

Stage Sounds associated with every SFV Stage

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Quick notes: I'm not going to be testing the Ring stages, because they all have loud crowds, which makes them pretty much not playable. Also, I am testing all these stages and their sounds with no BGM on. This means that, if there is music in the background while playing, the results may be different.

The Grid: No stage sounds. Please use this stage!

Sun Chase Moon: The ambience of the stage isn't too bad, but the crickets on the right, and the birds on the left most parts of the stage are a bit distracting. The reverb of the entire stage masks the footsteps of characters a bit so, that may be an issue to new players.

King's Court: Background noises are pretty minimal; just a bird, and a little wind ambience. Footsteps sound like they're walking/running around in dirt. I can hear them fine. I honestly think I could play fine on this stage.

Kasugano Residence: The ambience almost reminds me of the King's Court stage, except with some people talking far off in the background. The cicadas in the background are pretty distracting, more so than the birds. Footsteps are noticeable but I think the background sounds make the stage a bit annoying to play on.

Suzaku Castle: The wind ambience isn't too distracting, but the rat that runs around is. I'm not sure if it's a rat, or a bat but, it's this squeaking thing that pans around from one side of the stereo field, to the other. Also, when you are on the corners of the stage, every knock down makes this wood breaking sound, which may mask what a character will do next, upon wakeup. Footsteps make it sound like they're on wood, which helps a little but overall, it's a no.

Suzaku Castle - At Night: Same issues as Suzaku Castle, the squeaky thing still runs around, and breaking wood at corners of the stage so, still distracting.

Flamenco Tavern: The ambience of the stage is pretty annoying. There's this constant beep in the background. It kind reminds me of a smoke alarm. Footsteps can be heard fine, but I can't get over that constant beep in the background.

Temple of Ascension: The ambience for this stage clearly makes it unplayable. The constant rain sounds makes the footsteps barely hearable, and the random thunder sounds are even more distracting.

Field of Fate: This stage also has loud ambience, with its constant sounds of thunder. Footsteps are almost impossible to hear, because of the thunder.

Skies of Honor: The stage is too loud, with its airplane sounds.

Kanzuki Beach: There is just way too many background sounds for this stage to be playable on. The ocean waves, the people, the seagulls.

Lair Of The Four Kings: The constant humming of a machine or something in the background can get distracting. Also, at some points of the stage, something breaks when the opponent is knocked down from a combo.

Apprentice Alley: The people in the background can be distracting. Knockdowns makes a weird sound every time it happens, which is also very distracting.

City In Chaos: Background is alright but, when you are doing combos and such, you can hear random things breaking around the stage. It doesn't happen all the time, but I still think it would be a distraction for new players.

Frosty Boulevard: The background isn't too bad on this stage. The footsteps are a bit muffled though, because of the snow. I'd say no, for this stage.

Kanzuki Estate: When the opponent gets knocked down, you can hear the sound of rattling glass bottles. There's also a truck or plane in the background which comes and goes. These sounds make this stage distracting to play on.

Estate At Noon: No real crazy background noises here, except for the constant birds. (I wouldn't mind playing on this stage. That's just me though.)

Union Station: background can be a little distracting. There is a constant metal thud sound that happens, when someone is knocked down. It seems to happen in the middle of the stage. So, when someone is knocked down at the left of the stage, you can hear it off to the right, and vice versa. Also, I hear things breaking while I combo my opponent around the stage.

Union Graveyard: Weirdly, the background of this stage is pretty minimal. This stage still gets a huge no though, because every time there is a knockdown, it sounds like there are a bunch of rats being scattered in a specific area of the stage. Also, the little squeaker from the Suzaku Castle makes an appearance here as well.

Forgotten Waterfall: The waterfall is pretty distracting. Also, the sheep are as well. I guess you can say, the overall ambience of the stage is pretty overwhelming.

Mysterious Cove: Same waterfall sounds from the Forgotten Waterfall stage. Also, the knockdown sounds are loud for some reason. Footsteps can barely be heard. I don't know why.

Bustling Side Street: The stage is a little noisy, and when you do hit the street signs, it can be a bit distracting.

Underground Arena: On the left side of the stage, every time a knockdown occurs, there is this sound that sounds like steam being released from a valve. Then, near the middle of the stage, there is a loud sound that sounds like metal and machines, breaking, when a knockdown happens. Not really playable.

Spooky Arena: Same issues as the Underground Arena stage, accept, now both the sounds are mainly on the left side of the screen. Then, on the right side, there is this sound that almost sounds like electricity or something. I'm not too sure. No for this stage as well.

Hillside Plaza: All the issues of this stage are mainly on the right side. When a knockdown happens there, the ground shakes or something, and there are a lot of rattling sounds. Also, there is this animal running around making noises. I'm not sure what it is. Not really playable.

Shadaloo Base: There is an airplane that comes at random that is pretty loud. Then, on the right side of the stage, a machine breaks or something, when a knockdown happens. The airplane is loud though, and gives enough of a reason to not play on this stage.

Shadaloo Base - At Night: This stage is actually playable. There is a very small amount of background sounds but, I honestly think it's super quiet. Footsteps are a tiny bit hard to hear, only because it sounds like they're walking around barefoot on concrete.

Air Force Base: There are way too many sounds on this stage; the boxes breaking at both sides of the stage, the airplanes flying around, the cars driving back and forwards. Nope.

High Roller Casino: Although the crowd is not as loud as the ones heard in every single Ring stage, it is still loud enough to be a pretty big distraction.

Temple Hideout: There's not a lot going on with sounds for this stage but, it may be distracting for some. The birds, and wind sounds can be a bit much if you're new to the game, and wanting to focus more on the fight.

Metro City Bay Area: There are some random sounds that I can hear in the background of the stage. They're not too distracting. What is distracting though, is the overall ambience. To me, it sounds like lots of cars, really far off in the distance, add in the constant wind sound, and everything gets muffled. I don't think this stage is great to play on.

Holly Jolly Beatdown: This stage is relatively quiet, accept for this electrical sound that plays in a loop on the left side of the stage. Because of this, I would say this stage is a no.

English Manor: Again, this stage is pretty quiet, but because of the stupid crows that are flying around, cawing, this stage is a no.

Honda Sento: The stage is a bit distracting, because of the constant water dripping in the background. Also, when a knockdown happens, you can hear a bunch of water splash sounds.