COS:CORE

MATCHUP ARCHITECTURE

HANDBOOK

COACH COSMIC

BOOK FIVE — THE SOURCE ARCHITECTURE

LAW: THE CONTROL ENGINE

1. OWN THE FIRST TURN	Establish the first stable state without donating unnecessary risk.
2. COMPRESS OPTIONS	Use plus frames, DSS transitions, pushback and wall geometry to shrink the answer set.
3. READ THE RESPONSE	Turn mash, freeze, step, duck, retreat and wake-up habits into repeatable folders.
4. RETALIATE CLEANLY	Block first when required, then reclaim initiative with a verified branch.
5. LOOP CONTROL	Convert advantage into another controlled state instead of voluntarily resetting neutral.

SOURCE ARCHITECTURE

Books Two through Four use “Cosmic-level Tekken structure” as a target. Book Five defines that phrase: a veteran Law specialist system built on first-turn ownership, plus-state chaining, guarded defense, retaliation, wall compression and opponent conditioning.

Veteran Tekken grammar × Law fluency × control discipline × opponent modeling = COSMIC-LAW

SERIES TRANSITION

1. Book Five Defines the “Cosmic Structure” Used by Omni-Paul

This book is not a beginner Law guide. It reverse-engineers the specialist architecture that the Omni-Paul project has been trying to transfer.

Book Two identified Coach Cosmic as the structural template: stable match control, strong guard discipline, fast retaliation and a repeatable specialist flow. Book Three and Book Four then aimed to give BAG$/Omnivera enough Paul-specific syntax that his own adaptation could operate on top of that structure.

Book Five finally isolates the source. The goal is to separate three things that decades of character familiarity can blur together: universal Tekken intelligence, Law-specific execution, and Cosmic-specific decision habits.

That separation serves two purposes. It gives Cosmic a modern Tekken 8 upgrade path without erasing his veteran identity, and it gives Omni-Paul a cleaner list of what should actually be inherited.



The source architecture is a stack, not a movelist.

BOOK FIVE RULE

Do not teach Cosmic how to become Cosmic. Make his existing specialist system explicit, auditable and current enough to survive Tekken 8 pressure, Heat, stronger matchup knowledge and opponents who already understand Law.

CAREER CONTEXT

2. The Veteran Timeline Changes the Diagnosis

A player who has carried Tekken grammar across multiple generations should not be evaluated like a new ranked account.

Era	User-supplied context	Development meaning
Tekken 4	Entry point into the series.	Long-term visual grammar, spacing expectations and legacy character recognition begin here.
Tekken 6	Competitive experience.	Tournament decision-making and older movement/defense habits become part of the base layer.
Tekken 7	Competitive Law specialization.	Frame traps, DSS pressure, set play and counter-hit conditioning mature inside a long-running character shell.
DreamHack	65th place, event unspecified in supplied context.	Proof of bracket exposure; results matter less here than the existence of tournament pressure experience.
Notable play	Games against Rip and TheMainManSWE, per user-supplied history.	Experience against knowledgeable opponents increases the value of matchup memory and adaptation under scrutiny.
Tekken 8	Active Law development; current ranked profile supplied by user.	Modernization problem: update the old specialist engine rather than rebuild the player from zero.

EVIDENCE DISCIPLINE

The career facts above are user-supplied case-study context. This book does not independently verify event dates, opponents or placement. It uses them to choose the correct coaching model: veteran specialist modernization, not beginner acquisition.

CURRENT EXPRESSION

3. The Pentagon Fingerprint Matches a Control Specialist

The strongest evidence is not one overall Pentagon number. It is the convergence of the substats that describe how Cosmic tries to own a match.

Current user-supplied EWGF snapshot: Attack 86, Defense 63, Technique 70, Spirit 60, Appeal 63; Fujin highest rank shown; Tekken Prowess 171,807; ranked record shown at 89W-30L (74.8%) and all-match record at 110W-36L (75.3%). Treat these as a snapshot, not a lifelong rating.

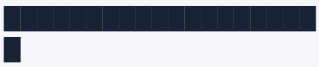
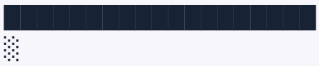
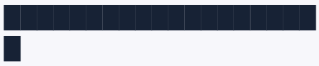
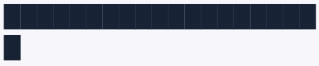
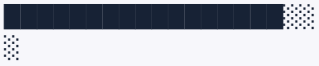
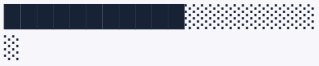
ARCHITECTURAL READ

Attack Frequency 25 + Dominance 24 + Block 25 + Retaliation 25 + Composure 21 form a coherent control loop: initiate, sustain, guard, reclaim, stabilize. The weak signals — Throw Escape 2, Evasion 15, Accuracy 11, Judgment 14, Versatility 12 — identify the places a top-player opponent can force the loop to break.

PLAYER FINGERPRINT

4. Cosmic Control Is Deep, Not Broad

The Law specialist profile is strongest when one deeply rehearsed control family can be recreated repeatedly.

Attack Frequency	**25/25**		Initiation is a default habit, not a rare event.
Dominance	**24/25**		Once offense starts, the match often remains inside Cosmic's preferred rhythm.
Block	**25/25**		Guard is the defensive foundation of the system.
Retaliation	**25/25**		Turn-reclamation is immediate when the ending feels known.
Composure	**21/25**		Pressure can be absorbed without instantly abandoning structure.
Throw Escape	**2/25**		The clearest defensive coverage gap in the current snapshot.
Versatility	**12/25**		Specialist depth is high, but unfamiliar branches can increase cognitive load.
Accuracy	**11/25**		Execution/range selection needs audit when the preferred flow is disrupted.
Judgment	**14/25**		Strong retaliation can outrun move-selection quality if the state is misread.

SPECIALIST PRINCIPLE

Versatility 12 is not automatically "bad." Specialist mastery intentionally compresses options. The risk appears only when the opponent denies the specialist's preferred entry and forces unfamiliar branches faster than the player can stabilize.

DEFINITION

5. What “Decade-Scale Law Fluency” Actually Means

Character knowledge becomes dangerous when retrieval is cheap enough that attention can move from execution to the opponent.

Layer	What fluency looks like	Failure when missing
State recognition	Know whether Law is standing, crouching, back-turned, in DSS/Dragon Charge, at wall, or inside a wake-up state.	The correct move exists in memory but cannot be retrieved in time.
Frame memory	Know when advantage is real, fake, spacing-dependent or patch-sensitive.	Pressing becomes faith instead of control.
Range memory	Know which follow-up still reaches after pushback.	A mathematically valid frame trap whiffs and donates the turn.
Branch memory	Know what covers mash, step, duck, retreat and freeze.	Pressure becomes one repeated string rather than a decision tree.
Risk memory	Know which option is safe, launch-punishable, read-gated or one-use.	Old knowledge checks survive past the level where opponents punish them.
Set memory	Remember what this opponent has already shown across rounds.	Every interaction is treated like Game 1 again.

TOP-PLAYER TARGET

The next level is not “more Law moves.” It is lower retrieval cost, better branch confirmation, stronger defense against the branches Cosmic currently undercovers, and cleaner separation between old-patch memory and current-patch truth.

CORE MODEL

6. The Cosmic Control Loop

Cosmic's preferred game is a stable loop: own the first turn, compress the response set, punish the answer, and prevent a free reset.



Control is repeated state ownership, not raw button volume.

1. ENTER SAFELY — use a poke, whiff punish, running approach, crouch/slide threat or defensive retaliation to obtain a legitimate turn.
2. CREATE PLUS / PUSHBACK — use a Law state that changes what the opponent can reasonably press or reach with.
3. READ ANSWER — mash, freeze, step, duck, backdash, challenge late, throw, armor or wake-up choice.
4. COUNTERBRANCH — choose the smallest reliable response that defeats the observed family.
5. WALL / OKI — turn damage into positional compression whenever possible.
6. RECLAIM TURN — when the opponent finally escapes, guard and retaliation rebuild the loop instead of forcing reckless continuation.

WHY THIS MATTERS

This loop explains why the Pentagon's Block 25 and Retaliation 25 belong inside the offensive model. Cosmic's defense is not separate from pressure; it is the recovery mechanism that restarts pressure after the opponent earns a turn.

LAW STATE ENGINE

7. DSS / Dragon Charge Is a State Transition System

For a specialist, DSS is not a stance name. It is a routing layer that changes advantage, timing, move access and what the opponent must remember.

Function	Law expression in supplied sources	Coaching interpretation
Advantage amplifier	Several strings/moves become more favorable when routed into DSS.	The transition itself can be the value; do not evaluate only the starter.
Response compressor	DSS follow-ups include fast highs, mids, lows, homing and counter-hit threats.	Opponent cannot answer every branch with one habit.
Timing mask	Manual or automatic DSS changes when the next hit arrives.	Specialist depth comes from making the same visual state produce multiple timings.
Crouch/slide bridge	Manual DSS into crouch dash is used to enter slide/UF3 mind games in S4.	Stance knowledge connects neutral, pressure and mixup rather than living in separate move lists.
Turn continuation	Plus-state DSS routes create frame trap chains.	A successful block can still be a winning state if the next branch is properly constrained.

COSMIC APPLICATION

The top-player version of DSS should be measured by decision quality: how often the transition was justified, how well the follow-up matched the response, and whether the branch preserved control when the opponent refused to press.

PLUS-STATE THEORY

8. Plus Frames Are Option Compression, Not Permission to Mash

The supplied Law sources repeatedly show the same strategic principle: frame advantage matters because it changes the opponent's answer set.

S1 organizes Law pressure around plus-state families and distinguishes riskier counter-hit traps from safer branches. S2 catalogs Tekken 8 plus-frame moves. S6 emphasizes chaining one favorable state into another rather than spending the advantage immediately.

The specialist question is therefore not "am I plus?" but "what did the plus state remove, what still survives, and what response is this opponent likely to choose?"

Opponent answer	Why it exists	Cosmic response principle
Mash fast	Opponent disputes whether the advantage is real.	Use guaranteed/true trap, evasive counter-hit branch or simply block and punish the panic.
Mash slow	Opponent respects the first beat but tries to steal the second.	Delay or use the slower-counter branch only after confirmation.
Freeze	Opponent accepts the state.	Take chip, low, throw, stance transition or position rather than forcing launch risk.
Step	Opponent attacks linearity.	Use homing/track-aware branch or re-center before recommitting.
Duck	Opponent is solving highs/throws.	Use mid coverage or delay to punish the crouch timing.
Backdash	Opponent refuses the close-range tree.	Take space, wall, running pressure or whiff bait instead of chasing with a bad button.

CONTROL TEST

A plus-frame sequence is not successful because Cosmic kept pressing. It is successful when the opponent's best answers were reduced, observed and then countered with a branch whose risk matched the evidence.

FRAME-TRAP TAXONOMY

9. Four Families of Frame Traps

The Tekken 7 source is patch-old but strategically useful because it separates frame traps by mechanism rather than memorizing isolated strings.

Family	Mechanism	Value	Modernization rule
Plus-state traps	Use advantage so opponent's fast button loses.	Direct turn ownership.	Re-lab exact T8 frames before automating.
Plus-on-hit lows	Low lands and leaves Law advantaged or in a favorable state.	Conditions standing defense.	Treat source values as version-sensitive; preserve only the decision family until verified.
Delay strings	Delay a later hit so impatience becomes counter-hit reward.	Attacks timing habits.	Use sparingly once opponents demonstrate challenge timing.
Reversal / evasive traps	Invite retaliation then beat the chosen response with defensive/evasive property.	Converts opponent confidence into launch risk.	Require response confirmation; never spam because the "setup" is not the same as a guarantee.

SOURCE LIMIT

S1 is explicitly a Tekken 7 Law guide. Book Five uses it for architecture and family classification, not as proof that every listed frame value or guaranteed sequence still exists in Tekken 8.

RISK CONTROL

10. Cosmic Needs a Commitment Ladder, Not One “Pressure Mode”

High-level Law gets weaker when every successful read is answered with the highest-risk option.

Tier	Use case	Examples from supplied material
Tier 0 — Observe	Gather information with low commitment.	Block, sidestep-block, jab check, DSS3 pushback state, safe mid, movement.
Tier 1 — Retain	Keep advantage with a branch that remains hard to punish.	Safe pressure continuation, plus-state loop, position gain.
Tier 2 — Counter	Exploit a confirmed mash/step/duck habit.	Nunchuk high-evasion timing, counter-hit branch, homing answer.
Tier 3 — Read-gated	Large reward with meaningful punishment if wrong.	D2,3-style Hail Mary branches or unsafe launchers after a strong read.
Tier 4 — One-use set play	Rare setup whose value collapses after exposure.	Uncommon wall/key-charge or high-risk timing traps used as a set-specific surprise.

TOP-PLAYER RULE

The more experienced the opponent, the more Cosmic should earn permission to move up the ladder. Veteran confidence is valuable only when it is attached to evidence, not nostalgia for what used to work.

PRESSURE ENGINE 01

11. While-Rising 3 Is a State-Creation Tool

Multiple Tekken 8 sources treat while-rising 3 into DSS as an unusually advantaged state that opens a wide branch tree.

S2 reports while-standing/while-rising 3 into Dragon Charge at +17. S6 reports +16. S4 reports +17. The disagreement is exactly why Book Five keeps a collision ledger: the strategic conclusion is stable, the exact number must be lab-verified for the current build.

Across the sources, the consistent lesson is that WR3/DSS creates enough advantage that the opponent must respect a tightly compressed answer set. From there, the best follow-up is not always the same; it depends on whether Cosmic wants damage, chip, counter-hit, tracking, low/throw pressure or another favorable state.



The power is the branch tree after the state, not the starter by itself.

LAB GATE

Before the sequence becomes a tournament default: verify current block advantage, which follow-ups are truly uninterruptible, which can be stepped/ducked, and whether Heat or spacing changes the answer.

PRESSURE ENGINE 02

12. Poison Arrow Turns One Plus State into Another

S4 and S6 both highlight Poison Arrow as a pressure linker: it can counter-hit people who challenge and can also leave Law favorable enough to continue when blocked.

Response after Poison Arrow	Interpretation	Next principle
Immediate mash	Opponent denies the state.	Use the verified counter-hit / fast coverage branch.
Block / freeze	Opponent respects the frame relationship.	Take a second plus state, low/throw, DSS route or position.
Step	Opponent is solving linear continuation.	Use tracking/homing coverage or stop and realign.
Duck	Opponent is anticipating high/throw.	Use mid coverage; do not overcommit to a high because “the frames say so.”
Backdash	Opponent wants to exit the pressure radius.	Take wall/space or re-enter with a range-safe approach.

COSMIC FIT

This recursive state design matches Dominance 24: the offense is strongest when the opponent never receives a clean, low-risk reset. The upgrade is to make every continuation response-conditioned rather than automatic.

PRESSURE ENGINE 03

13. DSS3 Pushback Can Be an Information Probe

S4 emphasizes that DSS3's value is not only advantage; its pushback changes which opponent responses can physically reach.

The source notes that even from close range, DSS3 can push an opponent outside easy jab range. That means the next interaction contains information about whether the opponent blindly checks with jab, tries a slower reaching button, backdashes, sidesteps or simply waits.

This is the specialist version of a "probe": create a state whose geometry makes the opponent's preferred answer visible.

DSS3 BLOCK	JAB WHIFF?	SLOW BUTTON?	BACKDASH / STEP?	FREEZE?

Pushback is part of frame data because range changes the branch tree.

RESPONSE RULE

Do not preselect the nunchuk, magic-4-style answer or another DSS3 before the probe occurs. The source explicitly warns that the evasive counter must be timed after noticing the jab habit; blind repetition can be punished.

COUNTER-RESPONSE

14. Nunchuk Is Strongest as a Confirmed Counter, Not an Autopilot

S4 and S5 describe DSS3 into nunchuk as a way to exploit opponents who attempt a fast high check, but both make timing and risk central to the setup.

State	What the source says	Cosmic rule
DSS3 blocked	Law retains plus and pushback.	Observe whether the opponent uses the same high check repeatedly.
Opponent jabs	Nunchuk's evasive/high-crush timing can make the check fail.	Delay only enough to align the evasive window; do not mash it blindly.
Opponent uses slower attack	A different counter-hit option may win.	Branch by timing family, not by one memorized answer.
Opponent backdashes/steps	The counter no longer solves the real problem.	Return to DSS3, homing/space claim, or reset positioning.
Opponent waits	There is no need to spend counter-hit risk.	Use the respect to take low/throw/chip or another safe state.

PENTAGON CONNECTION

Retaliation 25 becomes elite when the player retaliates against the opponent's actual recovery choice. If it fires against a guessed rhythm, the same strength becomes a source of unnecessary risk.

LOW-RISK SHELL

15. 4,3,1 → Sidestep → df2 Is a Modern Control Template

S5 labels this type of sequence low-risk/high-reward because the first layer is relatively safe and the sidestep tests retaliation before the launcher is committed.

The exact string notation and frame values should be re-labbed for the current patch, but the architecture is highly transferable: finish a safe or modestly negative sequence, move laterally to evade the expected linear retaliation, then launch only when the opponent's response collides with the step.

This is what modern Cosmic should prefer over older "press because they usually mash" knowledge checks: the branch contains its own defensive layer.



A pressure sequence can briefly give up numerical advantage while retaining control through movement.

UPGRADE

This directly attacks Evasion 15 and Accuracy 11: lateral defense and move placement become part of the same pressure pattern instead of separate practice categories.

MIXUP INTEGRATION

16. Slide Threat + UF3 Creates a Crouch-State Question

S4 describes manual DSS into crouch dash as a way to enter Law's slide game, with UF3 layered as a mid/Heat-engager answer to opponents who crouch for the slide.

Opponent expectation	Law action family	Control meaning
Opponent respects slide	Take slide/low or extend crouch threat.	Standing defense is being conditioned.
Opponent crouches early	Use UF3/mid coverage.	The opponent is revealing the timing of their low defense.
Opponent jab-checks after blocked UF3	Duck/while-rising response is possible per source context.	Even a safe minus state can be profiled for predictable high retaliation.
Opponent stops reacting	Return to pressure/throw/space rather than over-mixing.	Respect is itself the reward.

SOURCE LIMIT

S4 discusses a specific patch context. The value here is the state design: manual stance transition → crouch threat → observe defense → choose mid/low/retreat branch. Current move properties must be validated before tournament automation.

BACKTURN ROUTING

17. 2,b2 and Back-Turn Transitions Expand the Same Slide Engine

S4 uses 2,b2-style routing and fast back-turn recovery to enter another slide/mixup state rather than ending the interaction.

This matters because “versatility” for a specialist does not require learning twenty unrelated systems. One robust system can be reached from multiple entrances. If jab/2-based pressure, back-turn recovery and DSS/crouch transitions all converge on the same slide decision tree, Cosmic gains breadth without increasing the number of mental models he must carry.

That is the right kind of expansion for a Versatility 12 specialist: more entrances, same underlying decision architecture.

SPECIALIST EXPANSION

Do not chase roster-wide novelty. Add branches that preserve the existing control grammar: same response folders, new entry points.

READ GATING

18. D2,3-Style Hail Marys Need Proof Before Permission

S5 explicitly presents a high-risk option for catching habitual mashers, while S4 warns that similar down-2,3 setups become launch-punishable liabilities at higher ranks.

Evidence level	Permission	Rule
No evidence	No hard read.	Use safe probe / block / sidestep / plus-state continuation.
One occurrence	Still no hard read.	Record the response; test with a lower-risk branch.
Repeated mash after same trigger	Conditional permission.	Use once when round state justifies the risk.
Opponent shows adaptation	Permission revoked.	Return to the safe branch immediately.
Clutch / last interaction	Context-dependent.	The risk can be rational if the expected value exceeds a passive loss, but call it a gamble, not a frame trap.

COSMIC MODERNIZATION

Veteran matchup memory often contains old “this usually works” shortcuts. Book Five upgrades them into evidence-gated tools: the habit must reappear in the current set before the old answer is activated.

WALL CONTROL

19. The Wall Converts Pressure into Decision Compression

All six sources become more dangerous when the opponent loses retreat space; several specifically distinguish open-stage behavior from wall behavior.

At the wall, pushback no longer guarantees safety, wall splats convert small traps into large damage, wake-up choices become more constrained, and the cost of guessing wrong increases. This is where Cosmic's Stage Use and Dominance should converge.

The top-player objective is not merely "do the wall combo." It is to arrive at the wall with a response model already built, cash out without dropping the route, and preserve a second turn after the combo ends.



Damage is one output. The stronger output is a smaller opponent decision tree.

WALL KPI

Wall Conversion Retention = wall sequences that produce a controlled second state ÷ wall sequences completed. A high-damage combo that gives away a free reset can be strategically inferior to a slightly lower-damage route that keeps the opponent compressed.

WALL SET PLAY

20. Key-Charge Wall Setup = High-Reward Branching, High Execution Burden

S3 describes a wall sequence that ends with DSS3, key charge and a sidestep-3 / sidestep-2 style mixup, while openly acknowledging that key charge removes Law's ability to block.

Opponent action	Source response family	Book Five classification
Side roll	Step with the roll; maintain wall orientation.	Positional tracking branch.
Quick recovery	One of the escape routes identified by the source.	Hard coverage check; lab exact answer.
Back wake-up / stand	Flip/back-hit setup remains threatening in source demonstration.	Wake-up timing folder.
Wake-up kick	Source demonstrates continued advantage/counter interaction.	Attack-on-wake folder.
Stay grounded / roll again	Another oki state is created.	Do not force immediate cash-out; repeat the ground-state question.
Cosmic misses timing	Setup fails because execution burden is real.	Log as execution error, not opponent outplay.

RISK LABEL

This is not a default pressure route. It belongs in the "one-use / read-supported set play" folder until current-patch escape coverage, timing consistency and risk are labbed. The source itself calls the setup a mind game and notes that key charge makes incoming attacks counter-hit/unblockable against Law while charged.

WAKE-UP MODEL

21. Grounded Opponents Should Be Filed by Recovery Choice

The wall source is most valuable as a template for classifying wake-up behavior rather than memorizing one flashy setup.

Folder	Observed choice	What it reveals	Training response
QUICK STAND	Immediate recovery.	Opponent values escaping layered ground pressure.	Practice the fast coverage branch and re-center wall position.
SIDE ROLL	Roll left/right.	Opponent chooses spatial escape over immediate attack.	Step with the roll; preserve wall orientation.
BACK / FRONT ROLL	Longer recovery path.	Opponent spends time to change spacing/timing.	Use timing trap only if verified; otherwise take position.
WAKE KICK	Immediate offensive recovery.	Opponent challenges oki timing.	Counter-hit / block-punish folder.
STAY DOWN	Refuses the timing game.	Opponent wants Cosmic to overextend.	Use grounded hit/position reset; do not whiff a launcher over them.
SPRING / SPECIAL	Character-specific wake tool.	Opponent introduces a matchup-specific branch.	Overlay character data on the same universal folder.

FOLDER PRINCIPLE

Wake-up knowledge scales when the player remembers the opponent’s recovery family first and the move second. Character-specific exceptions are overlays, not separate mental universes.

DEFENSIVE ENGINE

22. Block 25 + Retaliation 25 Is the Recovery Half of Cosmic Pressure

The most important structural difference between Cosmic and a pure rushdown player is that pressure can restart from defense.

7. ABSORB — block long enough to identify the true end of the opponent's sequence instead of panic-challenging.
8. RECOGNIZE — decide whether the state is actually punishable, merely negative, or still the opponent's turn.
9. RECLAIM — use the correct punish / fast check / movement response rather than one universal retaliation.
10. STABILIZE — if the reclaim fails or the matchup is unclear, return to guard and spacing instead of escalating volatility.
11. RE-ENTER — once the opponent's offense has been solved, re-establish the Law control loop.

OMNI-PAUL INHERITANCE

This is one of the highest-value traits to transfer to BAG$: adaptation becomes much stronger when failed offense does not automatically turn into panic. The model is "pressure when earned, guard when required, retaliation when verified."

COUNTERPLAY AUDIT

23. The Same Pentagon That Explains Cosmic Also Reveals How to Beat Him

Book One already identified the Pressure Controller / Counter-Retaliator profile. Book Five turns its weak points into a modernization checklist.

Gap	Why opponents target it	Modernization drill	Success test
Throw Escape 2	Guard-heavy defense can be opened without challenging Block 25.	Random 1 / 2 / 1+2 break recognition; short daily block.	Break rate rises under live pressure, not only in dedicated throw drill.
Evasion 15	Linear retaliation can be sidestepped or whiff-baited.	Sidestep-block after common minus/neutral states.	Fewer clean linear hits during opponent turn endings.
Accuracy 11	Long Law strings and stance transitions create range/timing drift.	Range-call before extension; whiff audit.	Unforced whiffs decrease without reducing initiative.
Judgment 14	Retaliation 25 can press into safe/ambiguous states.	Safe/unsafe binary + delay-endings.	Punish accuracy rises while challenge-on-safe rate falls.
Versatility 12	Opponent can deny preferred Law loop and force unfamiliar branch.	One new response family per week, not random move breadth.	Control remains stable after primary entry is denied.

TOP-PLAYER DIAGNOSIS

The goal is not to flatten the specialist into a generalist. It is to remove the few predictable doors an elite opponent can repeatedly use to escape Cosmic's control system.

PATCH DISCIPLINE

24. T7 → T8 Collision Ledger: Preserve the Strategy, Re-Lab the Number

The supplied packet intentionally spans Tekken 7 and multiple Tekken 8 guides. That creates a valuable rule: never let old fluency masquerade as current certainty.

Claim family	Source signals	Collision	Book Five action
WR3 / DSS advantage	S2 and S4 describe +17; S6 describes +16.	Exact value disagreement.	Lab current frame advantage and every intended follow-up.
Running 3 advantage	S1 T7 describes +7; T8 sources describe +6 in supplied transcript.	Version change likely or transcription mismatch.	Use only current in-game data for tournament routing.
DSS3 state	T8 sources repeatedly describe +3 with pushback.	More consistent across packet.	Still verify current pushback/range and character-specific retaliation.
Older delay strings	S1 lists many T7 delayable strings and punish values.	Patch and move-property risk.	Keep “delay impatience” as architecture; rebuild exact string list in T8 lab.
Wall key-charge setup	S3 demonstrates a complex wake-up tree.	Execution/escape coverage may be patch- and timing-sensitive.	Record each wake option in current practice mode before promotion.
Training guide labels	Some transcripts contain obvious auto-transcription errors.	Notation ambiguity.	Cross-check move notation in-game before saving to the playbook.

VETERAN RULE

Decade-scale knowledge is an advantage only when the player can quickly distinguish “I remember this” from “I verified this on the current patch.”

OPPONENT MODELING

25. Cosmic's Six Response Folders

The Law specialist does not need a folder for every move. He needs a compact folder system for the responses his pressure repeatedly produces.

Folder	Opponent signature	Cosmic answer family
MASHER	Presses immediately after visible pressure endpoints.	True trap / evasive counter-hit / block-punish.
LATE CHALLENGER	Respects first beat, steals second.	Delay trap or delayed check after confirming timing.
FREEZER	Blocks and waits through plus states.	Low / throw / chip / stance transition / position.
STEPPER	Escapes linear pressure laterally.	Homing / tracking / realign / wall orientation.
DUCKER	Crouches against highs, throws or slide fear.	Mid coverage and timing changes.
RETREATER	Backdashes or disengages after pressure.	Take space/wall, running re-entry, whiff bait; do not chase with unsafe string.

ARCHIVE RULE

Every FT3/FT5 should end with one sentence: "The opponent's primary escape folder was ____; their adaptation after I countered it was ____." That sentence is more valuable than memorizing every button they pressed.

ROUND ARCHITECTURE

26. Discovery → Compression → Conversion → Closeout

A top-player round should become more informed over time. Cosmic's pressure should not look identical at second 55 and second 15.

Phase	Primary goal	Allowed risk	Question
DISCOVERY	Find the first defensive habit.	Low.	Do they press, freeze, step, duck or retreat?
COMPRESSION	Remove the preferred escape.	Low-moderate.	What is their second answer after the first is punished?
CONVERSION	Turn verified read into damage/wall.	Moderate.	Can I cash out without giving up the next state?
CLOSEOUT	Protect life lead / deny comeback.	Low unless forced.	What is the boring win condition?

COSMIC TRAP TO AVOID

Dominance 24 can create a desire to "finish the control sequence" even when the round is already won. Top-player closeout sometimes means refusing the next mixup and letting the opponent take the risk.

SET ARCHITECTURE

27. A Set Is Where Specialist Depth Becomes Opponent Knowledge

The best expression of decade-scale Law knowledge is not one perfect round; it is how quickly the same toolset changes meaning after the opponent adapts.

12. GAME 1 — identify primary response folders; use mostly Tier 0–1 tools.
13. BETWEEN GAMES — name one invariant and one adaptation. Do not rewrite the entire game plan after a loss.
14. GAME 2 — punish the primary response once, then watch the second response rather than repeating the first counter forever.
15. GAME 3+ — introduce specialist set play only when it attacks an established habit or closes a specific round-state problem.
16. LATE SET — reduce unnecessary novelty. Use the branch tree with the highest evidence and lowest execution burden that still beats the current answer.

TOP-PLAYER SPECIALIST

A specialist is not predictable because the toolset is narrow. A specialist becomes predictable only when the mapping from state → follow-up never changes. Cosmic's goal is deep state fluency with multiple evidence-gated branches.

PRACTICE REGIMEN

28. The 120-Minute Cosmic Modernization Session

The regimen protects the existing Law engine while aggressively repairing the specific doors elite opponents can exploit.

Block	Minutes	Work
Source validation	15	Re-lab one legacy/T7 claim or conflicting T8 claim; save current truth.
Throw defense	10	Random 1 / 2 / 1+2 breaks with movement/pressure noise.
Lateral defense	15	Sidestep-block and sidewalk after common turn endings; punish only confirmed whiffs.
Pressure tree	20	One state only: WR3/DSS, Poison Arrow, DSS3 or slide state. Randomize opponent response.
Wall / oki	20	Practice one wall route plus 4–6 wake-up responses; keep wall orientation.
FT3/FT5 simulation	30	Play a set with one information goal and one risk cap.
Archive	10	Record primary folder, second response, one execution error and one current-patch validation note.

SESSION RULE

Never add a new setup because the old one failed once. First identify whether the failure was knowledge, timing, range, execution or opponent adaptation. Different failures require different corrections.

MEASUREMENT

29. Cosmic Top-Player Dashboard

Rank can rise while the specialist architecture remains exploitable. These internal KPIs measure the system underneath the rank.

KPI	Definition	Why it matters	Promotion target
First-Turn Quality	Stable turn earned without unnecessary punishable risk.	Separates true pressure from button volume.	≥80% in reviewed rounds.
Response Confirmation	Hard counter used only after matching response was observed.	Protects judgment.	≥80% for Tier 2+ commitments.
Plus-State Retention	Blocked favorable state leads to another controlled decision.	Measures Dominance structurally.	≥75% in chosen pressure module.
Throw Break Transfer	Correct break in live/set-sim environment.	Repairs clearest defensive gap.	≥60% mixed live simulation before raising difficulty.
Whiff Discipline	Confirmed whiff punish ÷ whiff-punish attempts.	Attacks Accuracy 11.	≥75% in drill, then track set trend.
Wall Second-Turn Rate	Wall cash-out followed by controlled oki/pressure state.	Measures stage control beyond combo damage.	≥80% in lab; ≥60% in set review.
Unsafe Surprise Rate	Launch-punishable/read-gated setup used without prior evidence.	Prevents veteran autopilot.	≤1 per FT5 unless round state forces gamble.

TARGETS ARE INTERNAL

These thresholds are COS:CORE coaching gates, not universal Tekken benchmarks. They exist to make improvement auditable and can be raised after the system stabilizes.

MATURITY MODEL

30. Coach Cosmic Promotion Gates

Book Five is complete when the veteran specialist architecture is explicit enough to be taught, tested and transferred — including its weaknesses.

Gate	Observable standard	Failure that blocks promotion
A — Current Truth	Core Law pressure states are verified on the current patch.	Old/T7 memory is still being used without lab confirmation.
B — Response Controller	Primary Law states have branches for mash, freeze, step, duck and retreat.	Same follow-up fires regardless of opponent response.
C — Risk Governor	High-risk tools are evidence-gated and context-aware.	Unsafe surprise options are used as routine pressure.
D — Defensive Coverage	Throw defense and lateral defense survive set simulation.	Block 25 remains exploitable through undercovered defensive channels.
E — Wall Compressor	Wall cash-out reliably becomes a second controlled state.	Wall combo ends in voluntary neutral reset.
F — Set Adapter	After opponent counters the first Law branch, Cosmic identifies and attacks the second response.	Game plan resets emotionally instead of updating structurally.
G — Source Architecture Complete	Cosmic can explain the system in state/response language independent of Law notation.	Knowledge remains trapped inside character-specific muscle memory.

END STATE

The mature Cosmic is not “more aggressive.” He is harder to remove from control because his offense, defense, movement, wall play and opponent modeling all use the same state-response language.

TRANSFER BRIDGE

31. What Omni-Paul Should Inherit from Cosmic — and What It Should Not

The point of documenting Cosmic is not to clone Law inputs onto Paul. It is to identify the universal control architecture that makes the specialist dangerous.

Cosmic trait	Transfer to Omni-Paul?	Paul expression	Do not copy
First-turn ownership	YES	Safe approach, whiff punish, poke/Heat state, verified pressure entry.	Law-specific opening sequence.
Guarded defense	YES	Block/composure, then correct Paul punish or movement reset.	Passive blocking without matchup knowledge.
Retaliation timing	YES	Correct punish family, counter-hit read, whiff retaliation.	Pressing every time “it feels like my turn.”
Plus-state chaining	YES	Paul plus frames, df1/df4 states, Heat pressure, wall loops.	DSS notation or Law-only strings.
Wall compression	YES	Wall carry → cash-out → oki/second state.	Law-specific wall setup.
Specialist narrowness	PARTIAL	Deep Paul core tree with multiple entrances.	Versatility bottleneck that collapses under unfamiliar branches.
Throw escape 2	NO	Dedicated Tekken throw literacy.	Never inherit a known coverage gap.
Legacy autopilot	NO	Current-patch verified Paul knowledge only.	Old answer activated without current evidence.

OMNI-PAUL EQUATION

COSMIC CONTROL ARCHITECTURE + OMNIVERA ADAPTATION + DECADE-EQUIVALENT PAUL FLUENCY = the intended Omni-Paul target.

WORKSHEETS

32. Cosmic Practice Cards

Use these after short sessions. The goal is to make specialist knowledge auditable without turning practice into paperwork.

CARD	WRITE-IN
CURRENT-PATCH CARD	Move/state verified: _____ | Current advantage: _____ | Range caveat: _____ | Step/duck escape: _____ | Source collision resolved? Y/N
PRESSURE CARD	Entry state: _____ | Opponent primary response: _____ | Counter used: _____ | Did they adapt? _____ | Second response: _____
DEFENSE CARD	Throws shown: ___ | Correct breaks: ___ | Linear enders sidestepped: ___ | Safe moves incorrectly challenged: ___ | One fix: _____
WALL CARD	Wall route: _____ | Wake folder: _____ | Position retained? Y/N | Second turn retained? Y/N | Timing defect: _____
SET CARD	Game 1 invariant: _____ | Game 2 adaptation: _____ | Tier-3 risk used with evidence? Y/N | Closeout error: _____ | Next lab item: _____
TRANSFER CARD	Cosmic behavior worth teaching Omni-Paul: _____ | Universal invariant: _____ | Paul implementation: _____ | Law-specific detail to strip away: _____

ARCHIVE RULE

One clean sentence after the set is enough: "I created _____, they answered _____, I countered _____, then they changed to _____." If that sentence cannot be written, the set produced experience but not yet organized learning.

SOURCE NOTES

33. Book Five Transcript References and Doctrine

Technical claims are grounded in the six user-supplied transcripts; the coaching architecture is COS:CORE interpretation layered on top.

ID	Source	URL	Book Five use
S1 — T7	How To Beat Mashers | Law's Frame Traps & Counter-Hit Setups | Tekken 7 Law Guide	https://www.youtube.com/watch/N2dnziZYEaY	Frame-trap families; plus-state risk differences; delay strings; wall-specific pressure. Strategy retained, exact values re-labbed.
S2 — T8	Law Frame Trap Moves Tekken 8 | Law Plus Frame Moves	https://www.youtube.com/watch/7rbZqDbC3Zc	Tekken 8 plus-frame catalog, DSS/Dragon Charge states, running/while-standing pressure.
S3 — T8 setup	Another Law WALL SETUP You NEED To Try!	https://www.youtube.com/watch/Sv8YzlUZ-qA	Wall DSS3/key-charge mixup, wake-up options, side-roll tracking, timing burden and explicit risk.
S4 — T8 v1.05	Lambkin's TOP 5 Law Setups and Frame Traps	https://www.youtube.com/watch/6Tuvy1ihHYE	DSS3 information gathering, WR3/Poison Arrow trap, UF3/slide integration, 2,b2 mixup, higher-rank D2,3 caution.
S5 — T8	Law Frame Traps 101: High, Moderate & Low-Risk Frame Traps	https://www.youtube.com/watch/RvAaZvg23I4	Risk classification; DSS3 nunchuk timing; low-risk 4,3,1 sidestep df2 model.
S6 — T8	Law Frame Traps 102 | Tekken 8 Law Guide	https://www.youtube.com/watch/HOvlBnAZQUI	WR3 pressure, Poison Arrow recursive plus states, DSS2/other branches, side-step and running pressure examples.

SOURCE LIMIT

The transcripts include patch-specific claims, auto-transcription errors and at least one explicit Tekken 7 source. Book Five preserves their terminology and strategic teachings but does not treat unverified frame numbers, guarantees or AI/game-internal claims as permanent truth. Current in-game lab data wins every conflict.

CAREER CONTEXT

Tekken 4 start, Tekken 6/7 competition, DreamHack 65th, games versus Rip and TheMainManSWE, and the current EWGF/Pentagon snapshot are user-supplied case-study evidence. They are used to define the player-development model, not presented as independently verified historical records.

VETERAN TEKKEN GRAMMAR × LAW SPECIALIST FLUENCY × CONTROL DISCIPLINE × OPPONENT MODELING = COSMIC-LAW

COSMIC-LAW STRUCTURE × OMNIVERA ADAPTATION × PAUL MASTERY = OMNI-PAUL