

NO OTHER PLACE FOR A STREET FIGHTING MAN

SUPER STREET FIGHTER II TURBO HD REMIX



FORMAT REVIEWED

PlayStation 3 (PSN)

OTHER FORMATS

Xbox 360 (XBLA)

PUBLISHER

Capcom

DEVELOPER

Backbone Entertainment

REVIEWED BY

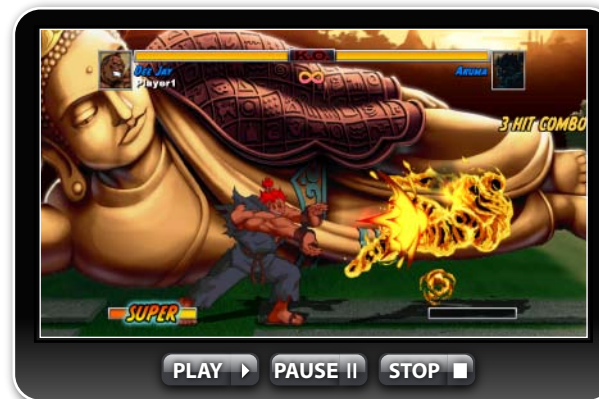
Simeon Paskell

This reviewer has bought almost as many iterations of *Street Fighter II* as there are words in the title of this latest version, with seemingly the smallest of tweaks being enough to warrant a repurchase. Capcom have managed to find a happy synergy between a hugely marketable title and a rabid fanbase, so it should come as no surprise that they have seen fit to capitalise on the series with *Super Street Fighter II Turbo HD Remix* (or *HD Remix* - let's shorten it for the purpose of this review shall we?!). Arriving on PSN and Xbox LIVE Arcade after a lengthy development and not, it has to be said, at the most opportune of moments (with the eagerly awaited *Street Fighter IV* looming large), *HD Remix* treads a fine line. Is it just a stopgap before the main course of *Street Fighter IV*, or does it stand on its own merits? As it turns out, it's a little bit of both.

Ken, Ryu, Guile... the cast of *Street Fighter II* games are about as iconic as videogame characters get (aside from a certain moustachioed plumber and blue hedgehog obviously!) and *HD Remix*'s gameplay is equally recognisable. Easily summed up as *Super Street Fighter II Turbo* with redrawn, high definition visuals, an online mode and a few gameplay tweaks, *HD Remix* will hardly break new ground. It's fortunate then, that *Street Fighter II*'s reputation as a classic is so well founded, and that busting out dragon punches, spinning bird kicks and hundred hand slaps remains as enthralling today as it did the first time you put a 10p in the cabinet.

The work that Backbone Entertainment has done in sprucing up an aging title is exemplary. Sprites have been lovingly redrawn, colours refreshed, and a handful of particle and shimmer effects help bring the game world to life. Importantly the feel of the original has not been lost, and in this it's clear that *HD Remix* has been made by a developer with a genuine love of the series. Some may level criticism at the characterisation of some of the characters, but this is down to personal taste. For us, this is the best that *Street Fighter II* has ever looked, and Backbone and Capcom should be applauded.

Once you've soaked up the visuals, the next big addition is the online set up. Fighting games are notoriously difficult to implement in this area due to the lighting fast reactions and split-second timing that separates winners from losers. With this in mind, we're happy to report that of the online games we played, 90% were absolutely lag free, with the remaining 10% generally being at least playable. Finding an opponent is a doddle and although the ranking system on the PS3 version wasn't up and running at the time of this review, the pleasure to be gained from watching your win tally rise is surely enough to keep many gamers coming back for more. *Street Fighter* is one of those games that everyone thinks



they're pretty good at, but with the whole world waiting to take you on, now is the time to put your hadouken where (your opponents) mouth is!

HD Remix is a testament to the benefits downloadable content has brought to videogaming. A title that in all probability wouldn't have been released as a full retail game, it is nevertheless a *Street Fighter II* fan's wet-dream. Visually striking, a joy to play and wonderfully executed, it is a well conceived and successful refresh of the original. The only dark cloud is the simple fact its reign will be short-lived, as in all likelihood it will soon be discarded once *Street Fighter IV* arrives. Until then, download this great budget release and bask in the reinvigorated glory of one of gaming's true classics.

VERDICT ★★★★★

