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On the street again

[Street Fighter IV Has Anime Sequences and Features New Boss Seth](#)

New final boss detailed

Captivate, an event held in Las Vegas, is an excellent occasion for [Capcom](#) to reveal details about its upcoming game releases. Both Resident Evil 5 and Street Fighter IV were on show, and it appears that the fighting game from Capcom is getting a new final boss that might even be playable. Even if Mr. Bison, the original villain of the series, makes a comeback, Street Fighter IV will feature a new and mysterious figure as the final boss. Yoshinori Ono, who is the lead producer of the game, says the "Seth is indeed a new character and a boss. Seth is a really interesting character because he has connections to some other important characters in Street Fighter IV." Ono would not further elaborate on those connections, but long time fans of the Street Fighter games believe that he is somehow enhanced, a thing that Ono seems to have confirmed by saying he has an "expressionless face and a strange skin color [and] [...] some sort of device embedded in his stomach." The story of the new game, including details on the new playable characters, like Rufus or El Fuerte, will be offered to the player through some pretty elaborate anime sequences done by a team with experience in anime creation. Using anime will help keep the game consistent, as the style will be integrated with the overall cell shaded look of [Street Fighter IV](#). The arcade version of the title, scheduled to debut in Japan during the summer season, will offer just glimpses of the overall plot of the game. The console and PC versions, which will come in later, probably sometime during fall, are set to present the full picture of the events in the game. So go get your old copies of Street Fighter games out, re-learn your combos, prepare your best moves and patiently await a release date for [Street Fighter IV](#).