



NINTENDO SIGNS DISTRIBUTION DEAL WITH CAPCOM FOR SUPER STREET FIGHTER IV 3D EDITION IN EUROPE

26th January, 2011 – Nintendo and Capcom® which is a leading worldwide developer and publisher of video games today confirmed that they have entered into a distribution agreement for the forthcoming game *Super Street Fighter™ IV 3D Edition* to be made available on the new handheld system - Nintendo 3DS which allows 3D gaming without the need for special glasses. Under the terms of the agreement Nintendo will be responsible for the sales, marketing and distribution of the game throughout European territories & Australia, with Capcom remaining as publisher. Capcom will remain as the distributor in the Middle East. Super Street Fighter IV 3D Edition will be part of the stunning launch window line up for the Nintendo 3DS when the system launches across Europe on 25th March 2011.

The ultimate version of *Street Fighter™* makes its seamless transition to the Nintendo 3DS with Super Street Fighter IV 3D Edition. The console experience is now in the palm of your hand with rich new features that utilise the capabilities of the Nintendo 3DS to its fullest.

Packed with 35 playable characters, bonus stages and cinematic Ultra combos, Super Street Fighter IV 3D Edition expands the action by allowing you to fight your friends around the world using the Nintendo Wi-Fi Connection service.

New to the franchise is the Figurine Mode, which utilises the StreetPass feature of the Nintendo 3DS system, to add a collectible meta-game, and the 3D over-the-shoulder camera option that takes fighting to new depths. For those new to the series, a simple mode has been added allowing players to pull off challenging moves with a single touch of the screen.

About Nintendo:

The worldwide pioneer in the creation of interactive entertainment, Nintendo Co., Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its Wii™ home console and Nintendo DS™ family of portable systems. Since 1983, when it launched the Nintendo Entertainment System™, Nintendo has sold more than 3.5 billion video games and more than 577 million hardware units globally, including the current-generation Wii, Nintendo DS, Nintendo DSi™ and Nintendo DSi™ XL, as well as the Game Boy™, Game Boy Advance, Super NES™, Nintendo 64™ and Nintendo GameCube™ systems. It has also created industry icons that have become well-known, household names such as

Mario™, Donkey Kong™, Metroid™, Zelda™ and Pokémon™. A wholly owned subsidiary, Nintendo of Europe, based in Grossostheim, Germany, was established in 1990 and serves as headquarters for Nintendo's operations in Europe.

About Capcom:

Capcom is a leading worldwide developer, publisher and distributor of interactive entertainment for game consoles, PCs, handheld and wireless devices. Founded in 1983, the company has created hundreds of games, including best-selling franchises *Resident Evil*, *Street Fighter*, *Mega Man* and *Devil May Cry*. Capcom maintains operations in the U.S., U.K., Germany, France, Tokyo, Korea and Hong Kong, with corporate headquarters located in Osaka, Japan. More information about Capcom can be found on the company web site, www.capcom.com.