

Contact:  
Alicia Kim  
Arne Cual-Pedroso  
408.774.0500



**CAPCOM® PACKS A PUNCH WITH *STREET FIGHTER® ALPHA ANTHOLOGY*  
FOR THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM**

*-Five Prized Fighters United for First Time-*

E<sup>3</sup>, LOS ANGELES – May 10, 2006 — Capcom today showcased *Street Fighter® Alpha Anthology* for the PlayStation®2 computer entertainment system, a monumental compilation of the *Street Fighter® Alpha* series. The collection features direct conversions of *Street Fighter® Alpha*, *Street Fighter® Alpha 2*, *Street Fighter® Alpha 2 Gold* and *Street Fighter® Alpha 3* which have never before been available together in one package. As an added bonus, the “pint-sized” *Super Gem Fighter Mini Mix* (also released on consoles as *Pocket Fighter®*), is included which brings the total to five action packed games on one disc. *Street Fighter Alpha Anthology* is scheduled for release throughout North America in June 2006. To date, the *Street Fighter* franchise has sold more than 27 million units worldwide.

All titles in the collection feature three core gameplay options. Arcade mode pits competitors against a series of CPU controlled opponents in order to beat the game. Versus mode allows two players to choose among the cast of characters for intense head-to-head battles. Fighters can practice special moves and combos to hone their skills in the training mode. Additionally, all four Alpha titles feature survival mode as well as a dramatic battle mode which allows 2-on-1 tag team matches.

*Street Fighter Alpha* brings together a cast of 13 characters from the collective *Street Fighter* universe. The series’ inaugural title introduces super combos and alpha counters to add a new dimension to fighting. *Street Fighter Alpha 2* ups the ante with 18 fighters and several new options including high and low Alpha counters as well as more moves and combos for each character. In addition, the second title launches the Custom Combo system which lets players use up a super meter to perform devastating multi-hit combos. *Street Fighter Alpha 2 Gold* is an enhanced version of the previous game featuring different versions of some of the characters. The most robust entry, *Street Fighter Alpha 3*, includes an unprecedented 25 characters and offers players the choice of three “isms” fighting styles made popular in previous *Street Fighter* games. *Super Gem Fighter Mini Mix* rounds out the anthology with miniature versions of popular Capcom fighters in fierce battles. Combatants vie to collect power-up gems as they perform an array of special attacks and powerful combos.

Capcom is a leading worldwide developer, publisher and distributor of interactive entertainment. Founded in 1983, the company has created world renowned franchises including *Resident Evil*, *Street Fighter*, *Mega Man*, *Viewtiful Joe*, *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 *Street Fighter*, Capcom and its products can be found on the company’s web site at [www.capcom.com](http://www.capcom.com) or [www.capcom.com/streetfighter/](http://www.capcom.com/streetfighter/).

###

Capcom, Mega Man, Resident Evil, Onimusha, Devil May Cry and Viewtiful Joe are registered trademarks or trademarks of Capcom Co., Ltd., in the U.S. or other countries. Street Fighter is a registered trademark of Capcom U.S.A., Inc. “PlayStation” and the “PS” Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. All other marks are the property of their respective owners.