



Capcom turns 40 on 11 June.

At Capcom, we do more than just make games; we are creators of entertainment culture, developing highly creative content that thrills and delights.

Since 1983, we have leveraged our world-leading software development strengths to create titles as popular in Hollywood and the e-sports arena as at home, bringing fun and excitement to more than 230 countries and regions worldwide.

Today, we are more determined than ever to help make the world a happier place by delivering unparalleled entertainment to fans worldwide.

We are truly grateful to reach such a major milestone, and it's all thanks to your ongoing support.

Capcom: Made in Osaka, loved worldwide.

大阪から、世界へ。



※Total game software sales as of March 31, 2023

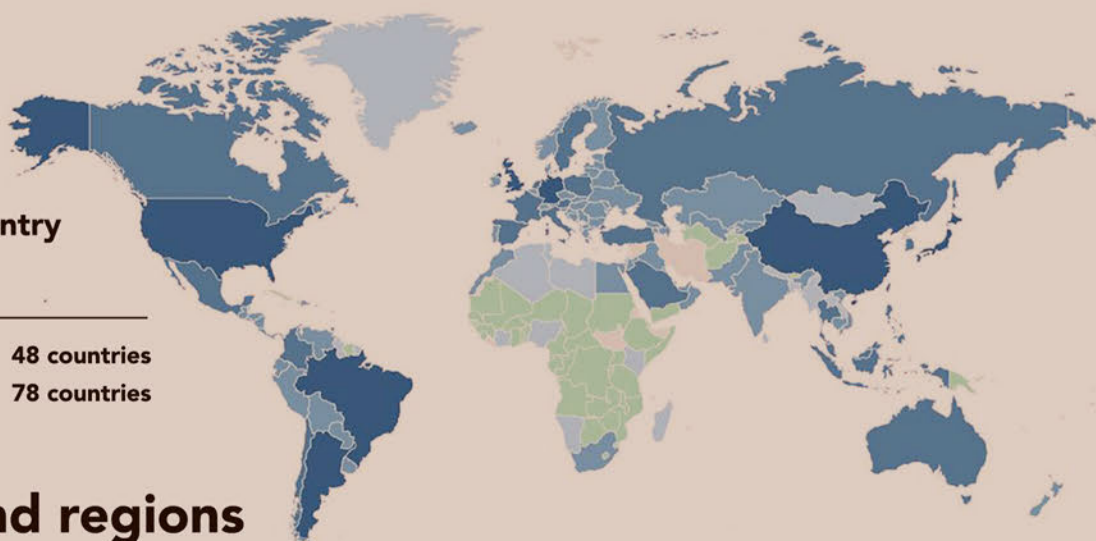
40-year total game software sales

Approx. **500** million units

Unit sales of home video game software by country for the fiscal year ended March 2023

- | | | | |
|--------------------------|--------------|-----------------|--------------|
| ■ More than 1 million | 7 countries | ■ More than 100 | 48 countries |
| ■ More than 100 thousand | 23 countries | ■ Less than 100 | 78 countries |
| ■ More than 1,000 | 74 countries | | |

307 titles in 230 countries and regions



40th anniversary website
Capcom Town

Launches at 10:00 on 12 June

