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UE4-POWERED TEKKEN 7 ANNOUNCED AT EVO 2014

Dana Cowley on July 14, 2014 | [Community](#) , [News](#)

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During yesterday's Evolution Championship Series (EVO) fighting game tournament in Las Vegas, Bandai Namco announced TEKKEN 7, the latest installment of the venerable franchise, powered by Unreal Engine 4.

"The power and flexibility means that we can focus our efforts on making TEKKEN 7 the best possible game without worrying about spending time creating a stand-alone graphic engine," said Katsuhiro Harada, TEKKEN series Executive Producer and Game Director at Bandai Namco. "With Unreal Engine 4, we could rapidly achieve visual quality expected on next-gen platform and go beyond it. Not only is Unreal Engine 4 powerful and easy to use, but it allows us to immediately bring TEKKEN 7 to any platform we desire."

TEKKEN 7 took center stage at EVO, bringing the competition to a halt with a sizzling trailer hinting towards the ambitious technical feats that Unreal Engine 4 will make possible for Harada-san and the TEKKEN development team. Working closely with Epic Games Japan and leveraging the might of UE4, these developers are fueling the next generation of fighting games.



“The TEKKEN franchise is beloved, and we couldn’t be more excited to be working with the talented team at Bandai Namco,” said Taka Kawasaki, Studio Head at Epic Games Japan. “This marriage is perfect – the most powerful engine in gaming along with one of the most enduring brands in fighting games. We have no doubt that these forces coming together will yield fantastic results.”

TEKKEN 7 joins a long line of games that have been announced recently and shown to be powered by Unreal Engine 4. Crackdown, EVE: Valkyrie, Fable Legends and many others round out the rapidly growing list of games using the engine. Developed by Epic Games, the Unreal Engine is known for its cutting-edge graphics technology, world-class toolset and scalability across PC, console and mobile platforms. Since its public launch as a \$19 per month subscription-based service at the 2014 Game Developers Conference (GDC), Unreal Engine 4 has been evolving at a rapid pace. Development of the engine has been driven further by feedback from the community and numerous updates from Epic’s team of world-class engineers.

To keep up with TEKKEN, follow [@Harada_TEKKEN](#) and visit [facebook.com/tekken](#). You’re welcome to chat about the amazing new TEKKEN and its development with us [here](#) in the forums!

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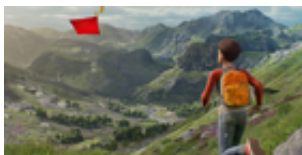
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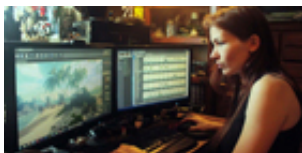
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