# Capcom and Samsung revive retro fighting games with a modern competitive twist in London



In a remarkable melding of nostalgia and modernity, the recent collaboration between tech giants Capcom and Samsung has rekindled the competitive spirit of retro gaming at their event held in London. Central to this initiative is the universal affection for classic gaming, which transcends generations, allowing both seasoned gamers and newcomers to celebrate the roots of the industry. This resurgence was notably experienced at Samsung KX, where the ambience echoed with the vibrant memories of iconic classics and the welcoming embrace of their modern counterparts.

Fighting games, a cornerstone of this nostalgic wave, have a storied history that dates back to the arcades of the 1970s and 80s. Capcom's seminal title, Street Fighter, launched in 1987, has played a pivotal role in the evolution of competitive gaming. With the release of Capcom Fighting Collection 2—including beloved titles from between 1998 and 2004—gamers were not only able to revisit their childhood favourites but also engage actively in competitions that celebrate these games' enduring appeal. As Rich "The Dragon," Community & Esports Manager for Capcom Europe, aptly articulated, the opportunity to rekindle those familiar experiences without the hassle of outdated technology is invaluable.

Content creator KiKi echoed this sentiment, sharing how the visual style of these retro games invokes a sense of warmth and nostalgia. “It reminds me of when you were young,” she noted, illustrating the emotional tie that many attendees felt while re-engaging with titles that shaped their formative years. This emotional connectivity was further amplified through a series of friendly matches, reflecting the essence of competition without the pressures typically associated with it. In Rich’s view, this laid-back atmosphere fosters community and brings gamers together in a spirit of shared enjoyment.

Additionally, the event featured a sneak peek at the remastered Onimusha 2: Samurai’s Destiny, which exemplifies Capcom's commitment to adapting classic titles for today's gaming landscape. By breathing new life into these beloved games, Capcom is not only appealing to nostalgia but also positioning these titles for a reinvigorated competitive environment. The growing interest in retro gaming has parallels with other facets of the esports industry, where classic games continue to gain traction in major tournaments such as EVO. Analysts have observed that the inclusion of older titles in competitive line-ups resonates deeply with audiences, serving both as a tribute to gaming history and a means of engaging a diverse player base.

In the industry at large, Capcom's efforts to reintroduce classic fighting games through compilations and remasters have been met with enthusiasm. The company's new releases, including Marvel vs. Capcom Fighting Collection and the recently launched Capcom Fighting Collection 2, aim to draw in both new players and established veterans, thereby expanding the community around these iconic games. Events like the upcoming EVO 2025, where classic titles are set to feature prominently, are indicative of this revitalisation. These competitions not only offer familiar experiences but also invest in the future of retro gaming by giving longstanding fans a platform to showcase their skills.

Beyond mere competition, the community aspect of gaming was at the forefront of the Capcom x Samsung event. Participants had the chance to forge connections and share stories of past gaming experiences, reinforcing the notion that gaming is as much about community as it is about competition. Kiki remarked on the importance of this communal spirit, highlighting how crucial it is for gamers to connect with one another, thus solidifying a collective nostalgia that binds generations together.

In conclusion, the Capcom and Samsung collaboration exemplifies how the gaming industry is not only celebrating its illustrious past but also harnessing it to build a vibrant, inclusive future. The revival of interest in retro gaming, particularly through the lens of competitive play, promises to keep the spirit of these classic games alive, ensuring that they continue to inspire and entertain for years to come.

### Reference Map

1. Lead article information about the Capcom x Samsung event at Samsung KX.
2. Background on Capcom's new releases and their goals in reviving retro fighting games.
3. Details about the remastered Onimusha and the broader retro gaming landscape.
4. Insights into Capcom’s strategy for integrating classic games into modern platforms.
5. Overview of the resurgence of retro gaming in competitive esports.
6. Information on major tournaments like EVO highlighting classic titles.
7. Commentary on the importance of community in gaming culture.

Source: [Noah Wire Services](https://www.noahwire.com)

## Bibliography

1. <https://esports-news.co.uk/2025/05/22/retro-nostalgia-keeping-the-competitive-spirit-alive-at-londons-capcom-x-samsung/> - Please view link - unable to able to access data
2. <https://as.com/meristation/reportajes/capcom-regresa-al-ruedo-retro-con-unos-recopilatorios-que-buscan-reconquistar-los-torneos-mundiales-r/> - Capcom has released two new compilations: Marvel vs. Capcom Fighting Collection: Arcade Classics and Capcom Fighting Collection 2, aiming to reintroduce retro fighting games to modern platforms and tournaments. These collections include titles like Capcom vs. SNK 2: Mark of the Millennium 2001, designed to attract both new and veteran players. Professionals like Alex Jebailey, founder of CEO Gaming, express enthusiasm for these collections, anticipating increased exposure and participation in global events like CEO and EVO. Commentators highlight the potential to revitalize and expand the retro fighting game community.
3. <https://www.eventhubs.com/news/2025/jan/08/capcom-bandai-namco-handheld-console/> - At CES 2025, Capcom and Bandai Namco unveiled the Gamestation Retro systems, combining over 200 classic games from both publishers into new handheld and console devices. These systems feature titles such as Street Fighter 2, Mega Man, Final Fight, 1942, Pac-Man, Galaga, Pole Position, Dig Dug, Bionic Commando, and Strider. The collection aims to bring retro gaming to modern audiences, with devices like the Gamestation Retro Go handheld priced at $200, the arcade cab at $300, and the console at $150, all slated for release in the third quarter of 2025.
4. <https://www.xda-developers.com/capcom-hints-retro-fighting-games-modern-consoles/> - Capcom has expressed interest in bringing more retro fighting games to modern consoles. In an interview with Famitsu, Shuhei Matsumoto, series producer for Street Fighter and Capcom Fighting Collection, mentioned the company's desire to provide an environment where players can enjoy classic titles on current hardware. Capcom Fighting Collection 2, set to release on May 16, 2025, includes games like Capcom vs. SNK 2: Mark of the Millennium 2001, Capcom Fighting Evolution, Street Fighter Alpha 3 Upper, Power Stone, Power Stone 2, Project Justice, and Plasma Sword: Nightmare of Bilstein.
5. <https://retroarcade.com/2024/03/06/future-retro-esports/> - Retro gaming has seen a resurgence in esports, with classic titles from the 70s, 80s, and 90s gaining popularity in competitive tournaments. The nostalgia associated with these games fuels interest among gamers who grew up with them. Major events like EVO feature classic titles such as Street Fighter II and Super Smash Bros. Melee alongside newer games, showcasing the enduring appeal of retro games in the competitive gaming scene.
6. <https://www.gematsu.com/2025/02/evo-awards-2025-run-of-show-announced-publisher-announcements-teased> - The EVO Awards 2025 event, scheduled for August 1-3, will feature Capcom promoting the upcoming Capcom Fighting Collection 2. Attendees can expect a sneak preview of arcade classics included in the collection, such as Project Justice, Power Stone 2, and Capcom vs. SNK 2. The event will also showcase world premiere announcements from other publishers, including SNK's Fatal Fury: City of the Wolves, with a demo available on-site.
7. <https://www.archyde.com/evo-adds-20-year-old-classic-to-2025-line-up/> - EVO 2025 has expanded its lineup to include classic titles like Capcom vs. SNK 2, Guilty Gear Xrd Rev 2, and Samurai Shodown. This inclusion allows attendees to relive these iconic games and witness skilled players demonstrate their mastery over timeless mechanics. The presence of these classics alongside newer games showcases EVO's commitment to honoring the roots of the fighting game genre and acknowledging the profound impact these games have had on the evolution of competitive gaming.