

GAMER GUIDE

STREET
FIGHTER 6
EDITION



the need to know you didn't know you needed

WHAT IS IT?



Street Fighter 6, the highly anticipated fighting game developed and published by Capcom, has finally arrived. With its release in June 2023 for PlayStation, Windows, and Xbox, Street Fighter 6 marks the seventh main entry in the legendary franchise. Powered by the impressive RE Engine, the game introduces exciting features, including cross-platform play and rollback netcode, ensuring a seamless multiplayer experience.

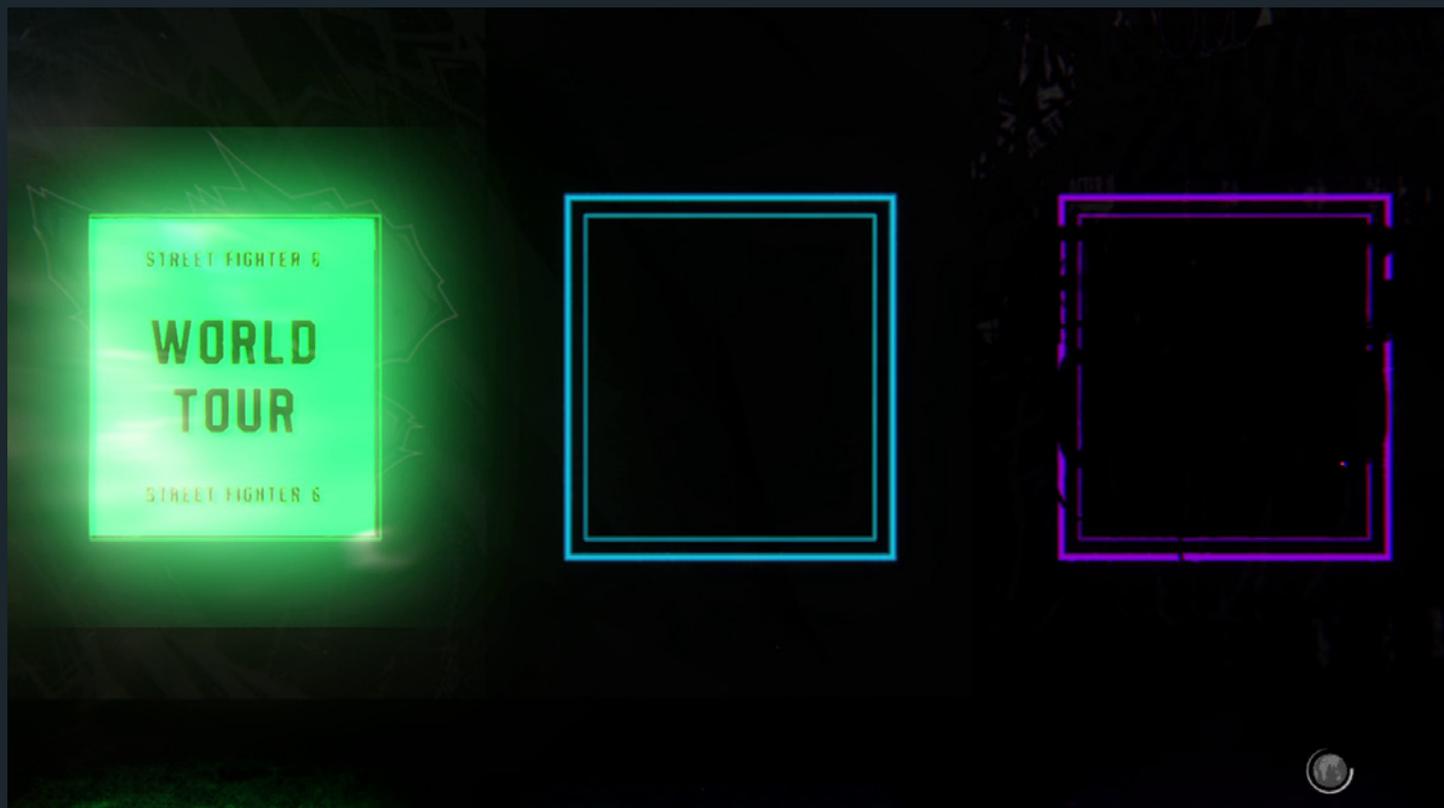


Renowned for its innovation and influence in the fighting game genre, the Street Fighter series has captivated players and industry alike since its inception. Street Fighter 6's critical acclaim and impressive sales of over one million copies worldwide attest to its success and further solidify Street Fighter's position as one of the most iconic and beloved fighting game franchises in history.

BREAKDOWN THE BASICS

There are an array of new game modes and mechanics that promise an exhilarating experience for players. From the timeless Arcade Mode to the all-new World Tour mode, Street Fighter 6 offers a staggering amount of content, ensuring that players will have an abundance of thrilling challenges and activities to dive into.

Mechanics



Modes

Street Fighter 6 introduces three main game modes: Fighting Ground, World Tour, and Battle Hub.

Fighting Ground includes local and online versus battles, as well as training and arcade modes, providing the familiar 2D fighting gameplay of the series. Players engage in intense battles using various attacks and special abilities to defeat their opponents.

World Tour offers a single-player story mode with RPG elements. Players can customise their Avatar and embark on a journey through 3D environments, engaging in action-adventure gameplay.

Battle Hub serves as an online lobby mode, utilising the customizable Avatars from the World Tour mode. Players can participate in Avatar Battles, interact with the DJ Booth, enjoy classic games in the Game Center, and more. Additional features for this mode will be revealed in the future.



In the Battle Hub, players can enjoy over 15 classic Capcom arcade games, using the same emulation engine found in the Capcom Arcade Stadium series. These games can also be played in the Gallery mode once acquired.

- Street Fighter
- Street Fighter II: The World Warrior
- Street Fighter II': Hyper Fighting
- Super Street Fighter II Turbo
- Street Fighter Alpha 2
- Super Puzzle Fighter II Turbo
- Final Fight
- Mega Man: The Power Battle
- Captain Commando
- Magic Sword
- Savage Bees
- Hyper Dyne Side Arms
- SonSon
- Legendary Wings
- Vulgus





Control Options

A simplified control scheme called "Modern" is available in Street Fighter 6, offering an alternative to the standard six-button scheme known as "Classic." This Modern scheme is designed to ease players into the game and is similar to Marvel vs. Capcom 3's control scheme.

In the Modern scheme, punch and kick attack strengths are removed, and players use three generic "Attack" buttons of varying strength along with a Special Move button to perform special attacks. Special moves are executed by combining the Special Move button with a directional input. Techniques like Drive Parries and Drive Impact are performed with a single button press. Additionally, a combo assist button allows players to easily link attacks together when held down.

It's worth noting that the simplified button inputs for specials and supers were first introduced in Ryu and Chun-Li's appearance in Lionsgate's Power Rangers: Battle for the Grid.

The game also introduces a new control scheme called "Dynamic," which is exclusive to local play in certain modes within the Fighting Ground. This control scheme aims to assist button mashers and can't be used in online matches. By pressing one of the three Auto-Attack buttons in the Dynamic scheme, the character will automatically execute attacks and combos based on their position relative to the opponent.



Combat

We see the introduction of the Drive Gauge as the core mechanic in its fighting gameplay, aiming to foster player creativity. The gauge allows for five different techniques, presenting players with choices on how to utilise it effectively. Many of the Drive Gauge's mechanics draw inspiration from previous Street Fighter games, including Parry, Focus Attack, EX moves, and more.

- **Drive Impact:** This is a powerful forward-moving heavy attack with armoured properties. It consumes one bar from the Drive Gauge and launches opponents on hit. If successfully armoured, it causes a crumple effect, while a failed armour results in a knockdown. Against blocking opponents, it depletes their Drive Gauge and causes them to stumble. A successful Drive Impact against a wall causes a Crush, leading to follow-up attacks. Drive Impacts can be countered by other Drive Impacts, throws, or Drive Parries.
- **Drive Parry:** This is a defensive technique that reduces the Drive Gauge over time. It costs half a Drive bar and allows players to parry incoming attacks. Parrying replenishes the Drive Gauge and automatically parries multi-hit moves. Drive Parries have recovery frames, and mistiming them results in a normal block. Performing a Perfect Parry within the first two frames of startup triggers a dramatic slowdown, paint effects, and faster recovery, enabling Punish Counters.
- **Drive Reversal:** Similar to Alpha Counters or V-Reversals, this move blocks an incoming strike and retaliates with a low-damage attack. It consumes two Drive bars and causes grey damage that can recover over time.

- **Drive Rush:** This is a quick, green-tinted dash that can be performed from a Drive Parry or cancelable normal strike. It costs one Drive bar if executed from a Drive Rush or three Drive bars if performed from a cancelable normal move. Attacks performed after a Drive Rush have advantageous frames on block and hit, allowing for improved pressure and combo opportunities.
- **Overdrive:** This replaces the EX Special moves seen in previous Street Fighter titles. It enhances a character's special attack, adding additional hits or improving properties like invincibility, damage, or leading to juggle opportunities.

In addition, when the Drive Gauge is empty, fighters enter a "Burnout" state. While in Burnout, their defensive options are limited, Drive abilities cannot be used, special attacks cause chip damage on block, and blocked attacks impose increased block stun. However, successfully landing attacks or waiting over time restores the Drive Gauge, and causing a Drive Impact against a wall during Burnout inflicts stun and fully restores the Drive Gauge.

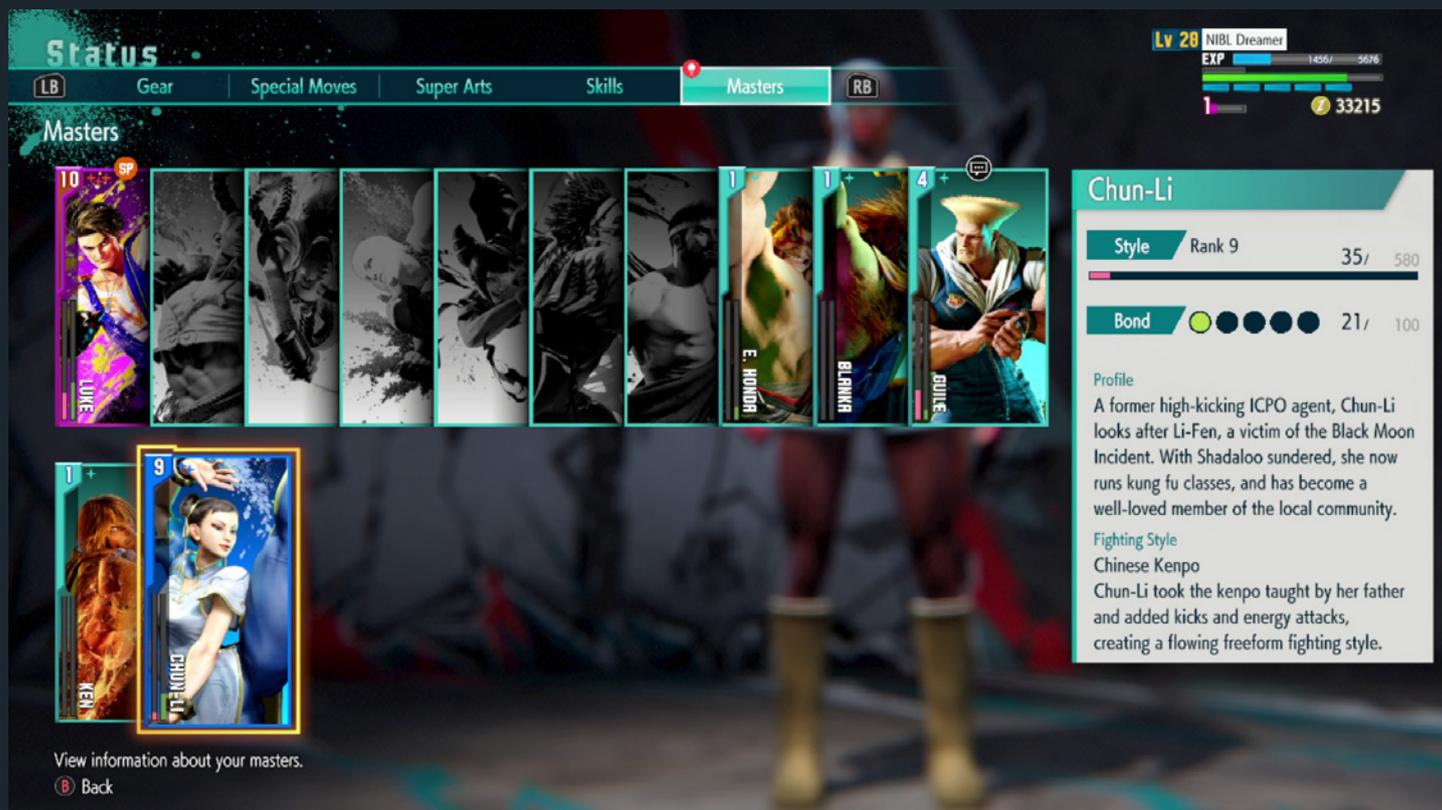


Super Arts

Each character is equipped with three super moves known as Super Arts. These powerful techniques are fueled by the Super Gauge, which can hold up to three stocks. The number of gauges required to perform a super move depends on its level and any remaining gauges are retained.

- **Level 1:** These supers feature strong non-cinematic attacks with brief invincibility frames. Level 1 supers can only be cancelled from normal attacks and certain Unique Attacks.
- **Level 2:** Level 2 supers are designed to provide utility and often possess unique properties. They serve various purposes, such as combo enders or temporary buffs similar to V-Triggers, where the super gauge acts as a timer. Level 2 supers can be cancelled from both normal attacks and Overdrive attacks.
- **Level 3:** These supers represent a fighter's most powerful attack. They require landing a melee strike, triggering a lengthy cinematic sequence upon hitting the opponent. Level 3 supers can be cancelled from Special Attacks.

When a character's vitality drops to 25% (indicated by yellow health), the Level 3 Super Art transforms into a Critical Art. Critical Arts share similarities with Level 3 supers but inflict an additional 500 damage compared to regular Level 3 supers.



Skills

In World Tour mode, you can level up your character and earn Skill Points to enhance your abilities and stats. There are five Skill Trees to progress through, unlocking new skills as you advance. You can access the Skill Trees through the in-game phone's "Status" app. The Skill Trees will augment depending on which Skills you do or do not choose, but all have a basic skill to start that doesn't change:

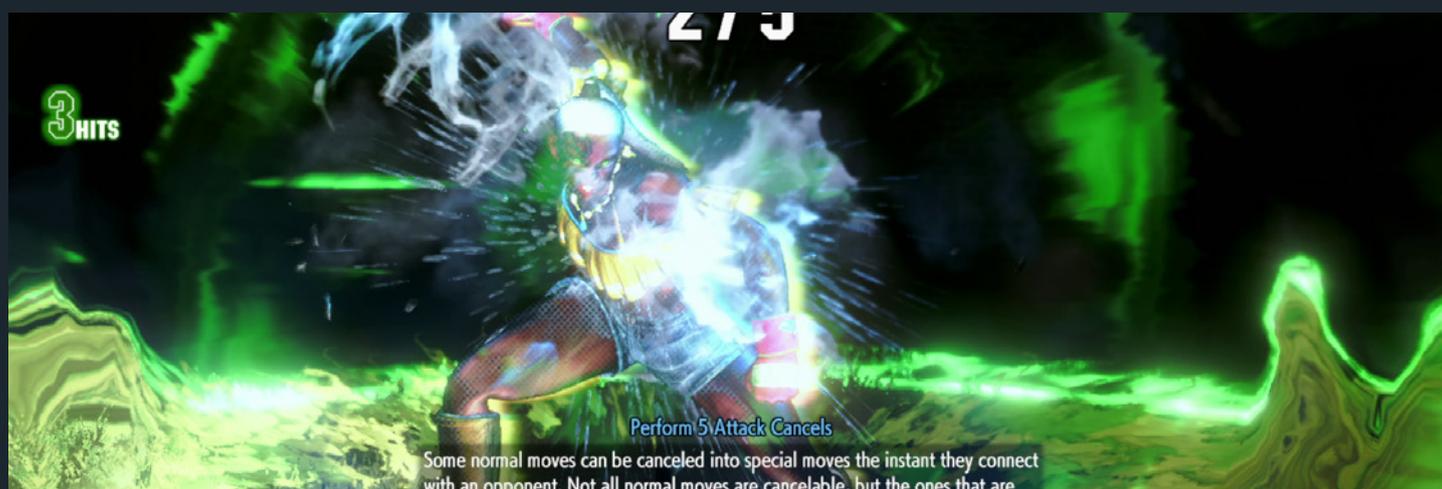
Skill Tree 1: Specialist A increases the number of special moves you can select.

Skill Tree 2: Gear Appearance enables use of the Gear Appearance option.

Skill Tree 3: Drive Recovery Up increases Drive Gauge regeneration speed outside of battle.

Skill Tree 4: Drive Booster C increases the max capacity of your Drive Gauge.

Skill Tree 5: Omnibuff greatly increases punch, kick, throw, and unique attack strength.





Playable Characters

The game will feature eighteen fighters at launch, with additional characters planned for release. The first DLC season will introduce four more fighters, bringing the total to twenty-two. Each character has their own unique theme song. Here's a brief overview of the available fighters:

Luke: Intermediate | All-around

- Luke serves as the game's main protagonist, resembling a new Ryu for a younger generation. He is beginner-friendly but mastering his tools takes time.

Jamie: Intermediate | Footsies

- Jamie employs a drunken boxing style and break-dancing moves. His drinking mechanic increases his power as he levels up.

Manon: Intermediate | Grappler

- Manon is a well-rounded character with swift kicks and powerful judo throws that level up with her unique mechanic.

Kimberly: Intermediate | Tricky/Mix Up

- Kimberly is a young ninja training in Bushinryu, specialising in mix-ups and offensive pressure when cornering opponents.

Marisa: Beginner | Brawler

- Marisa is a large, powerful fighter with long-reaching attacks and the ability to absorb hits.

Lily: Beginner | Grappler

- Despite her small size, Lily is a strong grappler with solid range on her attacks, aided by her war clubs and wind-enhanced moves.

JP: Hard | Zoning

- JP excels at ranged combat with long-range pokes and Psycho-Powered projectiles, utilising tricky mix-ups when opponents close in.

Juri: Advanced | Rushdown

- Juri possesses effective normal attacks and excels in rushdown gameplay, while also demonstrating footsies and neutral game skills.

Dee Jay: Intermediate | Tricky/Mix Up

- Dee Jay utilises projectiles, charging attacks, and anti-airs, making him a well-rounded character with combo potential.

Cammy: Intermediate | Rushdown

- Cammy relies on swift movement and long-ranged kicks to apply offensive pressure and keep opponents at bay.

Ryu: Intermediate | All-around

- Ryu represents the classic Street Fighter playstyle, suitable for beginners and offering tools for different situations.

E. Honda: Intermediate | Brawler

- E. Honda is a hard-hitting sumo fighter with powerful strikes and unpredictable throws, dominating the ground game.

Blanka: Intermediate | Tricky/Mix Up

- Blanka excels in confusing opponents with a variety of charge and movement techniques.

Guile: Intermediate | Zoning

- Guile's gameplay revolves around zoning, utilising Sonic Booms and Flash Kicks to control space and keep opponents out.

Ken: Intermediate | Rushdown

- Ken offers familiar tools for beginners but requires intermediate skill to fully utilise his offensive options and flashy combos.

Chun-Li: Advanced | Footsies

- Chun-Li has a complex playstyle with the ability to switch stances, offering diverse gameplay options.

Zangief: Hard | Grappler

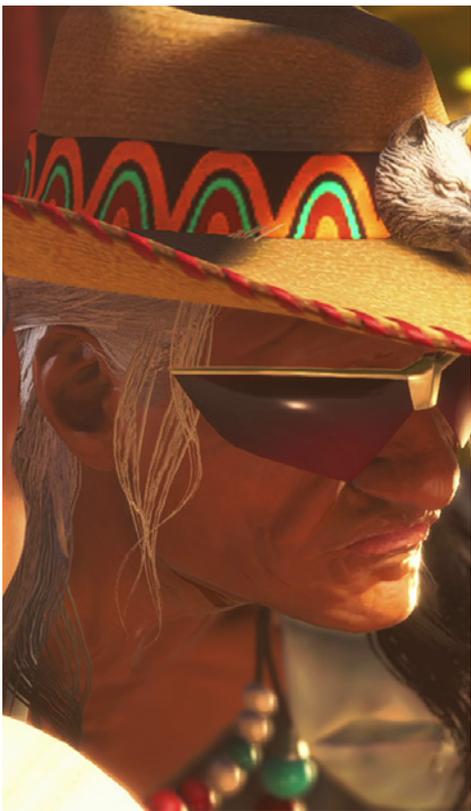
- Zangief is a traditional grappler with powerful throws and high damage potential. Mastering him requires patience and strong reads.

Dhalsim: Hard | Zoning

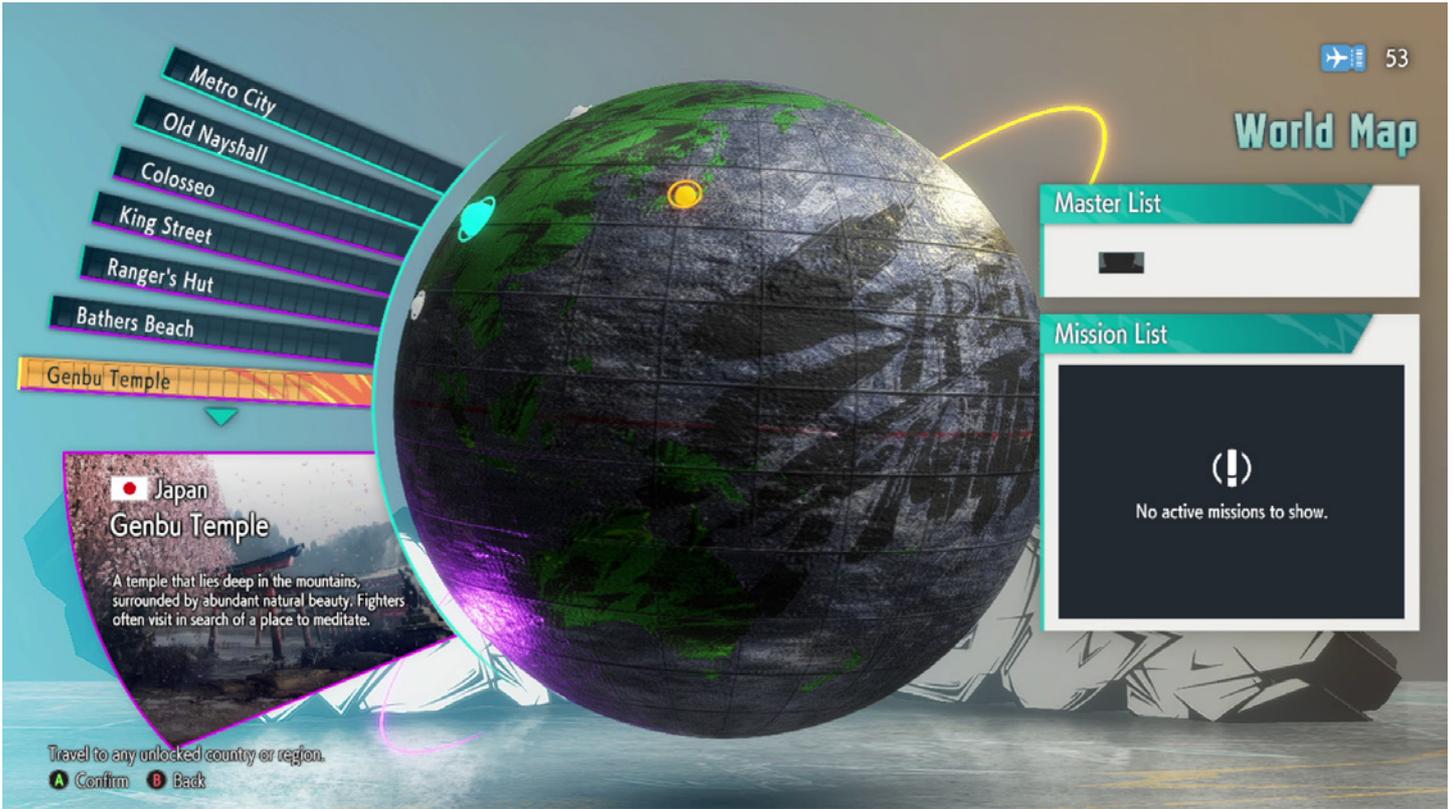
- Dhalsim utilises his stretchy limbs, irregular projectiles, and sneak attacks to keep opponents at a distance while also employing tricky offensive pressure.

DLC Characters:

- Rashid, A.K.I., Ed, Akuma



Environment



World Tour Locations

World Tour mode offers various locations within each country for players' Avatars to explore and visit. Each country features its own unique set of masters whom the players will encounter during their journey.

- Buckler Security Services
- Metro City
- Haggar Memorial
- Skywalk Lane
- Masters Foundation Building
- Abigail's Scrap Metal Yard
- Metro City Police Station
- Edomon Chanko House
- Urban Park - Municipal Parking Lot
- Grace Marina
- Essential Eats
- Old Nayshall

TIPS & TRICKS



Wax on, wax off

Before diving into complex combos, it's important to learn how to control spacing and timing in a fight. Mastering these fundamentals ensures that you can execute combos effectively during real matches, instead of getting overwhelmed and forgetting them.

Spam your Master Actions

As you meet new Masters in the game, you'll discover their special moves called Master Actions. These moves have three cool benefits: they let you hit enemies before a fight, break objects around you, and help you navigate through the game world. They add an extra level of fun and strategy outside of regular battles.

Get goofy with fashion

Clothing in the game isn't just for looks, they boost character stats like in an RPG. The best gear might look odd, but it makes the game easier. Embrace the silly to get the best equipment.



CONCLUSION

Street Fighter 6 is a great game for fans of the series and fighting games in general. The adaptive approach to the mechanics makes it a perfect introduction to the genre's new players. If you are looking for a new fighting game to play, then Street Fighter 6 is definitely worth checking out!