laws and regulations concerning cybersecurity.

We have consistently strived to establish systems for continuous system operation and monitoring, as well as for early response and recovery in the event of emergencies such as the materialization of security risks like cyberattacks.

Specifically, we implement cybersecurity measures, including enhanced permission management, software updates, and system simplification. In addition to EDR*1 for early detection of unauthorized device activity, we operate a SOC*3 based on XDR*2 for continuous monitoring across multiple security domains such as networks, systems, and cloud environments.

This enables centralized investigation and response to cybersecurity threats. We are also striving to ensure security by implementing more rapid and advanced countermeasures, such as introducing generative AI to support efficient threat detection and analysis.

*1 Abbreviation for Endpoint Detection and Response. A system that installs software on user devices such as PCs and servers to detect suspicious behavior and support rapid response.

*2 Abbreviation for Extended Detection and Response. A system that continuously monitors multiple security domains, including networks, systems, and cloud environments.

*3 Abbreviation for Security Operation Center. SOC operation refers to the organizational structure that continuously monitors systems and networks, detecting, analyzing, and responding to attacks.