Street Fighter Five Character Select Map

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Characters are listed from left to right; if your starting character hasn’t been changed, your default starting spot will be Ryu, with the exception of player 2 in offline modes starting on Ken. Note that there are two rows that wrap around if you get to the end; if you go to the right from Seth (the last character on the top row, your selection will wrap around to Gill, the first character on the top row. Please also note that the Random button is cycled through on both the top and buttom rows, but you will not change rows when navigating across it.  
  
Top row, from left to right:  
  
Gill, Kage, Falke, Menat, Akuma, Alex, Rashid, R. Mika, Chun-Li, Ryu, Random, Ken, Cammy, Vega, Necalli, Guile, Colleen, Zeku, Cody, Poison, Seth  
  
Bottom row, from left to right:  
Honda, Gee, Sakura, Ed, Juri, Ibuki, Laura, Zangief, Kareen, Nash, Random, Bison, Birdie, Dhalsim, Fang, Balrog, Urien, Abigail, Blanka, Sagat, Lucia  
  
A few randomly chosen references to help find your bearing: Gill is immediately above Honda. Akuma is immediately above Juri. Chun is immediately above Kareen. Cammy is immediately above Birdie. Guile is immediately above Balrog. Cody is immediately above Blanka.

After selecting a character, a second menu will pop up with three selections (top to bottom list): Costume, Color, and V-Comment. Default costume, color 1, and Auto V-comment are the default selections, and the cursor begins on Costume. These selections do not wrap, and the default is always the leftmost option.

A third menu will pop up and prompt a selection of V-Skill (top) and V-Trigger (bottom). The cursor starts on V-Skill, and these selections do not wrap, making each a left/right toggle. The left option is default, and represents V-skill or V-Trigger 1, with the right being the second choice for each option.

There is a separate favorite Character selection grid, reachable from the Battle Settings menu. Selecting a character on this grid will cause them to be the default selection point for your cursor during all online matches, as well as offline training mode. Each row has 4 characters, and the cursor does wrap to the first character if you press to the right while on the last character of a given row.

First row: Ryu, Ken, Chun-Li, Cammy  
Second Row: Nash, M. Bison, Vega, Birdie

Third Row: Karin, R. Mika, Zangief, Dhalsim  
Fourth row: Rashid, Laura, FANG, Necalli  
Fifth Row: Alex, Guile, Ibuki, Balrog  
Sixth Row: Juri, Urien, Akuma, Kolin  
Seventh Row: Ed, Abigail, Menat, Zeku

Eighth Row: Sakura, Blanka, Falke, Cody  
Ninth Row: G, Sagat, Kage, Poison  
Tenth Row: Honda, Lucia, Gill, Seth

After selecting a character in battle settings, a separate menu will pop up with options from top to bottom for: Costume, Color, V-Comment, V-Skill, and V-Trigger. Default Costume is always the default selection, with color 1, an Auto V-comment (which changes based on who you face), V-Skill 1 and V-trigger one. Note that these selections do not wrap; as a result, the V-Skill and V-Trigger selections can be considered a left/right toggle, with left being V-Skill or V-Trigger 1, and right being 2.