**Street Fighter V Tutorial Description**

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The first time you play Street Fighter Five, you’ll immediately be pushed into a tutorial. This tutorial begins with a short voiced comic, where Ryu converses with Ken and their collective martial arts master, Gouken. After Ken and Ryu decide to practice, you’re put into the tutorial. Note that the stage for this tutorial is the Forgotten Waterfall, so you will hear running water throughout the tutorial. You will also hear “success” as you complete each part of the tutorial.

You play as Ryu, who begins on the left side.

The first step is moving closer to Ken. Do this by moving your control stick to the right, by pressing D on a keyboard, or pressing to the right on a directional pad.

The second step is jumping over fireballs, thrown by Ken. You will hear four beeps, with the fireball being thrown on the fourth beep. Press up on your control stick or W on a keyboard to jump over the fireball after it is thrown. If you are hit by a fireball, you will be pushed back slightly, creating a small increase in the time between when the fireball is thrown and when it will hit you. Using a forward jump will generally make it easier to jump over the fireball; press up and to the right at the same time to do this.

The third step is to perform a light attack. The tutorial notes that these attacks are fast, and recover quickly. Default buttons for light attack are Square (playstation), X (Xbox) and G (keyboard) for light punch, and X (Playstation), A (Xbox) and B (keyboard for light kick). This attack needs to hit Ken for the tutorial to proceed; move toward Ken by holding to the right, then press one of the light attack buttons to hit him and advance the tutorial.

At this point, a popup appears informing you that when your opponent’s health gauge at the top of the screen reaches zero, you win the battle. Press any button to dismiss this popup and proceed.

The tutorial now wants you to hit Ken with a medium attack. The default buttons for a medium punch are Triangle (playstation), Y (xbox) and H (Keyboard. For a medium kick, use circle (playstation), B (xbox) or N (keyboard). As the tutorial has placed you close to Ken for this section, a medium kick will strike Ken without movement, and a medium punch will connect after a small movement to the right.

The next step is the same, but with a heavy attack instead of medium. For a heavy punch, press right bumper (playstation or Xbox) or J (keyboard). A heavy kick is right trigger (Playstation or xbox), or M on a keyboard. The tutorial has placed you outside of strike range for either attack, so move to the right slowly before punching or kicking to progress the tutorial.

We are now up to the sixth tutorial prompt, which wants you to perform a low attack. You are close to Ken at this point; holding down and pressing any kick button will connect. After hitting Ken, a popup will appear noting that low attacks will hit an opponent who is guarding while standing. Press any button to proceed.

The seventh prompt asks you to perform an attack while jumping. Note that it is possible to attack on the way up or the way down, but not both. Jump a few times without attacking and listen for sound cues indicating jumping and landing. Delay your attack so that it comes out as you’re close to landing in order to hit your opponent. Any punch or kick button can be used to attack out of the air, but the best options are generally heavy punch or any of the kicks. At the range the tutorial places you at, jumping straight up and hitting heavy kick on the way down will hit Ken and progress the tutorial. After hitting Ken, a popup appears letting you know that jumping attacks will hit opponents who are guarding while crouched, and notes that some attacks performed while standing can have similar properties. Press any button to proceed.

The eighth prompt introduces the concept of throwing, which is accomplished by pressing both light attack buttons at the same time while close to your opponent. You will need to move a short distance to the right in order to get in range. After throwing Ken, a popup appears informing you that throws will bypass any guard (standing or crouching while guarding), and you can escape from them by pressing your own throw input as your opponent’s throw attempt connects. Press any button to proceed.

A short cutscene plays, where Ken says that it’s his turn. You will hear the four beeps again indicating that Ken is throwing a fireball; the tutorial wants you to guard against this fireball by holding away from Ken. In this case, that’s holding to the left; do so and the tutorial will proceed.

The tenth prompt now tells you that Ken will be attacking you with a low attack; guard against this by holding down and back at the same time. Ken attacks on the fourth beep, as with the fireball, but you don’t need to carefully time your block. Simply hold to the left and down at the same time and you’ll progress.

The eleventh prompt is similar to the tenth, except now Ken is jump attacking. These must be blocked with a standing guard; hold to the left to block this attack.

After completing this prompt, another short voiced comic plays, with Ryu and Ken discussing how their training is progressing. The training stage then reloads, and Ken tells you he will help you figure out what you’re chasing by training so hard.

This first prompt in the second section of the tutorial wants you to use Ryu’s V-skill to parry an incoming fireball from Ken. Please keep in mind that every character has their own unique set of V-skills to choose from, so not all V-skills can parry fireballs in this manner. You can perform a V-skill by pressing both medium strike buttons at the same time; time this activation for just before the fireball connects with your character to proceed.

The second prompt in this section informs you that V-trigger can be activated by pressing both heavy strike buttons while your V-gauge is filled. As with V-skill, each V-trigger is different; each character can select one of two unique V-triggers. Activate Ryu’s V trigger to proceed.

Another short voiced comic will play, finishing with Ryu throwing a fireball. With that, you’ve completed the tutorial and will be loaded in to the main menu.