

STREET FIGHTER'
STAFF

PLANNER

HYPER MICKEY



SOFTWARE DESIGN

KOJI "YOSHILIN" YOSHIDA

◦ KOJI "CUTY" UYAMA



SOFTWARE DESIGN

HARUNOBU "IMG" IHAGANA

HISASHI "KURARIN" KURAHOTO



SOFTWARE DESIGN

HIROKI "CHUN" BANDO

MITSUTOSHI "MIT" GOTOH



SOUND SOFTWARE DESIGN

YOSHIHIRO "DYABUN" SAKAGUCHI

YASUSHI "IKEBOMB" IKEDA



MUSIC DESIGN

MARI YAMAGUCHI

ISAO "DYAJI" ABE



The background of the title screen is a vibrant, pixelated illustration of a harbor scene. In the foreground, a large, light-colored ship is docked at a pier. The pier is made of large, square tiles. On the right side of the pier, two characters are standing: a woman in a blue and white outfit (Chun-Li) and a man in a red gi (Ryu). In the background, several other characters are visible on the ship and on the pier. The sky is a mix of yellow and orange, suggesting a sunset or sunrise. The overall style is characteristic of the Street Fighter II era.

SOUND EFFECT DESIGN

TATSUYA "ANIE" NISHIMURA

TADASHI "ELP" JOUKAGI



OBJECT DESIGN

HISAO "SAKUSAN" SAKURAI

KAIJIN PE-PE-PE

SCROLL DESIGN

SHIZUYO "IZZY" UKAI

CHIE "TANOO" NISHIDA



TECHNICAL DESIGN

NOBUHIRO "ROB" TAKAGAKI

YASUNOBU "PLANET" KASUYA

TAKATO MATSUHARA



MARKET DESIGN

HASAO "TEKESAN" TAKEUCHI

YOSHIRO "SINGLE" SUZUKI

NOBUYUKI "KON" KONDOH



MARKET DESIGN

HIDEAKI AZUMA

KEC

HIROTADA "BAGO" HASHIMOTO



VERY SPECIAL THANKS

TADASHI "BREATH" SANZEN

HANASHI

MASAYUKI "IMO" AKAHORI

PROFESSOR F

MIZUSHIMA YA.

SPECIAL THANKS

SHIN

RYO MIYAZAKI

NORIKO "COZY" AIBA

PUKUCH

PC TOMPON

HYPER BENGIE

HAMATEN "UCKEY" SARUJIMA

KEY MOUNTAIN

Produced by

CAPCOM Co., Ltd.

Presented by

NEC Home Electronics, Ltd.