

FACT SHEET



JUNE UPDATE – “A SHADOW FALLS”

The *Street Fighter V* cinematic story expansion is titled “A Shadow Falls” and will be released in late June as free DLC to all players. The story is divided into five chapters and takes place between *Street Fighter IV* and *Street Fighter III*, bridging the events that happen in between the two stories. As the story unfolds, players will enter battles using each of the core 16 characters, in addition to the 6 (released and unreleased) DLC characters, each with their own unique contribution to the epic clash. “A Shadow Falls” marks the first time in franchise history that consumers will be able to play through this type of cinematic experience in a *Street Fighter* game.

“A Shadow Falls,” depicts the ultimate battle between the evil Shadaloo organization and the heroic World Warriors who rise up against them. Seven “Black Moons” are deployed by Shadaloo, granting M. Bison unimaginable power and enveloping the earth in total darkness. Seeing the moons mysteriously appear in the sky, Ryu, Ken, and Chun-Li embark on an epic journey around the world to retrieve fragment pieces that are the key to stopping the “Black Moons” before it’s too late. Along the way, they encounter the rest of the World Warriors, each of whom have their own agendas and motivations in mind. The final battle between good and evil begins now... who will RISE UP?

JUNE UPDATE – NEW FEATURES

- “A Shadow Falls”
 - First ever cinematic story experience for a *Street Fighter* game, featuring high-resolution visuals using in-game character models and English and Japanese voice-over.
 - Enter battles using each of the core 16 characters, in addition to the 6 (released and unreleased) DLC characters.
 - 5 story chapters and approximately 4 hours of cinematic story content that includes player-controlled battles.
 - 2 difficulty levels – play through the story on Normal mode and then unlock a more challenging Extra mode. Players will earn Fight Money for completing the story in both Normal mode and Extra mode.
 - Special cameo appearances from other popular characters from the *Street Fighter* universe.
- **Ibuki** – the next character to be added to the SFV roster, Ibuki is a very tricky, technical character with loads of new ninjutsu tricks up her sleeve. Ibuki is a mobile character with various target combos, but now she has even more ways to mix-up the opponent with the ability to glide through the air and toss out ninja bombs, making it very difficult to predict where she will land and where her next attack will come from.
- **In-game Currency Shop** – The in-game store will be upgraded with the PlayStation Store and Steam real money purchase options as part of the June update. For players who want to purchase content like new characters, stages and costumes outright without Fight Money, the process will be familiar with purchases happening through the established first party infrastructures.
- **Additional Content** – Look for even more new content in the June update, including new stages, the premium Battle Costumes for purchase, and a few special surprises!

Genre: Fighting

Platforms: PS4, PC

of Players: 1-2

Release Date: Late June
2016

Pricing: FREE

Rating: T for “Teen”

Publisher: Capcom

