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***STREET FIGHTER® ANNIVERSARY COLLECTION MARKS
15 YEARS OF “HADOKEN”***

***- World Renowned Franchise Delivers Compilation with Hyper Street Fighter II and
Street Fighter III: 3rd Strike -***

E³, LOS ANGELES — May 12, 2004 — To commemorate the 15th anniversary of its world renowned street brawlers that started a phenomenon and created a generation of video game fighters, Capcom® today showcased **Street Fighter® Anniversary Collection** for the PlayStation®2 computer entertainment system. Bringing together an all encompassing fighting title, the collection will be comprised of **Hyper Street Fighter II**, a blend of the previous Street Fighter II editions which will incorporate the character variations and features found throughout the series, and the arcade smash hit **Street Fighter® III: 3rd Strike**. **Street Fighter Anniversary Collection** is scheduled for release throughout North American streets this summer. To date, the Street Fighter franchise has sold more than 27 million units worldwide.

Hyper Street Fighter II in itself is a compilation with a unique spin. Rather than simply including conversions of the five entries in the series: Street Fighter II, Street Fighter II Champion Edition, Street Fighter II Hyper Fighting, Super Street Fighter II: The New Challengers, and Super Street Fighter II Turbo, the game lets you mix and match characters from the different versions for a plethora of different match-ups and replayability.

Hyper Street Fighter II features three different modes of gameplay and a gallery option is available as an added perk for fans. *Arcade Mode* simulates the single-player Street Fighter experience where gamers must work their way through a ladder of opponents until they face off against the final boss. *VS Mode* allows two friends to select characters in the game and battle it out. Finally, *Training Mode* lets gamers hone their fighting skills against a CPU opponent. A gallery option is also featured which house a collection of each of the game’s introductions as well as their respective music tracks.

Hyper Street Fighter II offers the following features:

- Five games in one - Hyper Street Fighter II is a collection of all five entries to the “Street Fighter II” series which include: Street Fighter II, Street Fighter II Champion Edition, Street Fighter II Hyper Fighting, Super Street Fighter II: The New Challengers, and Super Street Fighter II Turbo
- A vast selection of characters - Mix and match all characters and their variations from previous Street Fighter II editions to create countless dream matches of epic proportions. Concoct such matches as Ryu from the original Street Fighter II as he uses a rapid light kick while a second Ryu counters with a Super Combo from Street Fighter II Turbo’s unique Super Combo System

- Gallery Mode – Access a collection of the various introductions, music soundtracks, images and character background information from all conversions of the Street Fighter II series

Street Fighter III: 3rd Strike offers a total of 19 different playable characters, each with their own special ability including *Makoto*, a Karate expert from Japan; *Q*, a mysterious entity with no explanation of his existence; *Twelve*, a humanoid weapon developed to follow orders and destroy upon command; and *Remy*, a Frenchman who is seeking to ease his grief through revenge. *Chun Li*, the famous martial arts expert, makes a cameo appearance and is selectable at the beginning. Furthermore, a Grade Judge System that evaluates players' performance at the end of each match and the Progressive Hit Frame System, a programming technique that delivers calculated hits and collisions are also available.

Street Fighter III: 3rd Strike features various modes of play adding unparalleled depth and replayability. *Arcade Mode* is a direct conversion from the arcade where players must defeat numerous computer-controlled characters until they meet the final boss. *VS Mode* offers true two-player competitive matches where players can adjust the handicap and select different stages. *Training Mode* allows players to practice various moves and combos and configure a dummy character to execute specific moves. *Training Mode* lets players practice the fine art of parrying against a programmable dummy opponent.

Street Fighter III: 3rd Strike offers the following features:

- Grade Judge System — Player's performance is evaluated at the end of each match. The evaluation is based not only on the outcome, but also the match play and how efficiently each character's moves are used. Players must perform brilliantly to achieve a high grade.
- Progressive Hit Frame System — This programming technique enables a more realistic "Hit Frame" or "Collision Box" detection. The area in which a player makes contact with their opponent is precisely calculated and based on a single frame of animation.
- Super Arts Move – Players choose one of the three Super Arts available to each character
- Parrying – Player's perform a dodge move by pushing the direction button towards the opponent at the exact moment of opponent attack
- Leap Attack – Move allows players to attack an opponent who is performing a crouching block

Capcom is a leading worldwide developer, publisher and distributor of interactive entertainment. Founded in 1979, the company has created world renowned franchises including *Resident Evil*, *Street Fighter*, *Mega Man*, *Breath of Fire*, *Devil May Cry* and the *Onimusha* series. Headquartered in Osaka, Japan, the company maintains operations in the U.S., United Kingdom, Germany, Tokyo and Hong Kong. More information about Capcom and its products can be found on the company's web site at www.capcom.com

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