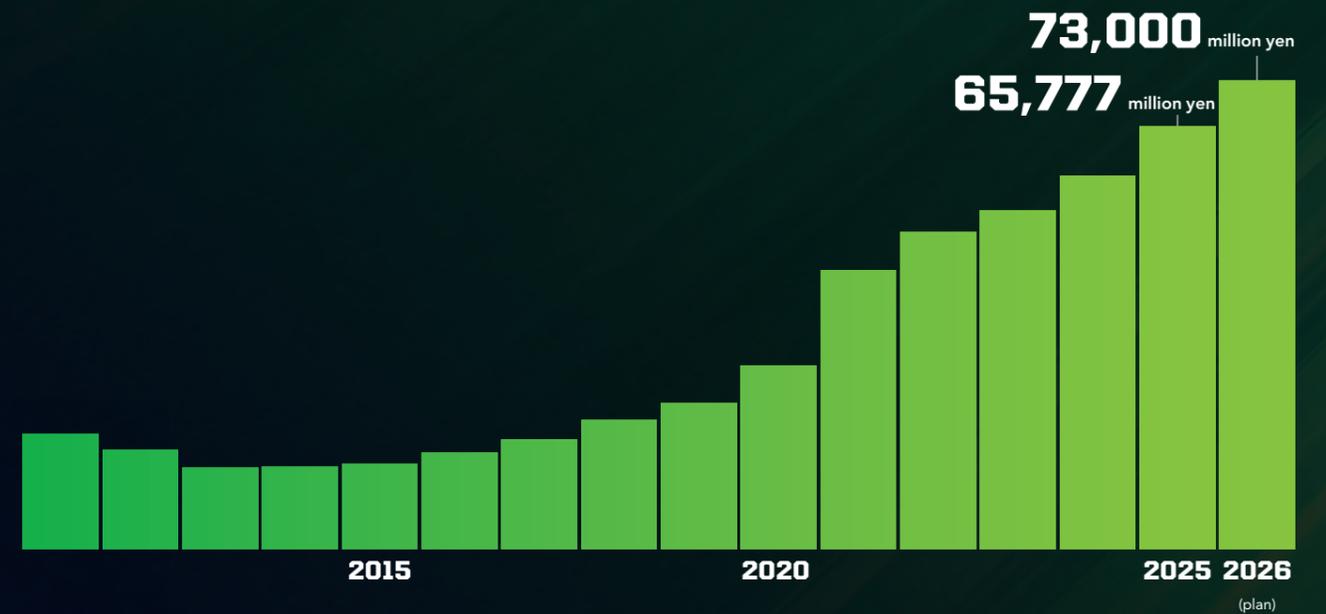


# Four decades of steady growth toward our goal of making the most entertaining games in the world

## Trend in operating profit

Note: 1983-1988: Fiscal years ended December 31  
1989-2025: Fiscal years ended March 31



### Genesis

**1983** onward

Capcom Co., Ltd. was established in Osaka in 1983. With the vision of competing globally, Capcom focused its business development on the creation and sales of high-spec arcade games using the proprietary circuit board "CP System" while making its foray into the home video game arena.

### Expansion

**1991** onward

In the 1990s, the arrival of Super NES prompted Capcom to formally enter home video game development. Capcom created numerous hit titles globally drawing on its arcade game development expertise. The company established its Single Content Multiple Usage strategy in 1994 with the release of a Hollywood movie and animated movie based on *Street Fighter*.

**2000** onward

In 2000, Capcom listed its shares on the First Section of the Tokyo Stock Exchange. In the 2000s, Capcom created one hit title after another that gained popularity overseas. Capcom went on to spread its brand throughout the world using IP outside of its games, with one example being the Hollywood movie version of *Resident Evil*, which is now a six-title hit series.

### Globalization and the digital shift

**2011-2016**

As game consoles with online capabilities spread, it became possible to sell titles digitally over longer periods of time. By pivoting to digital sales, Capcom set the stage for the expansion of revenue opportunities with catalog sales.

**2017-2020**

Established a system where titles contribute to profit over the long term through the synergistic effect of finely detailed, high-quality games and digital sales following the release of *Resident Evil 7 biohazard* in 2017.

**2021-**

The game market has expanded, growing from a few developed nations into many countries all around the world due to the popularization of the PC platform. As a global corporation, we seek to grow further by using our abundant IP assets and product development capabilities, as well as by increasing the number of our high-skilled, talented creators.

#### Capcom and Entertainment Culture

**1988**  
CP System

Through leveraging our proprietary, high-performance circuit board we were able to captivate game players with exquisitely depicted, immersive game worlds of the highest quality, allowing us to produce one hit after another in both the arcade and home video game markets.

Little League 1942

Mega Man

**1991**  
*Street Fighter II* becomes a major hit

The game became a sensation in arcades across the country, establishing the fighting game genre. In 1992, a national tournament was held at the Ryogoku Kokugikan arena in what might be called the first ever esports tournament.

*Street Fighter II*

*Resident Evil*

**2002**  
Multi-media roll out of Capcom IP starts in earnest

The Hollywood film adaptation of *Resident Evil*, along with the animated TV show and movie adaptations of the youth-orientated *Mega Man Battle Network*, marked the beginning of Capcom's foray into branding game-based content.

*Onimusha* *Devil May Cry* *Monster Hunter* *Dead Rising*

**2007-**  
Cooperative gameplay becomes standard

In 2007, *Monster Hunter Freedom 2* became the first game in the series to top a million units sold. Since then, the title has become synonymous with hunting games.

*Dragon's Dogma*

**2018-**  
Capcom officially entered esports, a new form of entertainment

In 2018, Capcom established a dedicated department to promote the spread of esports with measures such as launching new competitions for pros and amateurs.

*Monster Hunter: World*

**2021-**  
Acceleration of digital game sales

Against the backdrop of the global expansion of the PC platform, digital sales of game software are accelerating. Our extensive library of games, which has been growing for more than 40 years, is available in more than 220 countries and regions around the world.

*Street Fighter 6*