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Press Release

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(Code No. 9697 Tokyo - Osaka Stock Exchange)

Capcom Ships First Million Units of “Super Street Fighter IV”
- Fans delighted with news of an arcade release, reviving the ‘Street Fighter II Boom’ -

Capcom Co., Ltd. (Capcom) is pleased to announce that the initial shipment of the latest iteration in the ‘Street Fighter’ series, “Super Street Fighter IV”, has reached one million units worldwide.

In addition to new characters, “Super Street Fighter IV” features the Replay Channel, allowing players to upload and view replays of previous fights. The online modes have been designed to allow for easier communication between players worldwide. Together with new alternate costumes for all characters available as downloadable content, these new and exciting features, at an incredible price, enabled Capcom to ship over one million units of the game.

Since the release of the original “Street Fighter IV”, with events such as national tournaments, Capcom has continued with its promotional push, which includes tie-ins that branch out into other industries. The announcement of an arcade version of “Super Street Fighter IV” shows Capcom’s continued support for our brand series titles.

“Street Fighter” was first released in the arcades in 1987. This was followed up in 1991 with the smash hit “Street Fighter II”, and as of March 31, 2010, the entire series has shipped over 28 million units on home consoles worldwide. The innovative battle system found in the Street Fighter games helped to establish the fighting game genre.

As always, we at Capcom will continue to strive to develop new and original games that appeal to a broad audience around the world, and maximize the value of our well-loved brands.

【Product Details】

1. T i t l e	Super Street Fighter IV
2. G e n r e	Fighting
3. P l a t f o r m s	PLAYSTATION®3, Xbox 360™
4. R e l e a s e D a t e	Japan: April 28th, 2010 North America: April 27th, 2010 Europe: April 30th, 2010
5. P r i c e	4,990 yen (including tax)

*PlayStation® is a registered trademark of Sony Computer Entertainment, Inc.

*Xbox 360 is a registered trademark of Microsoft Corporation and other related companies.



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