



# Street Fighter 6

Accessibility Score: ★★★★★

In Street Fighter 6, it's not just your fists that do the talking—but your ears, instincts, and finely-tuned control settings. For blind or low-vision players, the fight becomes a rich tapestry of aural indicators, haptic feedback, and simplified interfaces that make it possible to feel every hit and gauge every distance.

## Stage for the Ears: Audio Cues as Your Arena

- **Know the Edges:** Most stages have subtle sound differences near walls — crowd volume shifts, background music balance, or environmental sound changes.
- **Center Control:** Keep your fighter near the center of the stage when possible — it gives you more reaction time to audio cues before you're cornered.
- **Wall Impact Cues:** Loud thuds or crowd gasps mean you've hit the edge; reset your position quickly to avoid being trapped.

## Learning Your Fighter by Ear

- **Character Vocal Cues:** Your fighter's grunts, shouts, and breath patterns indicate move type and stamina level.
- **Special Move Sounds:** Each special attack has a unique audio signature — memorize both yours and your opponent's for quick recognition.
- **Recovery Timing:** Listen for the end of your own attack sound to know when you can block or counter again.

## Opponent Tracking Through Sound

- **Footstep Distance:** Light foot shuffles mean walking; quick, sharp steps mean a dash.
- **Jump Audio:** A soft "whoosh" or grunt signals they've gone airborne — be ready for an anti-air move.
- **Charge & Prep Sounds:** Many characters have vocal or weapon charge sounds before unleashing a heavy hit — that's your dodge or block cue.

## Combat Tactics Without Vision

- **Chain Combos by Rhythm:** Treat each move like a beat in a song — keep the timing steady so the combo flows without needing to see the animations.





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- Block by Prediction: If you hear the startup sound of a heavy attack, block early — damage from blocking is usually safer than a clean hit.
- Throw Detection: Throws have unique grab sounds — tech them by reacting instantly when you hear the grab cue.
- Punish Recovery: After a missed heavy move from your opponent, there's often a pause sound — attack immediately during this gap.

## Training Mode for Blind Players

- Mirror Match Practice: Fighting your own character lets you learn exactly what your opponent's moves sound like.
- Move Isolation Drills: Practice one move repeatedly to lock its sound and timing into muscle memory.
- Random Attack Trainer: Have a partner use random moves so you can practice reacting purely by sound.

## Accessibility Settings & Tools

- Headphones Required: Stereo audio helps you pinpoint if an attack is coming from the left or right.
- Lower Music Volume: Keep background music subtle so effects stand out.
- Controller Vibration: Map important feedback (like hit confirmation) to vibration for an extra "feel" layer.

## Long-Term Mastery for Blind Play

- Special Move Memory: Lock in your inputs so you can execute moves automatically without looking.
- Opponent Library: Learn the key sound cues of all main characters so you're never caught off guard.
- Tournament Simulation: Practice with crowd noise playing in the background to train focus under pressure.

## Learn More

[Blind Evo Player wins set Street Fighter 6!](#)

