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Press Release

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(Code No. 9697 First Section of Tokyo Stock Exchange)

Capcom Adds Arcade League, College League and National Caravan Tournament to Street Fighter League in Japan, Creating Gateway to Esports Pro Leagues!

- Accelerates growth of player base by creating opportunities for amateur athletes to compete with pros -

Capcom Co., Ltd. (Capcom) announced the Street Fighter League: Arcade 2019 powered by Taito (begins May 2019; “Arcade League,” below), the Street Fighter League: College-JP 2019 (begins June 2019; “College League,” below) along with a national “caravan” tournament, the Rookie’s Caravan 2019, planned for this summer. These initiatives will act as a gateway for amateur players to make their way to Capcom’s premier professional esports league, Street Fighter League: Pro-JP (“SFL: Pro-JP,” below), which features the popular *Street Fighter* series of games.

Capcom views esports as the future of sports, where anyone can compete regardless of age, gender or physical differences, and is working to ensure esports’ long-term future by firmly establishing its place in society as a new form of entertainment. As a first step, Capcom will focus on expanding opportunities for professional athletes to shine while working to discover beginner and amateur athletes, all with the aim of developing the domestic esports market and growing the number of participants.

The three competitions announced will work as part of Capcom’s efforts to build a gateway for beginner and amateur athletes to work their way into professional leagues. The Arcade League will be held at amusement centers throughout Japan, while the College League will be for students, with both leagues featuring tournament play via 3-on-3 team battles. Additionally, both the winning teams of each tournament and the top-ranked players of the Rookie’s Caravan 2019 will advance to Street Fighter League: Tryout. There, they will be eligible to be drafted by team leaders from the SFL: Pro-JP, with the possibility of winning a spot on a pro team.

Capcom is committed to promoting industry development through building an environment where esports fans and competitors alike can enjoy the thrill of competition, while establishing systems to further expand Japanese esports within the rapidly growing esports market.

■ League Summary

	Arcade League	College League
1. Event Name	Street Fighter League: Arcade 2019 powered by Taito	Street Fighter League: College-JP 2019
2. Dates	<ul style="list-style-type: none"> • Preliminaries: Saturday, May 25 - Sunday, July 21 2019 • Finals: Sunday, July 28 2019 10 AM-12 PM (last-chance preliminary) 1 PM-7 PM (championships, 2 teams) 	Saturday, June 15, 2019
3. Venue	Preliminaries: At 30 arcades located throughout Japan Finals: Greater Tokyo Area	Online Tournament
4. Format	3-on-3 team battle Single-elimination tournament	3-on-3 team battle Double-elimination tournament
5. Qualifications	Players aged 13 years and older	<ul style="list-style-type: none"> • College/university, graduate school, vocational school or technical college students • Number of possible participants is unlimited
6. Broadcast	https://www.twitch.tv/capcomfighters_jp *Finals planned for broadcast	https://www.twitch.tv/capcomfighters_jp
7. Notes	Organizer: Taito Corporation	Organizer: JAPAN e-Sports Communications LLC. Co-organizer: JeSF

*The details concerning events contained in this release are subject to change without notice.



■ “Road to Street Fighter League: Pro-JP” Chart



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