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Hadouken!

[First 'Super Street Fighter II Turbo HD Remix' Screenshot!](#)

The game will most likely hit PSN and XBLA this fall, as promised

What do you know? [Capcom](#) hasn't forgotten about Street Fighter fans and delivered the first actual screenshot taken from Super [Street Fighter](#) II Turbo HD Remix (left - click to enlarge). The developer says that "this is what it will look like (if you paused the game and took out the background)," as 1UP posts. What's even better, though, is that it will run at 1080p. A couple of months ago, when the site mentioned the reviewed game, Capcom confirmed online play, a training mode, voice chat, rankings/leaderboards, different matchmaking options, and stat tracking, for Super Street Fighter II Turbo HD Remix. The game was slated for a fall release, because of timing differences between the download schedules for PS3 and 360, via PSN and XBLA. Although it is certain now that the two versions will not be available for download for the two services on the same day, Capcom's senior director of strategic planning and research, [Christian Svensson](#), assured then that they "will be coordinating such that they are within a week of each other." Further more, when the site asked whether all development was underway over at Backbone, Christian Svensson replied: "The programming and the project management is all being handled by Backbone, but there are multiple people working on this project. As I mentioned [in my speech earlier], Udon Comics is handling the majority of the art tasks as far as root creating all the art. Backbone will be pulling it all together, and making it all work." We hope everything comes together and that Super Street Fighter II Turbo HD Remix does hit PSN and XBLA this fall. Although I'm a dedicated [Mortal Kombat](#) fan, I can't not give it up for the Street Fighter series. It was right next to the MK II machine I used to play in the arcade. I practically learned how to play it just by watching it in between my MK II rounds. Those were the days...