

7 December 2007

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Returning favourite,
Ryu
1up.com

[First Street Fighter IV Screenshot and Solid Details](#)

The traditional six-button control scheme is making a return

Today is the day when tens of thousands of [Street Fighter](#) fans get a glimpse at the first [Street Fighter IV](#) details and screenshot. Yes, screenshot, not screenshot"s" and don't whine about it 'cause it's more than enough to give you happy dreams, once you add the visual information to the features below. First of all, since I'm sure everyone in love with the series is dying to know whether control has changed or stayed the same, Capcom confirms that the traditional six-button control scheme is making a return, with a host of new special moves and features integrated into the input system. However, if you were hoping to find out what playable characters will be available in Street Fighter IV, I'm afraid you'll be disappointed. The Japanese developer makes a rather limited mentioning of characters, as Ryu, Ken, Chun-Li, and Dhalsim are the only returning favourites confirmed for now. Don't worry, I'm sure that every character available in Super Street Fighter II Turbo HD Remix will also be available in Street fighter IV. So Guile, T. Hawk (and why not even Akuma?) pretty much sound like SF IV material too. Plus, what are they going to do, forget about other favourite characters such as Blanka and Vega? Not likely. On the visual side, characters and environments are rendered in stylized 3D computer graphics (CG), according to Capcom, while the game is played in the classic Street Fighter 2D perspective with additional 3D camera flourishes, something that most fans were hoping for. Really now, Street Fighter in 3D just doesn't make sense. 2D fighting games will rule for eternity if you ask me. Back to the control scheme, mixing tried-and-true classic moves and techniques will be available with new gameplay systems, and if this is not enough to get you scratching your eyes until the game is finally released, check out them basic features below:

Features: - 2D/3D fighting environments - Classic Street Fighter characters re-imagined for a new generation of gamers - New special moves that go beyond any Street Fighter fan's wildest imagination - Amazing locations never seen before in a Street Fighter game - New gameplay elements provide new challenges for both newcomers and the most seasoned Street Fighter pro. Capcom has also failed in mentioning exactly what platform(s) they're developing the game for, but we're going to find out soon enough, I'm sure. The first SF IV screenshot is available courtesy of 1UP.com