

Press Release

Capcom Co., Ltd.  
NAMCO BANDAI Games Inc.

## A New Chapter in Fighting Game History! New Titles Featuring “Street Fighter” and “TEKKEN” in the Works from Capcom and NAMCO BANDAI Games!

Capcom Co., Ltd. (Capcom) and NAMCO BANDAI Games Inc. (NBGI) are pleased to announce that development is underway on two brand new fighting games, one to be developed by each company, which features characters from both companies’ flagship fighting franchises, “Street Fighter” and “TEKKEN”.

“Street Fighter X TEKKEN”, to be developed by Capcom, will feature “TEKKEN” characters making their debut in the “Street Fighter” world (tentatively planned for PlayStation®3 and Xbox 360®). Meanwhile, NBGI’s “TEKKEN X Street Fighter” will feature “Street Fighter” characters bringing the fight to the “TEKKEN” world (platform TBA).

This collaboration is one fighting games fans have been dreaming of.

### “Street Fighter IV” Series Producer Yoshinori Ono, Capcom

“This is history we’re making. Two fighting games that have rivaled each other are finally standing on the same stage. This isn’t just a showdown between “TEKKEN” and “Street Fighter”, but a decisive battle for Capcom and NBGI, so I’m going to give it my all”.

### “TEKKEN” Series Director Katsuhiro Harada, Namco Bandai

“The ultimate dream match-up is about to be realized. With this astonishing collaboration, a new chapter in fighting game history begins. The “Street Fighter” and “TEKKEN” development teams have a great relationship. However, I see this new project not as a collaboration, but as a competition of the century between two legendary fighting game franchises”.

### Product Details

#### “Street Fighter X TEKKEN” (Produced by Capcom):

“Street Fighter” is best known for its well-polished 2D game play, and “Street Fighter IV” is an exemplary addition to the series. And now, based on the “Street Fighter IV” engine, the “TEKKEN” characters will be stepping into the ring to fight. Featuring two on two “Tag Team Fighting”, and together with Battle and Training Modes, this title will push the series beyond its limits.

Genre: Fighting

Platforms: PlayStation®3 Xbox 360®

Release Date: TBA

Copyright: ©CAPCOM U.S.A., INC. ALL RIGHTS RESERVED. TEKKEN® & ©NAMCO BANDAI Games Inc.



Screenshot of “Street Fighter X TEKKEN”, Produced by Capcom

Information regarding “TEKKEN X Street Fighter”, to be produced by NBGI, will be available on the NBGI official website in the upcoming days.

**About the “Street Fighter” Series:**

Originally developed in 1987 as an arcade title, the release of “Street Fighter II” on the Super Nintendo Entertainment System smashed records and established its legacy as the premier fighting game. The series has sold 29 million copies (as of June 2010) and continues to be loved worldwide as one of Capcom’s flagship titles.

**About the “TEKKEN” Series:**

“TEKKEN” debuted in the arcades in 1994, and subsequent sales on home consoles for the series have reached 39 million copies sold. Within Japan, the series has expanded its horizons with releases for the cell phone market as well as Pachislo machines.

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

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

Information contained in a press release is current up to the date of publication. After publication, the contents may change without prior notice.

In reporting or reproducing the content of this press release, please retain the proper usage of copyright symbols © and ® where applicable.