COS:CORE

THE FGC FRAMEWORK

DYNAMIC EDITION

A cross-game operating system for learning, competing, coaching and adaptation

THE CORE PROMISE

Teach the concept once. Translate it through the game adapter. Train the player bottleneck. Validate the behavior under pressure. Archive what transfers.

COGNITION x ORIGINALITY x RESPONSE = ADAPTIVE COMPETITIVE CONTROL

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NAVIGATION

How This Handbook Is Built

This is not a static encyclopedia and not a game-specific movelist. It is a modular operating system. Every concept has a universal definition, a game-family adapter, a player-level router, a training gate, and an archive step. The same chapter can therefore be used differently by a beginner in Street Fighter, a Tekken specialist, a Smash player, a Brawlhalla coach, a tag-fighter team, or an arena-fighter competitor.

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HOW TO ROUTE

Start with the Game Adapter, then run the Player Diagnostic. Choose the lowest bottleneck that meaningfully limits winning. Train one system at a time. Re-test in live play. Only promote a skill after it survives uncertainty and transfers into competition.

Source discipline: exact move properties, frame values, patch interactions, character-specific guarantees, and current balance claims are not treated as permanent universal facts. They belong inside versioned game adapters and should be lab-validated for the current build. The universal architecture remains stable while adapters evolve.

PART I — DYNAMIC FOUNDATION

1. The Core Thesis: Build Systems, Not Tricks

COS:CORE treats competitive excellence as a repeatable process rather than a trophy, rank, or isolated mechanical feat. The source material consistently separates outcomes from the systems that create sustainable improvement: intentional learning, disciplined execution, reflection, adaptation, practice quality, decision quality, recovery, coaching, and community all reinforce one another.

> **CENTRAL RULE**
>
> A move is local. A concept transfers. A system scales. The framework therefore teaches the decision architecture underneath the move before teaching the move itself.

If a player loses to one option repeatedly, do not begin by adding ten counters. Identify the state, dependency, timing, range, resource, or habit that makes the option work.

If execution fails only in matches, treat the problem as retrieval under pressure, not merely lack of laboratory repetitions.

If results improve while decision quality worsens, do not confuse success with excellence.

If a training plan cannot explain what changes, how success is measured, and how the skill transfers into competition, redesign the plan.

> **SOURCE BASIS**
>
> COS:CORE Volume I frames excellence as measurable, intentional, reflective and adaptive; the Matchup Architecture handbook frames opponents as systems with inputs, dependencies and failure states. This book combines those ideas into a dynamic FGC operating model.

DYNAMIC MODEL

2. The Universal State Vector

Every fighting game uses different controls, camera rules and victory conditions, but competitive interactions can still be represented by a common state. COS:CORE calls this the Universal State Vector. It is a coaching model, not a claim about any game engine.

STATE VARIABLE	WHAT IT CAPTURES
Position	Distance, angle, height, lane, wall/corner/ledge relation, screen control.
Initiative	Who can act first or most safely? Who is forcing the next meaningful decision?
Resources	Meter, Heat, Drive, assists, burst, stocks, jumps, dodge, guard, time, recoveries or similar limited tools.
Damage / Life	Health, percent, stock count, ring-out risk, recoverable life, chip, guard health.
Option Set	Which actions are currently viable, unsafe, unavailable, forced, or expensive?
Environment	Corner, wall, platform, edge, ring, floor/wall break, open stage, camera/arena geometry.
Information	Known habits, unknown branches, conditioned responses, matchup knowledge, scouting data.
Time / Score	Round clock, game count, set score, stock lead, tournament context.

DYNAMIC USE

When switching games, do not ask "what is the Tekken version of this move?" Ask "which state variable did this technique manipulate, and what manipulates the same variable here?"

OPERATING LOOP

3. The Dynamic Competitive Loop

#	STAGE	COACHING QUESTION
1	PERCEIVE	Detect meaningful signals before reacting to animation alone.
2	POSITION	Move into a state where your options improve and theirs worsen.
3	ENGAGE	Ask a competitive question: poke, approach, throw, anti-air, whiff bait, edge threat, assist call, etc.
4	RESPOND	Choose based on the result: hit, block, dodge, step, jump, mash, retreat, armor, reversal, resource spend.
5	CONVERT	Turn the successful interaction into damage, position, resource, knockdown, edgeguard, wall carry or other value.
6	CONTROL	Preserve advantage without overcommitting.
7	READ	Update the opponent model from repeated responses.
8	ADAPT	Change timing, range, reward or route while preserving the objective.
9	REFLECT	Evaluate decision quality independently from result quality.
10	OPTIMIZE	Automate what works, remove waste, and version the system.

WHY IT IS DYNAMIC

The loop can run once in a two-second exchange, across a whole round, across a first-to-five, or across a season. The scale changes; the logic does not.

4. Game-Family Adapter Matrix

FAMILY	MOVEMENT MODEL	DEFENSE MODEL	BOUNDARY	RESOURCE LAYER	EXAMPLES
Traditional 2D / 2.5D	Horizontal spacing + jump arc	Block high/low, anti-air, reversal	Corner	Meter / Drive / Burst-like systems	Street Fighter, Guilty Gear, Mortal Kombat
3D Fighter	Depth + lateral movement + grounded spacing	Stand/crouch, sidestep, throw break, power/reversal systems	Wall / ring / floor / open stage	Heat/Rage/etc. + stage	Tekken, Virtua Fighter, Soulcalibur
Platform Fighter	360-degree aerial/ground movement, DI, recovery paths	Shield/dodge/DI/escape movement	Ledge / platform / blast zone	Stocks, jumps, dodge, recovery	Smash, Brawlhalla
Tag / Assist Fighter	Point + assist coverage, verticality, screen layers	Block, pushblock/reflect/reversal depending on title	Corner + team order	Meter, assists, health across team	Marvel vs. Capcom, Dragon Ball FighterZ, 2XKO-type systems
Arena / Hybrid	Free-ground or camera-relative movement	Game-specific guard/dodge/counter	Arena geometry / ring / objective space	Character/system dependent	Arena fighters and hybrid versus games

The genre transcript set emphasizes that fighting games can share the visible shell of life bars and versus play while differing radically in movement, blocking, jump rules, side movement, get-up states, tag structure, and stage geometry. The adapter prevents universal principles from being confused with universal inputs.

5. Dynamic Player Maturity Levels

LEVEL	DESCRIPTION	PRIMARY DEVELOPMENT TARGET
L0 — Explorer	Can participate, but choices are mostly unstructured.	Controls, victory condition, basic defense, one reliable punish/confirm.
L1 — Operator	Can intentionally produce core actions.	Clean movement, block/escape, simple conversion, basic range recognition.
L2 — Competitor	Can execute a game plan against resistance.	Neutral plan, advantage/disadvantage, risk control, matchup basics.
L3 — Architect	Builds decision trees and adapts within sets.	Opponent modeling, conditioning, pressure branches, resource planning.
L4 — Specialist	Character/system depth is highly automated.	Optimization, matchup folders, counter-adaptation, tournament pacing.
L5 — Top Player	Creates reliable advantages against other specialists.	Meta innovation, high-fidelity scouting, composure, ecosystem-quality practice.

ROUTING RULE

Do not promote a player because they know advanced terminology. Promote when the underlying behavior appears reliably under uncertainty, can be explained, and transfers into live competition.

EVIDENCE DISCIPLINE

6. Fact, Inference, Test, Version

A dynamic framework must stay useful after patches, roster changes, controller changes and new discoveries. COS:CORE therefore separates four evidence states.

STATE	MEANING	EXAMPLE
FACT	Directly observed or verified in the current environment.	"This option whiffed at this spacing in ten recorded trials."
INFERENCE	A model explaining repeated facts.	"The opponent likely presses after blocked pressure to reclaim initiative."
TEST	A low-cost action designed to verify the inference.	"Repeat the state with a delay and see whether the button appears again."
VERSION	The currently accepted solution, tagged to game/patch/player/context.	"Adapter v1.3: wall branch updated after patch."

DO NOT FREEZE PATCH DATA

Exact frame values, guaranteed strings, combo routes and current tier assumptions belong in versioned adapters. The framework should preserve the reasoning even when the move changes.

PART II — COMPETITIVE STATE

7. Neutral, Advantage & Disadvantage

Neutral, advantage and disadvantage are not merely labels for where characters stand. They describe the distribution of viable options and control. The Brawlhalla material usefully begins with advantage/disadvantage: the disadvantaged player has fewer viable choices; neutral becomes easier to understand once those constrained states are clear.

UNIVERSAL RULE

Advantage is the ability to threaten meaningful outcomes while reducing the opponent's safe answers. Disadvantage is the inverse. Neutral is the contested process of creating the next favorable state.

Dynamic Components

Measure option quality, not only option count.

Separate positional advantage from frame/turn advantage and from resource advantage.

Identify the reset condition: what returns the interaction to a less constrained state?

Teach players to recognize when they are trying to "win neutral" while already in disadvantage.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Corner control, anti-air threat, plus/minus pressure, projectile lanes.
3D	Range, sidestep lanes, wall position, turn advantage, wake-up state.
Platform	Stage center, ledge, juggle, recovery path, stock/percent context.
Tag	Point/assist alignment, corner, team health, incoming pressure.

TRAINING GATE

Player can pause five VOD moments and correctly identify the state, name at least two viable options for each side, and explain what would reset or deepen the advantage.

SOURCE ANCHORS: Brawlhalla Enlightenment of the Meta; Smash Ultimate Bible; COS:CORE Decision Architecture.

POSITION

8. Space, Range, Movement & Waypoints

Space management is the deliberate control of distance and geometry so that your tools become stronger and the opponent's become weaker. The source material repeatedly frames footsies as spacing control and movement as purposeful rather than decorative.

UNIVERSAL RULE

Movement is successful when it changes the decision landscape: it avoids a threat, creates a whiff, improves your attack angle, protects a resource, gathers information, or claims a waypoint.

Dynamic Components

Map burst ranges and danger zones.

Use waypoints: repeatable locations that simplify decision-making (center, wall range, platform, ledge trap distance, assist spacing).

Separate movement execution from movement intent.

Train both approach and retreat so mobility does not become one-directional autopilot.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Walk/dash/jump spacing, anti-air ranges, corner approach.
3D	Backdash cancel, sidestep, sidewalk, wall alignment.
Platform	Dash dance, short hop, fast fall, platform routes, recovery drift.
Arena	Camera-relative spacing, 8-way movement, ring/objective geometry.

TRAINING GATE

In a controlled set, every movement sequence must be labeled after the fact: attack setup, escape, bait, information, resource protection, or reposition. Unexplained movement is treated as noise.

SOURCE ANCHORS: Brawlhalla Space Management; Smash Purpose of Movement/Waypoints; Korean Backdash transcripts; 2D vs 3D analysis.

INTERACTION MODEL

9. Engage / Escape / Optimize

The Brawlhalla source gives COS:CORE a portable three-part interaction vocabulary. Engage means attempting to gain advantage; Escape means denying the opponent's attempt to gain positional advantage; Optimize means converting a successful interaction while controlling risk.

> **UNIVERSAL RULE**
>
> Every exchange should be teachable as a loop: create or deny the interaction, then maximize the value of what actually happened instead of autopiloting the preplanned sequence.

Dynamic Components

Engage includes pokes, whiff punishes, throws, anti-airs, safe jumps, assist calls, edge threats and movement-based attacks.

Escape includes blocking, spacing, dodging, sidestepping, DI, recovery reroutes, pushblock, reversal and disengagement.

Optimize includes hit confirms, wall carry, corner route, edgeguard extension, meter conversion, safe knockdown, resource preservation.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
Tekken	Poke/whiff bait -> step/block/retaliate -> punish/wall/oki.
Street Fighter	Footsie/projectile/jump -> block/parry/backdash -> confirm/corner/oki.
Smash/Brawlhalla	Approach/bait -> shield/dodge/movement -> juggle/edgeguard/stock route.
Tag	Point+assist engage -> defensive system -> team conversion / incoming setup.

> **TRAINING GATE**
>
> Player must be able to annotate a replay with E / X / O (Engage / Escape / Optimize) and identify which phase is leaking the most expected value.

SOURCE ANCHORS: Brawlhalla Enlightenment of the Meta; supplied Paul/Law setup transcripts; Smash Bible.

TIMING

10. Timing, Frames, Priority & Interaction Windows

Frames are one way to describe time, but the framework is broader than frame data. Competitive timing includes startup, active threat, recovery, hitstun/blockstun, invulnerability, landing lag, dodge windows, assist cooldowns, resource recovery and human recognition time.

> **UNIVERSAL RULE**
>
> Timing knowledge matters only when it changes a decision. Numbers become useful when they tell the player what is guaranteed, contestable, risky, interruptible, escapable, or too slow for the current state.

Dynamic Components

Translate raw data into decision rules.

Distinguish true guarantees from traps that depend on the opponent pressing.

Treat “priority” carefully: often it emerges from hitbox, range, invulnerability, speed or collision rather than a literal priority stat.

Version exact timing data by patch.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Links, cancels, reversals, safe/unsafe pressure, meaty timing.
3D	Punish windows, plus frames, counter-hit traps, sidestep timing.
Platform	Startup/recovery, landing lag, dodge frames, hitstun, DI windows.
Tag	Assist gaps, blockstring timing, reflect/pushblock/reversal windows.

> **TRAINING GATE**
>
> Given ten common situations, player can state the decision consequence (punish, trade, frame trap, reset, escape) without needing to recite every number.

SOURCE ANCHORS: Brawlhalla frame-data material; Law/Paul frame-trap transcripts; COS:CORE execution and decision systems.

RESOURCE

11. Resources, Meter & Win Conditions

Resources are anything limited whose availability changes future options. Health is a resource, but so are meter, Heat, Drive, Rage, assists, burst, stocks, jumps, dodges, recoveries, guard, stage position, time and information.

UNIVERSAL RULE

A strong decision spends a resource when the expected state improvement is worth more than the future options being surrendered.

Dynamic Components

Track visible and invisible resources.

Separate renewable, round-limited, match-limited and positional resources.

Identify “kill thresholds” where resource value changes sharply.

Include time and set score in the resource model.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Super/Drive/Burst, corner, health, timer.
3D	Heat/Rage, wall position, floor/wall breaks, life lead.
Platform	Stocks, jumps, dodge, recovery options, percent, stage control.
Tag	Meter, assists, character health/order, burst/spark-like systems.

TRAINING GATE

Player can explain one round using a resource ledger: what was spent, what was gained, what future branch was lost, and whether the spend was necessary.

SOURCE ANCHORS: COS:CORE Decision Architecture; genre/type transcripts; supplied Tekken and platform-fighter material.

RISK

12. Risk / Reward & Commitment

The Law frame-trap material explicitly separates high-, moderate- and low-risk options. COS:CORE generalizes this into commitment architecture: every action has success reward, failure cost, information value, execution burden and escape flexibility.

> **UNIVERSAL RULE**
>
> Do not label moves “good” or “bad” without context. Label the commitment relative to the current life, position, resource, opponent habit and set score.

Dynamic Components

Low commitment: preserves escape routes and information value.

Medium commitment: meaningful reward with manageable punish/counterplay.

High commitment: large reward or decisive read, but severe failure cost.

Desperation is not automatically bad; it becomes correct when the state demands variance.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Safe poke vs unsafe reversal/super.
3D	Safe check vs launch-punishable trap or hard read.
Platform	Low-risk coverage vs deep edgeguard commitment.
Tag	Safe assist-backed offense vs raw unsafe mix or resource dump.

> **TRAINING GATE**
>
> Before a set, player creates three options for the same objective: low, medium and high commitment. In review, they must justify why the chosen tier matched the state.

SOURCE ANCHORS: Law Frame Traps 101/102; Paul risk-reward guide; COS:CORE Decision Architecture.

INFORMATION

13. Probing, Checks & Information Value

Advanced source material repeatedly uses safe checks to see what the opponent does next before designing the attack. A probe is an action chosen partly for the information it reveals, not only the damage it can deal.

> **UNIVERSAL RULE**
>
> A good probe is low enough cost that the player can survive being wrong, clear enough that the response is interpretable, and repeatable enough to confirm the pattern.

Dynamic Components

Probe common reactions: press, freeze, jump, duck, step, dodge, shield, retreat, reversal, resource spend.

Separate response to the move from response to the state after the move.

Use at least two confirmations before treating a behavior as a habit when practical.

Change only one variable when testing a hypothesis.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
Tekken	Safe poke / stance cancel to see retaliation or movement.
2D	Jab/low/projectile spacing check to reveal jump, parry, reversal.
Platform	Safe aerial, dash-in shield, empty movement to reveal defensive habit.
Tag	Assist call or stagger to reveal pushblock/reflect/reversal timing.

> **TRAINING GATE**
>
> Player runs a first-to-five with one explicit information goal and writes down the first three repeated opponent responses before selecting a counterbranch.

SOURCE ANCHORS: Paul df4 / plus-frame transcripts; Matchup Architecture 3-confirm discipline; Smash information gathering concepts.

YOMI

14. Conditioning, Yomi & Information Warfare

Conditioning is the deliberate use of repeated situations to shape or expose an opponent's expectation. The Brawlhalla and Smash sources frame reads as responses to learned habits; the Matchup Architecture handbook insists that a useful model must predict behavior rather than merely label it.

> **UNIVERSAL RULE**
>
> Conditioning is not guessing harder. It is reducing uncertainty by controlling what the opponent has repeatedly experienced and then exploiting the expectation that experience creates.

Dynamic Components

Condition with low-risk repetitions first.

Track what the opponent believes you will repeat.

Break your own pattern before the opponent can exploit it.

Use false patterns sparingly; if the setup costs too much, the information may not be worth it.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Repeated throw/strike rhythm -> shimmy, delay, anti-jump.
3D	Repeated pressure ender -> timing trap, step catch, throw, reset.
Platform	Repeated ledgetrap coverage -> catch conditioned roll/jump/getup.
Tag	Repeated assist timing -> bait reflect/pushblock/reversal.

> **TRAINING GATE**
>
> Player must identify one pattern they are creating, one response it is intended to condition, and one planned break. Random variation does not count as conditioning.

SOURCE ANCHORS: Brawlhalla conditioning section; Smash Yomi/mental stack material; Matchup Architecture.

TEMPO

15. Tempo, Turn Control & Initiative

Tempo is the control of when meaningful interactions occur. The Smash source explicitly discusses stealing turns; Tekken frame-trap material shows how advantage states can be chained. COS:CORE separates initiative from reckless activity: acting often is not the same as controlling the exchange.

> **UNIVERSAL RULE**
>
> Control tempo by deciding when to accelerate, delay, reset, or force the opponent to act. A stable competitor can win both fast and slow games.

Dynamic Components

Recognize turn ownership versus psychological turn-taking.

Use delay to punish automatic retaliation.

Use reset to deny a volatility specialist repeated scramble chances.

Use pacing changes as an adaptation tool across games/rounds.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Stagger pressure, walk-back, fireball pace, anti-air waiting.
3D	Plus-frame chain, dash block, backdash reset, timing variation.
Platform	Dash-dance pace, empty hops, burst timing, ledgetrap cadence.
Tag	Assist cycle timing, stagger vs layered offense, snap/incoming tempo.

> **TRAINING GATE**
>
> Player plays three short sets: deliberately slow, deliberately fast, then adaptive. Review whether decision quality survives pace changes.

SOURCE ANCHORS: Smash tempo chapter; Law frame traps; Matchup Architecture Cosmic/Omnivera tempo cases.

PRESSURE

16. Pressure, Setplay & Option Compression

Pressure is most useful when understood as option compression: the attacker creates a state where the defender has fewer high-quality choices or must commit to a narrower response family. Plus frames are one mechanism, but pressure can also come from corner geometry, ledge control, projectile coverage, assists, knockdown, chip or mental stack overload.

UNIVERSAL RULE

The objective of pressure is not endless buttons. It is to preserve favorable states while forcing increasingly predictable defensive decisions.

Dynamic Components

Separate guaranteed pressure from conditional traps.

Include a safe exit branch.

Track whether pressure creates damage, position, resource drain, information, or all four.

Stop pressure when the expected failure cost exceeds the value of continuing.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Meaty/strike-throw/corner/drive or meter pressure.
3D	Plus-frame, stance, wall, counter-hit trap, oki.
Platform	Corner/ledge/platform trap, shield pressure, juggle coverage.
Tag	Assist-backed blockstrings, mix, chip, incoming setups.

TRAINING GATE

Player must draw one pressure tree with at least four defender responses and a safe reset. The tree is not complete if every branch assumes the opponent presses.

SOURCE ANCHORS: Law and Paul setup transcripts; Smash pressure/mental frame advantage; Matchup Architecture.

DEFENSE

17. Defense, Recovery & Disadvantage Management

Defense is not passive waiting. It is the process of preserving resources, denying the opponent's conversion, and finding the highest-value path back toward a less constrained state. The framework distinguishes immediate survival from full reset.

> **UNIVERSAL RULE**
>
> The first defensive goal is not always to punish. Sometimes the correct win is to reduce the opponent's advantage from decisive to manageable.

Dynamic Components

Identify emergency escape, stable guard/coverage, movement escape, reversal and resource-spend branches.

Train recovery paths as decision trees, not fixed routes.

Recognize when "taking the throw/low" or accepting small damage preserves more important resources.

Review panic actions separately from planned defensive commitments.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Block, tech, reversal, backdash, jump, parry, fuzzy/OS where applicable.
3D	Guard, step, backdash, duck, throw break, wake-up choices.
Platform	DI, tech, jump, airdodge, shield, recovery reroute, ledge option.
Tag	Block, pushblock/reflect, reversal, tag/assist defensive system.

> **TRAINING GATE**
>
> Drill disadvantage with randomized attacker branches. Promotion requires selecting a correct escape family, not merely surviving by chance.

SOURCE ANCHORS: Brawlhalla Escaping; Smash Disadvantage; Fighting Instincts mental game; game-specific defensive transcripts.

CONVERSION

18. Conversion Architecture & Optimization

Combos teach timing and the conversion of a hit into meaningful value. The loop material adds optimization, while Paul wall-carry sources show that the best route depends on distance, resources and environment rather than one universal combo.

UNIVERSAL RULE

Conversion is the act of turning an interaction win into the highest practical state improvement the player can execute reliably in context.

Dynamic Components

Classify routes by reliability, damage, position, resource, oki/setplay and execution burden.

Use easy/hard route options so execution difficulty is optional optimization rather than a barrier to competitive play.

Chunk long sequences around natural pauses/cancels/bounces.

Optimize toward win condition, not damage number alone.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Confirm -> combo -> knockdown/corner/resource decision.
3D	Launch -> carry -> wall/floor -> oki / resource decision.
Platform	Hit -> juggle/edge carry -> edgeguard/ledge trap/stock route.
Tag	Hit -> team route -> assist/meter usage -> incoming/kill sequence.

TRAINING GATE

For each common starter, player maintains a Stable Route and an Optimal Route. Stable must reach competition reliability before optimal is required.

SOURCE ANCHORS: Biggest Skill Gap transcript; Paul optimization/wall sources; Brawlhalla chunking/hit-confirm sections; Why Fighting Games Are Hard.

PART III — COGNITION

19. Mental Stack & Attention Budget

The Smash source frames mental stack as the limited set of possibilities a player can actively prioritize. Experience improves performance partly because common situations become organized and automated, reducing the attention cost of basic decisions.

> **UNIVERSAL RULE**
>
> Do not try to react to everything. Reduce the active decision set by position, opponent habits, resources and matchup context, then automate recurring responses through practice.

Dynamic Components

Identify the three most important threats in the current state.

Automate low-level mechanics so attention can move upward.

Use information denial and layered threats to increase the opponent's stack.

When overwhelmed, simplify: reset position, reduce branches, choose a robust response.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Anti-air + throw + low/overhead/projectile priorities.
3D	String/throw/low/step/turn recognition.
Platform	Dash attack/short-hop/landing/ledge/DI branches.
Tag	Point mix + assist + resource + tag/incoming awareness.

> **TRAINING GATE**
>
> Player watches VOD at half speed and writes the top three threats that deserved attention in ten moments. Compare with what they actually focused on.

SOURCE ANCHORS: Smash Bible mental stack; COS:CORE Decision Architecture; Fighting Instincts.

PATTERN

20. Pattern Recognition & Tactical Chunking

Chess material strengthens the same principle seen throughout the fighting-game sources: expertise is not memorizing every possible line. It is recognizing recurring positions, tactical motifs, response families and common plans quickly enough to act.

> **UNIVERSAL RULE**
>
> Name patterns so they can be retrieved, but keep the names tied to conditions. A pattern without its trigger becomes superstition.

Dynamic Components

Chunk sequences into meaningful units.

Build response folders around common behaviors rather than every animation.

Prioritize recurring high-value situations.

Use a small number of named tactical motifs first, then expand.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Jump habit, delayed tech, reversal timing, projectile rhythm.
3D	String end timing, sidestep tendency, retaliatory jab, wall wake-up.
Platform	Roll habit, double jump timing, recovery angle, shield response.
Tag	Pushblock timing, assist call rhythm, defensive resource habit.

> **TRAINING GATE**
>
> Player creates five named motifs from current matches and supplies trigger, expected response, proof test, counter and failure condition for each.

SOURCE ANCHORS: Chess strategy/tactics transcripts; Brawlhalla chunking; Matchup Architecture response folders.

DECISION

21. Decision Architecture: Detect to Examine

COS:CORE Volume I defines decision architecture as the structured organization and execution of competitive decision-making. The D.E.C.I.D.E. cycle is preserved here as a core engine: Detect, Evaluate, Compare, Intend, Deliver, Examine.

UNIVERSAL RULE

Evaluate decisions independently from outcomes. A bad decision can win; a good decision can lose. Improvement requires knowing the difference.

Dynamic Components

Detect meaningful information.

Evaluate the state and evidence.

Compare viable responses rather than defaulting to habit.

Intend the highest-value option for the current objective.

Deliver with commitment.

Examine the result and update the model.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	The inputs differ, but the cycle is universal: information becomes action, then action becomes new information.

TRAINING GATE

Conduct a five-interaction Decision Audit from three recent matches. For each: information, options, chosen action, expected value, actual result, future adjustment.

SOURCE ANCHORS: COS:CORE Volume I D.E.C.I.D.E. Framework; Matchup Architecture.

OPPONENT MODEL

22. Matchup Architecture & Response Folders

The Matchup Architecture handbook establishes a six-layer chain: Signal -> Model -> Archetype -> Exploit -> Adapt -> Archive. This framework uses the same structure at a larger FGC scale.

> **UNIVERSAL RULE**
>
> Do not memorize the opponent. Model the architecture producing their decisions, test the dependency cheaply, and version the counter when they adapt.

Dynamic Components

Signal: what repeatedly happened?

Model: what condition seems to cause it?

Archetype: which behavior family best predicts it?

Exploit: what low-cost test stresses the dependency?

Adapt: what changed after the answer was shown?

Archive: what is reusable next time?

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	Moves change; response folders such as Press, Freeze, Retreat, Step/Dodge, Jump, Reversal, Resource Spend and Ground/Recovery remain portable.

> **TRAINING GATE**
>
> Build one Beatable Strategy Folder from a first-to-five. It must include proof test, denial plan, counterbranch, fail-safe and version note.

SOURCE ANCHORS: COS:CORE Matchup Architecture Handbook.

ADAPTATION

23. Adaptation & Counter-Adaptation

Adaptation is the ability to change the decision policy when evidence shows the current one is losing value. Counter-adaptation begins when the opponent recognizes your adjustment and changes again.

> **UNIVERSAL RULE**
>
> Change the smallest variable that solves the problem. Over-adjusting destroys useful information and makes it impossible to know what actually worked.

Dynamic Components

Track invariant objective vs variable method.

Change timing, range, route, resource or reward one at a time when possible.

Distinguish opponent adaptation from random variation.

Archive second-order responses: what they do after your counter is shown.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	The same opponent may change moves but preserve the same behavioral objective. Track the objective first.

> **TRAINING GATE**
>
> During a long set, player must call out three moments: first read, first counter, opponent counter-adaptation. Review whether the second adjustment preserved the original win condition.

SOURCE ANCHORS: COS:CORE systems/continuous improvement; Matchup Architecture; Road-to-Top-Player decision engine.

ARCHETYPES

24. Behavioral Archetypes, Not Character Labels

Archetypes are useful when they predict behavior. COS:CORE uses behavior families such as Pressure Controller, Counter-Retaliator, Space/Whiff Controller, Fortress, Scrambler, Damage Opportunist, Knowledge Checker, Comeback Clutcher, Adaptive Generalist and Specialist/Flow System.

> **UNIVERSAL RULE**
>
> Character archetype and player archetype are different. A rushdown character can be piloted patiently; a defensive character can be used aggressively. Coach the behavior you observe.

Dynamic Components

Tag one primary and one secondary behavior family.

Score initiative, volatility, range preference, defensive style, toolset breadth and recovery behavior.

Use archetypes to select proof tests, not to force stereotypes.

Update the tag when evidence changes.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	The label translates because it describes control policy rather than input notation.

> **TRAINING GATE**
>
> Player/coach profiles one opponent from VOD, predicts three behaviors before the next set, then measures prediction accuracy.

SOURCE ANCHORS: COS:CORE Matchup Architecture archetype system; game-family transcript set.

FORESIGHT

25. Prediction, Baits & Two-Step Thinking

Chess improvement material repeatedly asks what the opponent is threatening and why a move was played. Fighting-game sources do the same through baits, probes and conditioning. The competitive question is not only “what can they do?” but “what are they trying to make me do?”

UNIVERSAL RULE

Prediction should be grounded in state, incentive and history. The best reads explain why the opponent wants the response, not merely that they pressed it last time.

Dynamic Components

Identify immediate threat, next threat and concealed objective.

Use baits that look like normal play.

Prefer low-cost bait structures.

Do not sacrifice core position for a read whose evidence is weak.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Whiff bait / shimmy / anti-air bait.
3D	Backdash/step bait, delayed retaliation trap.
Platform	Empty movement, whiffed aerial bait, ledge coverage bait.
Tag	Assist bait, reflect/pushblock bait, incoming setup feint.

TRAINING GATE

Before a match, write three opponent incentives by state. After the match, mark whether the predicted incentive appeared and whether your bait changed their action.

SOURCE ANCHORS: Chess guide/master-vs-beginner; Smash baits; Matchup Architecture.

SYSTEMS

26. Systems Thinking & Root-Cause Analysis

COS:CORE explicitly teaches competitors to ask “what system produced this mistake?” rather than treating every failure as isolated. Confidence influences decisions; decisions influence execution; practice influences learning; learning influences adaptation; recovery influences all of them.

UNIVERSAL RULE

Fix bottlenecks, not symptoms. If the same error appears in multiple situations, search for the shared input, habit, information gap, emotional trigger or practice flaw.

Dynamic Components

Learning System: how knowledge is acquired.

Practice System: how skills are developed.

Decision System: how information becomes action.

Performance System: how execution survives pressure.

Recovery System: how energy is restored.

Reflection System: how experience becomes future improvement.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	The game adapter changes mechanics; systems analysis changes the player development process.

TRAINING GATE

Rate all six systems 1-10. Train only the lowest high-impact bottleneck for two weeks, then measure whether downstream problems improved.

SOURCE ANCHORS: COS:CORE Volume I Systems Thinking and Systems Audit.

PART IV — EXECUTION

27. Mechanical Acquisition: Easy Route, Hard Route, Same Concept

Why Fighting Games Are Hard argues that difficult execution can remain meaningful when it is not mandatory for basic competitive participation. COS:CORE turns this into a teaching rule: maintain a reliable route and an optional high-skill optimization route.

> **UNIVERSAL RULE**
> Execution difficulty should create ceiling, not prevent the learner from participating in the underlying decision game.

Dynamic Components

Teach input concept and purpose before speed.

Use success windows, not vague “do it faster.”

Stabilize both sides/directions where the game demands symmetry.

Separate execution failure from decision-selection failure.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Simple confirm vs one-frame/tight optimized route.
3D	Basic movement/punish vs advanced cancel/optimal wall route.
Platform	Stable recovery/confirm vs advanced movement/string route.
Tag	Basic BnB vs assist-specific optimized team route.

> **TRAINING GATE**
> Player must achieve 80%+ stable execution in a randomized drill before the optimal route becomes a primary competition expectation.

SOURCE ANCHORS: Analysis: Why Fighting Games Are Hard; Korean Backdash; Paul acquisition sources; COS:CORE deliberate practice.

AUTOMATION

28. Chunking, Automation & Retrieval

Long sequences overload working memory when learned as isolated inputs. The Brawlhalla material recommends finding natural pauses and learning chunks independently; the Smash mental-stack material similarly emphasizes automatic outputs from familiar inputs.

> **UNIVERSAL RULE**
>
> Automate sequences so attention can move from “how do I do this?” to “when is this correct?”

Dynamic Components

Find natural chunk boundaries: cancels, bounces, stance changes, landings, assists, knockdowns.

Train chunks separately before linking.

Randomize the trigger after clean static reps.

Measure live retrieval, not only laboratory success.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	Chunking applies to combos, movement strings, defensive sequences, setplay, team calls and coaching scripts.

> **TRAINING GATE**
>
> Player writes the sequence as 2-5 conceptual chunks, demonstrates each at 90% clean rate, then links them under a randomized starter.

SOURCE ANCHORS: Brawlhalla Chunking; Smash mental stack; loop/combo transcript.

MASTERY STYLE

29. Honer vs Innovator Development

The Honers vs Innovators source describes two motivations: mastering established knowledge/execution and discovering new solutions. The source also argues that elite innovation usually rests on substantial honing first.

UNIVERSAL RULE

COS:CORE does not force a player into one type. It tracks the balance between proven skill acquisition and original problem-solving.

Dynamic Components

Honer track: execution, matchup study, proven routes, consistency, repetition.

Innovator track: hypothesis generation, new setups, unusual timing, rule exploration, adaptation.

Bridge: every innovation must survive testing; every honed technique must serve a decision objective.

Top-player development requires both.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	The exact material differs, but the mastery problem is universal: learn the established language well enough to create intelligently inside it.

TRAINING GATE

Weekly plan must contain one Honing objective and one Innovation experiment. The innovation graduates only if it beats a defined test and does not rely on opponent ignorance alone.

SOURCE ANCHORS: The Two Types of Gamers; COS:CORE Originality pillar; emergent-tech material.

EMERGENT TECH

30. Emergent Technology & Player-Discovered Systems

The Korean Backdash source presents a classic case of emergent gameplay: players used cancel behavior to move more efficiently than simple repeated backdashes. The broader lesson is not “every exploit is good,” but that mastery often includes discovering system-valid interactions that reshape optimal play.

UNIVERSAL RULE

When players discover new tech, evaluate legality, reproducibility, competitive value, accessibility, counterplay and patch stability before integrating it into curriculum.

Dynamic Components

Document input and state prerequisites.

Test both success and failure cases.

Identify whether the technique changes neutral, conversion, defense or resource economy.

Version the technique and preserve a simpler fallback.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
2D	Kara/cancel/option-select style discoveries where legal.
3D	Movement cancels, stance/crouch/side interactions.
Platform	Movement, platform, DI/recovery tech.
Tag	Assist routing, sandwich/incoming structures, system interactions.

TRAINING GATE

New technique receives an Experimental tag until it survives controlled testing and a live-set transfer test.

SOURCE ANCHORS: Korean Backdash transcript; Honers vs Innovators; genre evolution transcripts.

TRANSFER

31. Cross-Game Skill Translation

Cross-game transfer works best when the player identifies the function beneath the mechanic. A Brawlhalla spacing habit may transfer to Tekken as range control, but the execution syntax, defensive rules and punishment database must still be acquired.

> **UNIVERSAL RULE**
>
> Transfer the competitive function; reacquire the game-specific syntax.

Dynamic Components

High-transfer: pattern recognition, risk assessment, adaptation, tempo control, resource reasoning, opponent modeling.

Medium-transfer: spacing, accuracy, dominance, movement intent, pressure logic.

Low-direct-transfer: exact inputs, throw-break systems, frame-specific punishes, roster knowledge, game-specific defensive mechanics.

Validate transfer in live play rather than assuming expertise carries automatically.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
Platform -> 3D	Stage/space awareness -> range/wall/lateral control; dodge reads -> response folders.
3D -> 2D	Punishment/turn discipline -> frame/spacing decisions; lateral habits may not transfer.
2D -> Tag	Pressure and resource skills transfer; team-order/assist layers require new syntax.
Any -> Any	Decision Architecture and reflection systems transfer most reliably.

> **TRAINING GATE**
>
> Create a Translation Card with Source Skill, Competitive Function, New-Game Expression, Missing Syntax, Drill, Transfer Test.

SOURCE ANCHORS: COS:CORE Translation Skeleton; game-family analysis; Brawlhalla/Smash/Tekken source set.

META

32. Meta, Optimization & Patch Resilience

The Brawlhalla material treats meta as an evolving interaction between balance, tactics and player behavior. COS:CORE separates temporary meta answers from durable concepts so the framework remains useful when a patch changes move strength.

> **UNIVERSAL RULE**
>
> Use the meta to prioritize what must be learned now; use fundamentals to remain functional when the meta changes.

Dynamic Components

Version tier/move claims.

Track which concepts survive balance changes.

Separate popularity from verified strength.

Study emerging tournament behavior without blindly copying it.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	Patch notes change adapters; state control, risk, information and adaptation remain the stable layer.

> **TRAINING GATE**
>
> After a patch, classify each affected strategy: unchanged principle / new implementation, weakened but viable, invalid, or unknown-test-required.

SOURCE ANCHORS: Brawlhalla meta sections; COS:CORE continuous improvement; Smash master edition meta analysis.

IDENTITY

33. Competitive Identity Without Autopilot

COS:CORE values originality and player identity, but identity should describe reliable strengths rather than imprison the player inside one pace or archetype. Specialists need stable strengths and sufficient breadth to survive targeted denial.

UNIVERSAL RULE

Build a recognizable win condition, then train the ability to reach it through multiple routes.

Dynamic Components

Name preferred pace, range, risk tier, defensive style and conversion objective.

Separate “what I like” from “what the state demands.”

Maintain at least one alternate route when the primary architecture is denied.

Use identity as a strategic center, not a refusal to adapt.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	A player can remain a pressure specialist while learning patient space control; a zoner can learn close-range survival without abandoning identity.

TRAINING GATE

Write a one-sentence identity statement plus three alternate ways to reach the same win condition. Test each in sets.

SOURCE ANCHORS: COS:CORE Originality; Matchup Architecture archetypes; professional identity material.

PART V — COMPETITION

34. Round, Game & Set Architecture

A set is not a pile of independent rounds. Information and conditioning accumulate. The Road-to-Top-Player and Matchup Architecture material both treat the live set as a laboratory where proof tests, adaptations and counter-adaptations evolve.

UNIVERSAL RULE

Use early rounds to collect high-value information without donating unnecessary risk; use later rounds to cash out confirmed models while preserving flexibility.

Dynamic Components

Opening: establish safe probes and baseline pace.

Middle: attack confirmed dependencies and track counter-adaptation.

Closeout: reduce unnecessary variance when ahead; increase justified variance when behind.

Between games: change one meaningful variable first, not the entire plan.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	Round/stock structures differ, but information persists across the set unless the rules reset it.

TRAINING GATE

After each game, player records only three items: what repeatedly worked, what repeatedly failed, what the opponent changed. Next game starts from those three.

SOURCE ANCHORS: Matchup Architecture live set protocol; Road-to-Top-Player; COS:CORE decision systems.

SCOUTING

35. Scouting, VOD Study & Opponent Preparation

The small-scene source describes studying top-player footage, playing the character yourself to understand weaknesses, and reviewing an opponent's prior matches as part of the metagame. COS:CORE formalizes this as scouting architecture.

UNIVERSAL RULE

Scout behavior, not highlight clips. Prioritize repeated state choices, preferred pace, resource habits, defensive responses and adaptation speed.

Dynamic Components

Collect 3-5 repeated signals.

Build one likely primary archetype and one secondary.

Prepare two proof tests instead of a giant matchup document.

Mark uncertain claims as tests for the first game.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	Scouting variables stay stable even when the exact move set changes.

TRAINING GATE

Create a one-page scouting card before competition and compare predictions to the actual set afterward.

SOURCE ANCHORS: Getting Good in a Small Scene; Matchup Architecture; chess pattern planning analogies.

ECOSYSTEM

36. Training Partners, Small Scenes & War Rooms

The small-scene material emphasizes that a small group can still create elite development when players test theories together, discuss why decisions were made, emulate missing matchups, study footage and build strong communication.

UNIVERSAL RULE

Practice quality depends more on the learning environment than raw scene size. Build a war room that produces feedback, diversity and accountability.

Dynamic Components

Assign partners different roles: specialist, mimic, analyst, pressure tester.

Use character emulation when a matchup specialist is unavailable.

Debrief long sessions with evidence, not ego.

Share discoveries without turning every session into coaching overload.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
Offline	Lower communication friction and direct demonstration.
Online	Broader matchup access, VOD capture, remote specialist access.
Hybrid	Use online for breadth and offline/voice review for depth.

TRAINING GATE

Every training block ends with one shared discovery, one unresolved test, and one partner-specific follow-up.

SOURCE ANCHORS: Getting Good in a Small Scene; COS:CORE coaching/community systems.

TOURNAMENT

37. Tournament Pacing, Composure & Variance

Competition introduces fatigue, unfamiliar setups, bracket pressure, scouting constraints and the need to make decisions with incomplete information. COS:CORE treats composure as a performance system supported by preparation rather than a personality trait.

> **UNIVERSAL RULE**
>
> Pressure reveals preparation. Reduce preventable cognitive load before the match so attention can remain on the opponent and state.

Dynamic Components

Warm up mechanics and decision cues, not endless grinding.

Use between-game scripts that are short enough to execute under stress.

When ahead, avoid unnecessary variance unless the opponent has solved the stable plan.

When behind, choose higher-variance branches deliberately rather than emotionally.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	Tournament format, station setup and match length change pacing, but preparation and recovery remain universal.

> **TRAINING GATE**
>
> Create a 90-second between-set protocol: breathe/physical reset, one factual note, one adjustment, one confidence cue, no full match autopsy until later.

SOURCE ANCHORS: COS:CORE Life/Execution pillars; Master Edition tournament adaptability; Fighting Instincts.

PERFORMANCE

38. Outcome vs Decision Quality

COS:CORE explicitly separates success from excellence and decision quality from outcome quality. This distinction is essential in volatile games where a correct read can lose to execution, a bad gamble can win, or a strong process can produce temporary losses during learning.

> **UNIVERSAL RULE**
>
> Grade the decision using information available at the time, then grade execution, then grade outcome. Do not collapse all three into “worked/didn’t work.”

Dynamic Components

Decision grade: was the choice justified?

Execution grade: was the chosen action delivered correctly?

Outcome grade: what actually happened?

Learning grade: what changed in the model afterward?

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	This four-grade system is intentionally game-neutral.

> **TRAINING GATE**
>
> Review ten critical interactions and score all four dimensions separately. Improvement target comes from the weakest repeated dimension.

SOURCE ANCHORS: COS:CORE Volume I; Decision Audit; systems thinking.

PART VI — TRAINING

39. Deliberate Practice & the Transfer Gate

COS:CORE Volume I and II reject practice measured only by hours. Effective drills have objectives, measurable success criteria, feedback, reflection and a path to competition. The source material repeatedly warns against comfortable repetition without transfer.

> **UNIVERSAL RULE**
> The drill is complete only when the target behavior appears in live play without coach prompting.

Dynamic Components

Target one bottleneck.

Reinforce the concept.

Apply through structured reps.

Inspect objective performance.

Navigate the next adjustment.

Transfer under uncertainty.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	Static -> Binary -> Variable -> Set Simulation -> Transfer remains a universal progression ladder.

> **TRAINING GATE**
> Every drill card must answer: skill, why it matters, success metric, feedback method, uncertainty progression, transfer test.

SOURCE ANCHORS: COS:CORE Volume I deliberate practice; Volume II T.R.A.I.N.; Matchup Architecture Tell-Show-Do-Transfer.

TRAINING ROUTER

40. Dynamic Training Planner

A dynamic plan selects content from the player profile rather than forcing every learner through the same weekly volume. The goal is to train the highest-leverage bottleneck while maintaining essential skills.

> **UNIVERSAL RULE**
>
> Allocate training by bottleneck severity x competitive frequency x transfer value, not by what is most entertaining to practice.

Dynamic Components

Primary block: lowest high-impact system.

Secondary block: maintain one existing strength.

Transfer block: live scenario where both appear naturally.

Review block: short evidence capture and next adjustment.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
Foundation	More stable execution and state recognition.
Competitor	More scenario randomization and matchup logic.
Architect	More opponent modeling, counter-adaptation and set simulation.
Specialist/Top	More scouting, optimization, meta testing and high-fidelity partners.

> **TRAINING GATE**
>
> Weekly plan must change when evidence changes. A drill cannot remain primary for four weeks merely because it was scheduled in advance.

SOURCE ANCHORS: COS:CORE T.R.A.I.N.; systems audit; deliberate practice.

ANALYTICS

41. Replay Review & Decision Auditing

Replay analysis becomes powerful when it identifies recurring systems instead of generating a long mistake list. COS:CORE's Decision Audit asks what information existed, what options were reasonable, why the action was selected and how the future model should change.

UNIVERSAL RULE

Review fewer interactions more deeply. Five critical decisions can reveal more than fifty unstructured corrections.

Dynamic Components

Tag state: neutral / advantage / disadvantage.

Tag action: engage / escape / optimize / reset.

Tag error type: perception / selection / execution / resource / composure / knowledge.

Tag recurrence: one-off, repeated, systemic.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	Use the same tags, then attach game-specific notation only where needed.

TRAINING GATE

For each reviewed match, choose one system-level lesson and one drillable behavior. More notes do not equal more learning.

SOURCE ANCHORS: COS:CORE Decision Audit; Matchup Architecture archive; replay analysis sections.

COACHING

42. C.O.A.C.H.: From Advice to Independence

COS:CORE Volume II defines coaching as a systematic educational process and emphasizes that the coach should improve the learner's ability to improve themselves. The C.O.A.C.H. sequence is preserved as Connect, Observe, Assess, Coach, Handover.

UNIVERSAL RULE

A coaching session succeeds when the learner needs less live correction because their own recognition and decision process improved.

Dynamic Components

Connect: establish trust and goal.

Observe: gather objective evidence before intervention.

Assess: identify leverage and bottleneck.

Coach: teach and structure practice.

Handover: learner explains, performs and owns the system.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	The content changes; the educational sequence does not.

TRAINING GATE

End every session with the learner teaching the central decision rule back, naming their next independent drill, and defining the success metric.

SOURCE ANCHORS: COS:CORE Volume II coaching foundation and C.O.A.C.H. Framework.

INSTRUCTION

43. Tell - Show - Do - Transfer

The Matchup Architecture handbook turns advice into curriculum through Tell, Show, Do and Transfer. This book adopts the same ladder for every FGC concept.

> **UNIVERSAL RULE**
> Do not teach the move without teaching the trigger. Recognition must be practiced alongside execution.

Dynamic Components

Tell: name the state, dependency and decision rule.

Show: demonstrate success, failure and opponent adaptation.

Do: recreate the trigger under increasing uncertainty.

Transfer: apply to a new opponent, character or game context.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
All families	Transfer can mean new matchup inside one game or the same competitive function in another game family.

> **TRAINING GATE**
> Learner graduates only when they can recognize the trigger without coach prompting and explain the rule in their own words.

SOURCE ANCHORS: COS:CORE Matchup Architecture Tell-Show-Do-Transfer; Volume II learner independence.

ASSESSMENT

44. Dynamic FGC Competency Profile

Rank is a lagging and game-specific indicator. COS:CORE therefore uses a competency profile that can follow the player across titles. This is a synthesis layer built from Brain/Execution/Life/Business, Decision Architecture, Matchup Architecture and the source material on universal FGC skills.

UNIVERSAL RULE

Score behaviors that explain performance, then use rank/tournament outcomes as external validation rather than the only diagnosis.

Dynamic Components

State Recognition
Positioning & Movement
Defense / Escape
Initiative & Pressure
Conversion
Resource Management
Opponent Modeling
Adaptation
Execution Reliability
Mental Stack / Focus
Composure / Recovery
Reflection / Self-Coaching

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
0	Not yet observable.
1	Appears only with prompting/static practice.
2	Appears in controlled/randomized drills.
3	Appears reliably in live matches.
4	Appears against strong resistance and counter-adaptation.

TRAINING GATE

Profile is updated from evidence: VOD, drills, set notes, tournament results and learner explanation. Do not change a score from one highlight or one bad game.

WATCH FOR

This 0-4 scale is COS:CORE synthesis for this Dynamic Edition, not a quoted source metric.

SOURCE ANCHORS: COS:CORE four pillars; development textbook; Decision Architecture; Matchup Architecture.

VALIDATION

45. Mastery Gates & Certification Logic

A dynamic framework needs clear promotion gates. Knowledge, execution and competition transfer are assessed separately so learners do not skip from “I understand it” to “I own it.”

UNIVERSAL RULE

Mastery is demonstrated when the player can explain the concept, execute the behavior, select it under uncertainty, transfer it to competition, and adapt when the opponent resists.

Dynamic Components

Gate 1 — Explain: concept and trigger in plain language.

Gate 2 — Execute: clean static mechanics.

Gate 3 — Select: randomized scenario recognition.

Gate 4 — Transfer: live-set appearance.

Gate 5 — Adapt: counterbranch after resistance.

Gate 6 — Teach: explain or demonstrate to another learner.

Cross-Game Translation

GAME FAMILY	HOW THE CONCEPT APPEARS
Foundation	Gates 1-3 emphasized.
Competitor	Gates 1-4 required.
Architect	Gates 1-5 required.
Coach / Advanced Certification	Gates 1-6 required.

TRAINING GATE

No promotion on rank alone. Promotion requires an evidence packet showing the target behavior across the relevant gates.

SOURCE ANCHORS: COS:CORE certification competencies; F.O.U.N.D.A.T.I.O.N. Teach/Innovate/Optimize stages; C.O.A.C.H. Handover.

PART VII — GAME-FAMILY ADAPTER

46. Traditional 2D / 2.5D Adapter

This adapter fits games where players primarily contest a horizontal plane with meaningful jump arcs, crouch/stand defense, corner pressure and meter-based decision layers. The exact systems differ by title, so the adapter asks questions rather than assuming Street Fighter rules apply everywhere.

UNIVERSAL VARIABLE	ADAPTER TRANSLATION
Position	Horizontal range, corner distance, jump/air trajectory, projectile lane.
Initiative	Frame/turn advantage, knockdown, anti-air control, pressure reset.
Defense	Block high/low, throw tech, reversal/parry/guard system as applicable.
Resources	Super/meter, Drive/Burst-like systems, health, timer.
Environment	Corner is the primary boundary; some titles add stage/system exceptions.

Example Translation

UNIVERSAL CONCEPT	FAMILY EXPRESSION
Neutral	Footsies, projectile game, walk/dash, jump risk, anti-air.
Engage	Poke, whiff punish, jump-in, projectile, throw/strike entry.
Escape	Block, backdash, jump, reversal, parry/defensive mechanic.
Optimize	Confirm -> combo -> corner/knockdown/resource choice.
Pressure	Meaty, strike/throw, stagger, frame trap, corner option compression.

FOUNDATION ROUTE

Teach block/anti-air/one confirm/one poke/one throw response before deep combo theory.

ADVANCED ROUTE

Build matchup response folders, meter routing, corner pressure trees, conditioning, safe-jump/setplay and counter-adaptation.

COACH NOTE

Validate game-specific terms: “overhead,” “reversal,” “parry,” “Drive,” “Burst,” and cancel systems are adapter fields, not universal assumptions.

PART VII — GAME-FAMILY ADAPTER

47. 3D Fighter Adapter

This adapter fits grounded fighters where lateral movement, stance orientation, high/mid/low logic, throw systems, walls/rings and wake-up states create a different decision geometry from traditional 2D games.

UNIVERSAL VARIABLE	ADAPTER TRANSLATION
Position	Range plus lateral lane, wall/ring relation, open/closed stage, stance orientation where relevant.
Initiative	Punish windows, plus/minus state, counter-hit traps, oki.
Defense	Stand/crouch, sidestep/walk, backdash, throw break, power/reversal system.
Resources	Title-specific meter/Heat/Rage, life, wall/floor breaks, time.
Environment	Wall carry, splat, ring-out, floor/wall break or infinite stage.

Example Translation

UNIVERSAL CONCEPT	FAMILY EXPRESSION
Neutral	Ground movement, whiff creation, keepout, approach timing.
Engage	Jab/check, low/mid, throw, whiff punish, stance entry.
Escape	Guard, step, backdash, duck, throw break, wake-up decision.
Optimize	Punish/launch -> carry -> wall/floor -> oki.
Pressure	Plus frames, stance transitions, wall compression, delayed strings.

FOUNDATION ROUTE

Teach safe movement, block, 10-15f-style punish families where applicable, one launcher conversion and wall awareness before advanced cancel tech.

ADVANCED ROUTE

Build lateral matchup maps, response-based pressure, wall-state trees, throw defense, stance/side checks and patch-validated frame knowledge.

COACH NOTE

Korean Backdash is an implementation of movement optimization, not the definition of good movement. Purpose and spacing remain primary.

PART VII — GAME-FAMILY ADAPTER

48. Platform Fighter Adapter

This adapter fits fighters where stocks/percent, aerial drift, jumps, recovery paths, platforms, ledges and blast zones make stage geometry central to both offense and defense.

UNIVERSAL VARIABLE	ADAPTER TRANSLATION
Position	Center, platform, edge, ledge, offstage, vertical lanes, recovery route.
Initiative	Juggle, tech chase, ledgetrap, edgeguard, shield pressure, landing state.
Defense	Shield, dodge, DI, tech, jump, recovery movement, game-specific defensive options.
Resources	Stocks, jumps, dodge/air resources, damage/percent, recovery options, weapon state where applicable.
Environment	Platforms, ledges, walls, blast zones, item/weapon spawn rules if competitive ruleset uses them.

Example Translation

UNIVERSAL CONCEPT	FAMILY EXPRESSION
Neutral	Burst range, aerial/grounded bait, dash dance, platform control.
Engage	Safe aerial, grounded poke, weapon throw, grab, approach mix.
Escape	Shield/dodge/DI/recovery reroute/space denial.
Optimize	Juggle -> edge carry -> edgeguard/ledgetrap -> stock.
Pressure	Corner/ledge coverage, shield pressure, low-risk option coverage.

FOUNDATION ROUTE

Teach movement purpose, center control, shield/dodge/escape, one confirm/string, recovery basics and ledge awareness.

ADVANCED ROUTE

Build mental-stack manipulation, tempo, waypoint control, DI/recovery reads, edgeguard trees, low-risk coverage and stock-aware risk management.

COACH NOTE

Smash and Brawlhalla share platform-fighter functions but not identical blocking, recovery, weapon or dodge systems. Keep those as title adapters.

PART VII — GAME-FAMILY ADAPTER

49. Tag / Assist Fighter Adapter

This adapter fits games where a point character operates inside a team system and assists, character order, recoverable health and incoming situations create multi-layer decision architecture.

UNIVERSAL VARIABLE	ADAPTER TRANSLATION
Position	Point spacing + assist coverage + corner + vertical layer.
Initiative	Blockstring/assist advantage, knockdown, snap/incoming, sandwich states.
Defense	Block plus title-specific pushblock/reflect/reversal/tag escape systems.
Resources	Meter, assist cooldown, team health, character order, burst/spark-like system.
Environment	Corner and screen control; some titles add stage/position exceptions.

Example Translation

UNIVERSAL CONCEPT	FAMILY EXPRESSION
Neutral	Point/assist shell, projectile coverage, approach denial.
Engage	Assist-backed entry, tag attack, air approach, whiff punish.
Escape	Block, pushblock/reflect, reversal, movement, defensive tag/resource.
Optimize	Team combo -> resource spend -> kill/snap/incoming.
Pressure	Layered assists, left/right or high/low where applicable, incoming option compression.

FOUNDATION ROUTE

Teach one point character, one assist purpose, one BnB, block/escape system and simple team resource rule before complex team routing.

ADVANCED ROUTE

Build assist-cycle tempo, team order strategy, character-specific incoming plans, resource kill thresholds and opponent defensive resource baiting.

COACH NOTE

Do not reduce tag games to “2D plus extra characters.” The team layer changes neutral, conversion, defense, resources and setplay simultaneously.

PART VII — GAME-FAMILY ADAPTER

50. Arena / Hybrid Adapter

This adapter is intentionally flexible for free-ground, camera-relative or mechanically hybrid versus games that do not fit cleanly into 2D, 3D or platform categories.

UNIVERSAL VARIABLE	ADAPTER TRANSLATION
Position	Camera-relative range, free-ground angle, lock-on, arena geometry, verticality.
Initiative	Game-specific hitstun/guard break/knockdown/objective state.
Defense	Guard, dodge, counter, invulnerability, movement or stamina systems.
Resources	Character-specific meter, cooldowns, stamina, team/objective resources.
Environment	Ring, arena boundary, obstacles, elevation, objective space.

Example Translation

UNIVERSAL CONCEPT	FAMILY EXPRESSION
Neutral	Threat zones and camera-relative approach.
Engage	Movement attack, projectile, dash, lock-on pressure, objective contest.
Escape	Dodge/guard/camera reposition/disengage.
Optimize	Damage, knockdown, ring-out, objective gain, cooldown advantage.
Pressure	Geometry + cooldown + camera + resource option compression.

FOUNDATION ROUTE

First identify the game's true victory condition and defensive reset before importing fighting-game vocabulary.

ADVANCED ROUTE

Build a custom adapter using the Universal State Vector and validate which FGC concepts genuinely apply instead of forcing false equivalence.

COACH NOTE

The genre-source material explicitly shows that hybrid games can share "fighting gaminess" without sharing the full archetypal rules. Treat this adapter as a question set, not a preset answer.

PART VIII — DYNAMIC WORKSHEETS

51. Dynamic Game Adapter Card

Complete this once for every game. Update when patches or rule sets meaningfully change the competitive state.

FIELD	YOUR ADAPTER
Game / Version / Ruleset	
Victory Condition	
Movement Dimensions	
Primary Defensive System	
Neutral Reset Condition	
Advantage Indicators	
Disadvantage Indicators	
Primary Resources	
Environment / Boundary	
Conversion Model	
Pressure / Setplay Model	
Recovery / Wake-up Model	
Common Risk Tiers	
Patch-Validation Date	

WORKSHEET

52. Dynamic Player Diagnostic

COMPETENCY	SCORE	EVIDENCE
State Recognition	0 1 2 3 4	Evidence:
Positioning & Movement	0 1 2 3 4	Evidence:
Defense / Escape	0 1 2 3 4	Evidence:
Initiative & Pressure	0 1 2 3 4	Evidence:
Conversion	0 1 2 3 4	Evidence:
Resource Management	0 1 2 3 4	Evidence:
Opponent Modeling	0 1 2 3 4	Evidence:
Adaptation	0 1 2 3 4	Evidence:
Execution Reliability	0 1 2 3 4	Evidence:
Mental Stack / Focus	0 1 2 3 4	Evidence:
Composure / Recovery	0 1 2 3 4	Evidence:
Reflection / Self-Coaching	0 1 2 3 4	Evidence:

ROUTE

Choose the lowest high-impact competency that appears frequently in actual matches. Do not train the lowest number automatically if it rarely matters in the current game plan.

WORKSHEET

53. Translation Card — Move the Skill, Not the Input

FIELD	ENTRY
Source Game / Skill	
Competitive Function	
State Variable Manipulated	
Target Game Expression	
What Transfers Immediately	
What Must Be Relearned	
Stable Drill	
Uncertainty Drill	
Live Transfer Test	
Evidence / Result	
Version / Next Adjustment	

EXAMPLE LOGIC

Brawlhalla stage awareness -> positional control -> Tekken wall/range geometry. The function transfers; sidestep timing, throw defense and Paul/Law-specific execution do not.

WORKSHEET

54. Beatable Strategy Folder

FIELD	ENTRY
Opponent / Character / Version	
Signal — repeated behavior	
Model — likely condition/dependency	
Primary Archetype	
Secondary Archetype	
Proof Test 1	
Proof Test 2	
Denial Plan	
Punish / Conversion Tree	
Counter-Adaptation Watch	
Fail-Safe Reset	
What Transfers to Future Opponents	
Folder Version	

WORKSHEET

55. Dynamic Session Builder

FIELD	PLAN
Player Level	Explorer / Operator / Competitor / Architect / Specialist / Top Player
Primary Bottleneck	
Session Objective	
Baseline Metric	
Tell — decision rule	
Show — success/failure examples	
Do 1 — Static	
Do 2 — Binary	
Do 3 — Variable	
Set Simulation	
Transfer Test	
Result Metric	
Reflection	
Next Adjustment	

WORKSHEET

56. Match / Set Review

REVIEW FIELD	NOTES
Game / Set Score	
Opening Model	
Opponent Response Family	
My First Counter	
Their Counter-Adaptation	
State I Won Most	
State I Lost Most	
Decision Error Pattern	
Execution Error Pattern	
Resource / Position Error	
Best Confirmed Read	
One System-Level Lesson	
Next Proof Test	

WORKSHEET

57. Coach Session Evaluation

STAGE	EVALUATION QUESTION
CONNECT	Did the learner understand the goal and feel safe enough to expose mistakes?
OBSERVE	Did I gather evidence before correcting?
ASSESS	Did I identify the highest-leverage bottleneck?
COACH	Did I teach the trigger, not just the move?
HANDOVER	Can the learner explain and practice the system without me?
TRANSFER	Did the behavior appear under uncertainty/live play?
MEASURE	What changed objectively?
NEXT	What is the single next adjustment?

COACHING STANDARD

A coach does not win by saying more. The learner wins when they can recognize, decide, execute, reflect and adapt with less dependence on live correction.

WORKSHEET

58. 90-Day Dynamic Development Map

PHASE	OBJECTIVES
Days 1-30 — FOUNDATION	Baseline adapter + diagnostic; one execution bottleneck; one state-recognition bottleneck; deliberate-practice routine.
Days 31-60 — COMPETITION	Randomized scenarios; response folders; conversion/resource plan; longer sets; replay Decision Audits.
Days 61-90 — ARCHITECTURE	Counter-adaptation; scouting; tournament simulation; Honer + Innovator balance; transfer/teach gate.

Required evidence each month: updated Player Diagnostic, two reviewed sets, one Strategy Folder, one transfer test, one coaching/peer explanation, and one measurable KPI comparison to baseline.

> **DO NOT OVERLOAD**
>
> The map is a container, not a quota. If one system is clearly limiting everything else, remain on that bottleneck until the evidence changes.

FINAL SYSTEM

59. The Complete COS:CORE FGC Operating System

The Dynamic Edition compresses the full framework into four nested loops. A player, coach, analyst or program can enter at any loop and still connect back to the same architecture.

LOOP	FLOW
LOOP A — LIVE INTERACTION	Perceive -> Position -> Engage -> Respond -> Convert -> Control.
LOOP B — OPPONENT MODEL	Signal -> Model -> Archetype -> Proof Test -> Counterbranch -> Archive.
LOOP C — DEVELOPMENT	Diagnose -> Target -> Drill -> Randomize -> Transfer -> Measure -> Adjust.
LOOP D — PROFESSIONAL GROWTH	Brain -> Execution -> Life -> Business -> Reflect -> Teach -> Innovate -> Optimize.

> **THE DYNAMIC RULE**
>
> When the game changes, update the adapter. When the opponent changes, update the folder. When the player changes, update the diagnostic. When the evidence changes, update the plan. Do not rebuild the entire philosophy every time the surface details change.

The COS:CORE FGC Formula

COGNITION x ORIGINALITY x RESPONSE

guided by systems thinking, deliberate practice, evidence, coaching and adaptation

The goal is not to create players who know the most terminology. The goal is to create competitors who can enter an unfamiliar fighting game, identify the governing state variables, learn the game-specific syntax, build reliable decisions, adapt to human resistance, and eventually teach or innovate the system themselves.

SOURCE BASIS & VERSIONING

Source Library Used for This Dynamic Edition

This handbook is a synthesis of the user-supplied COS:CORE library and the five transcript batches. It preserves source concepts while translating them into a cross-game structure. Exact patch-specific facts remain adapter-level knowledge and should be revalidated.

SOURCE GROUP	MATERIAL
COS:CORE Core	COS:CORE: Certified Competitive Coach Volume I — Foundations of Competitive Excellence; Volume II — The Science of Coaching; StayGoldenGG COS:CORE Development Textbook; Basic eSports Curricula Framework.
COS:CORE Matchup Series	Matchup Architecture Handbook; Omni-Paul Translation/Acquisition/Road-to-Top-Player books; Coach Cosmic Law Control Engine.
Platform-Fighter Sources	Brawlhalla Enlightenment of the Meta; Brawlhalla Advanced Frame Data; Smash Ultimate Bible; Smash Master Edition materials.
FGC / Learning Sources	Fighting Instincts; How to Be Good at Any Fighting Game; Every Fighting Game Type Explained; The Biggest Skill Gap in Fighting Games; Analysis: Why Fighting Games Are Hard; The Two Types of Gamers (Honers vs. Innovators); Getting Good in a Small Scene; Analysis: Tekken — The Difference Between 2D and 3D; The Korean Backdash; How to get started with Fighting Games and have a Nice Time.
Strategic Analogy Sources	How to Actually Get Better at Chess; Chess Master vs Beginner; supplied chess tactics transcript.
Tekken Technical Sources	Supplied Paul Phoenix and Marshall Law transcripts covering punishment, movement, plus frames, frame traps, setups, wall carry, wall damage, stance/pressure branching and opponent-response testing.

EVIDENCE NOTE

Where source transcripts conflict on exact frame data or move behavior, this handbook intentionally keeps only the durable strategic principle at the universal level. Current-patch adapter validation remains mandatory for exact technical claims.

Versioning convention: FRAMEWORK vMajor.Minor tracks universal architecture changes. GAME ADAPTER vGame.Patch.Revision tracks title-specific changes. STRATEGY FOLDER vOpponent/Matchup.Revision tracks live competitive learning.