Street Fighter Main Menu Map

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The very first time you start up Street Fighter, you will be prompted to play through a brief tutorial as Ryu. This is covered in a [separate guide](https://docs.google.com/document/d/1o9Fg5Jp5wMj3Rxrbg02OzPRh9MifinbTRvMTdf2NB14/edit?usp=sharing).  
  
Note that some number of popup announcements will be present whenever you start the game; hold the down direction on your controller (or S on a keyboard) until the cursor stops moving to get to the “close” button for each of these, and press light kick (default is X on a playstation controller, A on an xbox controller, and B on a keyboard) to close the announcement. This same button is used for confirming selections in all menus, with medium kick (default is circle on a playstation controller, B on an xbox controller, and N on a keyboard) being the cancel or go back button.   
  
If you press select and hear an additional tone, you have selected the announcements menu, which is asking if you’d like to open an internet browser to view recent announcements. The default selection is “no,” so pressing confirm again will return you to the main menu with your cursor at the default position.

The Street Fighter main menu is set up as three rows of two, followed by three rows of four selections. The default cursor position is in the upper left, on the Announcements selection. Rows are listed from left to right, and do wrap. The announcer will say what you just selected as you choose your selection, but unfortunately you cannot set the narration to occur as you move between options.  
  
First Row: Announcements, Arcade  
Second row: Message Log, Story  
Third row: Options, Versus  
Fourth Row: Gallery, Challenges, Capcom Fighters Network, Battle Lounge  
Fifth Row: Log In, Training, Capcom Fighters Network, Ranked Match  
Sixth Row: Exit, Battle Settings, Shop, Casual Match.

# Training Mode

If you select Training, you will immediately be sent to the stage selection screen as if it were a local versus match, followed by character selection. During character selection, you choose the first character and costume, followed by the second character and costume, followed by the first character’s V-Skill and V-Trigger, followed by the second character’s V-Skill and V-Trigger. Once these selections are complete, you will be loaded into training mode proper; pressing start (or enter, on a keyboard) will bring up the training mode menu. Different pages of the menu can be selected by hitting left bumper or right bumper (defaults on Keyboard are K and comma respectively). It’s my understanding that the training mode menus are readily readable with OCR, so I will stop my instruction here.

# Battle Settings

If you select Battle Settings, the options are, from top to bottom, Favorite Character, Favorite Stage, Random Stage Settings, Battle BGM Settings, Title, Fighter Profile Design, Controller, Command List, and Sponsored Content Settings. This menu does wrap from top to bottom.

Favorite Character and Favorite Stage selection grids for this menu are different than those presented at the start of a match; please see the [Character](https://docs.google.com/document/d/1n4WppR3gBBeziOse8FWavyHBbnripELK-u_f0uN698o/edit?usp=sharing) and [Stage](https://docs.google.com/document/d/1Il3MtJXRDQ2wk2H5SPI7A5-pnY_xHIvE1nB6KZxfC9s/edit?usp=sharing) selection guides I’ve written.

**Fight Request**  
At any time on the main menu, you can press Start to pull up a menu that will enable matchmaking in the background while you play other modes. This menu has five cyclable, non-wrapping subselections and two buttons at the bottom. Please note that I strongly recommend only matchmaking with opponents that have 4-5 bar connections to increase the probability of a good experience. These options are, from top to bottom:  
  
Ranked Match: Default cursor position, cycle to the left for on, to the right for off

Casual Match: cycle to the left for on, to the right for off

Hardware Settings: Cycle to the left for only hardware that matches what you play on, to the right for any hardware

Connection status: cycle to the left to decrease required connection strength, to the right to increase. 4 total options, Lowest option is 2-5 bars, highest is 5 only.

Battle Confirmation: Default is Automatic, can be cycled left to Ask. If set to ask, you will hear “a fight is coming your way” to let you know a match has been found, press start (or enter on a keyboard) followed by light punch to confirm the match. If you ignore the prompt, it disappears after 15 seconds.

The two buttons at the bottom are Battle Settings, which functions as described above, and apply settings, which will apply any changes to this menu you’ve set.

# Battle Lounge Menu and Submenus

The Battle Lounge menu has three options; Create a Lounge, Search for a Lounge, and View Invitations.   
  
Create a Lounge has 13 menu options, consisting of 10 non-wrapping selections that can be cycled left to right, and three buttons at the bottom.

The selections and their subsettings from top to bottom are:  
  
Rounds: Default is three, can cycle left once to one, or right once to five. This is how many rounds a player needs to win in order to win a game.  
  
Time: Default is 99, can cycle to the left once for 60. This is the number of seconds per round.

Victory Settings: Default is first to 1, can be cycle to the right for 2, 3, 5, or 10. This is how many games need to be won by a given player in order to win the match.

Number of players: Default is 8, can be cycled to the left in increments of 1 down to 2. This is how many slots are in the battle lounge; note that you count as one of the players, so if you select 2, there will only be one open slot for an opponent.

Character Select: Default is off, can be cycle to the right for on. If off, players will be forced to play with the character they set as their favorite through battle settings. If on, the character select screen will appear prior to play, just as in versus or training modes.

Hardware Settings: Default is No Preference, can be cycled to the right for PC Only on PC or Playstation Only on Playstation. This allows you to limit who can join based on whether or not they have the same hardware as you.

Private Slots: Default is none, can be cycled to the right for 1-7. This defines how many slots in your battle lounge are open to the public or people who join via a password, as opposed to folks invited from inside the lounge by the lounge host.

Password: Default is None, you can press light kick and type in a password to allow players to join using this password rather than waiting for an invite.

Comment: Default is no comment, you can press light kick to get a list of room comments to cycle through. Two pages of comments are available, and are presented as top to bottom wrapping menus, while pages can be selected using left or right bumper. If there is a sentiment you’d like to convey, please let me know and I’ll add directions to the most analogous option. In this guide.

Connection Restrictions: Default is none, can be cycled to the right for 2-5, 3-5, 4-5, or 5 only options. This limits who can join based on the strength of their connection. I strongly recommend avoiding matches below 4 bars. Please note that this only considers ping, not the packet loss that is inherent to playing on wifi; for the best online experience, make sure you and your opponents are using ethernet cables rather than wifi to connect to the internet.

The bottom three buttons are, from top to bottom: Restore Defaults, Battle Settings, and Create Lounge.

Restore defaults will pop up a notification asking if you want to restore default battle lounge settings. The default selection is no, press left to select yes, and light kick to confirm.

Battle Settings will take you to the standard battle settings page. Press medium kick fro the main Battle Settings submenu to return to the Create Lounge submenu of Battle Lounge, with the cursor still highlighting Battle Settings.  
  
Create Lounge is the bottom button; note that any options that you change prior to creating a lounge remain changed the next time you create a lounge, so if you set your preferred lounge settings once, you can always go into the create menu, press up once, and immediately create the lounge.

Search for a Lounge has seven submenus that filter possible battle lounges based on their creation criteria, and three buttons at the bottom. All selections default with the leftmost selection, so options are listed from left to right.

From top to bottom, the Search for a Lounge menu options are:  
  
Rounds: Default is all, can be set to 1, 3 or 5.

Time: Default is all, can be set to 60 or 99

Victory Settings: Default is All, can be set to 1, 2, 3, 5, or 10

Character Select: Default is no preference, can be set to off or on  
Hardware Settings: Default is no preference, can be set to your hardware type only

Password: Default is not set, can cycle to the right for set

Connection restrictions: Default is All, can be set to no restrictions or restrictions

Restore Defaults: a button with prompts identical to the Create Lounge menu  
Battle Settings: A button that functions as it does in the Create Lounge menu  
Search: Begins searching for lounges that match your criteria

After hitting search, a list of battle lounges will appear listed from most recently created at the top to those created a long time ago at the bottom. The selections include the name of the player who created the lounge, their rank, hardware type, and connection. This will also include a red connection insignia if you do not meet the connection requirements of the lounge. Exiting the search results by pressing medium kick will take you back to the Battle Lounge menu, with Search for a Lounge highlighted.

View Invitations: This is a list of invitations to battle lounges that you’ve received, listed from most recent to furthest in the past. The cursor starts on the most recent invitation. Pressing light kick on an invitation will bring up a prompt listing the time of the invitation and who invited you, asking if you want to join. Yes is selected by default, you can cycle to no by pressing to the right once. If you select no, you will be returned to the Battle Lounge menu, with “view invitations” highlighted. If you select yes, but the lounge cannot be found, you will receive a prompt telling you the lounge could not be found with the only selectable option as “ok.” Pressing light kick will return you to the list of invitations you have received.

Once you are in a lounge, you can leave by pressing medium kick, which pulls up an “are you sure you wish to leave?” message, with yes as the default option and No cycleable by pressing to the right once. Leaving will take you back to the battle lounge submenu, with the last option you used selected.

There are two submenus available in a lounge, summonable by pressing light punch (Square for playstation controllers, X for xbox controllers, G on a keyboard) to get the chat menu, or medium punch (Triangle on PS4 controller, Y on an xbox controller, and H on a keyboard) for the battle lounge submenu.

The chat menu has a large number of responses available across 10 submenus, many of which are unlikely to be helpful. However, the first menu has several responses that may be useful if you aren’t using voice through a separate application. The default selection is “Let’s have a good match.” The second selection from the top (press down once) is “Thanks for the match!” The third selection is “Good game, good game.” The fourth selection is “Goodnight.”

If there is a different sentiment you anticipate wanting readily available, please let me know and I’ll search through the menus for the closest approximation, then add directions to finding it to this guide.

The submenu available from inside a battle lounge includes options (from top to bottom): Invite, Go to Back of Queue, Change Battle Lounge Settings, Reset Win Count, Battle Settings, and Dismantle Battle Lounge. Options only available to the person who created the lounge are: Change Battle Lounge Settings, Reset Win Count, and Dismantle Battle lounge.

The invite menu contains a list of players you have added as favorites through the Capcom Fighters Network menu, as well as the option to invite players by fighter ID by pressing light punch. After pressing light punch, you will be given a line in which to enter a fighter ID (not case sensitive). Press enter/start to move to the confirmation menu, for which the default selection is “yes, I want to invite this person,” then light kick to send the invitation. You will hear a sound if a player joins the lounge.

# **Arcade Mode**

Selecting Arcade mode will prompt you to choose from six options, which each sub-mode covering a different Street Fighter game with its own ending based on the character you play. Please also note that each arcade mode will frequently give you an option of two different opponents for the next match after you finish a given battle. As I understand it, OCR will read the two character options and the point values associated with each, but is inconsistent as to which it reads first. Any additional details on how to choose between the two options that are read would be welcome, and note that if you are against the character with the higher listed point total, you are likely against the more difficult of the two opponents.

The Arcade selections are, from top to bottom:  
  
Street Fighter 1 (Default selection, 4 battles)  
Street Fighter 2 (8 Battles)  
Street Fighter Alpha (10 battles)  
Street Fighter 3 (6 battles)  
Street Fighter 4 (8 battles)  
Street Fighter 5 (10 battles)  
  
Characters available for each arcade mode change based on who was playable in each game. After selecting an arcade mode to play, a submenu will pop up with three selections and a “start game” button at the bottom. These selections are:

Round Settings: Default is 3, can cycle left to 1 or right to 5  
Match Time Settings: Default is 99, can cycle left to 60  
CPU Difficulty: Default is Normal, can cycle left to Easy or Right to Hard.

Start game: Takes you to character selection

Note that CPU difficulty ranges for each mode are roughly:  
  
Easy: 1-3  
Normal: 3-5  
Hard: 5-8

Characters available in each mode (costume and V skill and trigger are selected as usual after character selection). Note that Ryu is always the default selection:  
  
Street Fighter 1, all on a single row: Lucia, Cody, Zeku, Ken, Ryu, Random, Birdie, Balrog, Poison, Abigail, Sagat.

Street Fighter 2, two rows:   
  
Top row: Guile, Blanka, Honda, Ryu, Random, Akuma, Balrog, Sagat

Bottom Row: Dhalsim, Zangief, Chun-Li, Ken, Random, Cammy, Vega, Bison

Note that if you move down once, your cursor will be on Ken in the bottom row  
  
Street Fighter Alpha, two rows:  
  
Top Row: Kage, Cody, Akuma, R. Mika, Chun-Li, Ryu, Random, Ken, Cammy, Vega, Guile, Sagat  
Bottom Row: Honda, Sakura, Zangief, Karin, Nash, Random, Bison, Birdie, Dhalsim, Balrog, Blanka.

If you move down once from Ryu, you will be on Nash.

Also note that the top row has one extra character, with Kage having no character underneath him on the second row. Pressing down with Kage selected does not move the cursor or trigger a sound.

Street Fighter 3: Two rows.

Top row: Poison, Chun-Li, Ryu, Random, Alex, Kolin, Gill  
Bottom row: Akuma, Laura, Ken, Random, Ibuki, Urien.

If you move down once from Ryu, you will be on Ken. Note that GIll has no character underneath him in the second row; pressing down while on Gill will not move the cursor or trigger a sound.

Street Fighter 4: Two rows:  
Top row: Kage, Sakura, Akuma, Chun-Li, Ryu, Random, Ken, Cammy, Vega, Guile, Sagat, Seth  
Bottom Row: Honda, Cody, Juri, Ibuki, Zangief, Random, Bison, Dhalsim, Balrog, Blanka, Poison.

Note that Seth has no character underneath them in the second row; pressing down while on Seth will not move the cursor or trigger a sound.

Street Fighter 5: As the standard character select screen. Ryu is still default, even if you have someone else selected under battle settings.