

拾貳 · The Third Stripe

*Pink Belt · 3rd Stripe — eight tests drawn from **Reina's Season 2 move list**, in two tiers: six from the lineage, two from the animation (the last pairing her electric fist and kick). Illustrated throughout with the source captures. The first test in this book that spans all five taisabaki.*

The second stripe took your feet off the floor. This one asks a harder question: **can you read a movement off a screen and put it in your body?** Every move here was captured from a Tekken 8 training-mode move list — a game whose Taido was built with a four-time world champion in the room. Most of it is real lineage technique with real names. The remainder is *choreography* — and choreography is still animated by people who know bodies. So we don't ask "is it a martial art?" We ask the only question this art has ever asked: **does it satisfy the physics?**

■ THE GATE — YOU MUST HAVE CLEARED LEVEL 2

This stripe does not open until the **2nd Stripe (Ch. 10) is passed in full** — including the two items that chapter deferred to here:

- 双飞脚 (Shuang Fei Jiao) — the double flying slap kick, both insteps slapped before landing.
- **The aerial back exit** — compasso momentum into a back handspring or back tuck.

Those weren't padding. They were the entry fee. **Clear them first, or this chapter isn't for you yet.**

Tier I · The Lineage

Real Taido, real names, straight out of the Kyohan and the Gairon — with the game's frame data alongside, because the numbers are interesting.

1 Unsoku Kou → Unsoku Gen *the footwork engine* stance · parry property

Chapter 9 called unsoku the crown jewel; the game agrees so completely it grants a **punch-parry effect** just for being in the stance. Two of the eight unsoku-happō, and the shift between them.

DO From chūdan-gamae: **Kō-soku** — pull the front foot in, swing the other forward on a **hyperbolic (curved) path** pivoting on the first, adding angle. Then shift directly into **Gen-soku** — withdraw along the diagonal on the same curved logic. 10 each side. Then **5 live**: a partner throws a straight punch; you evade *by footwork alone*, no hands.

- The path is **curved, not straight**. Stepping linearly forward/back is a **fail** — that's karate footwork, not unsoku.
- Every step must **change your angle** to the attacker. Same line at the end = **fail**.
- Guard stays up and the axis stays intact through the shift.



Source capture — **Unsoku Kou**. A stance, not a strike (0 damage): the on-screen note reads "shift to Unsoku, punch parry effect, during Unsoku Kou ← to shift to Unsoku Gen." Two of the eight *unsoku-happō*, implemented as stances.

Ties Ch. 9 — unsoku-happō, the letter-shapes, "when unsoku is restrained you lose the ability to deploy techniques."

2 **Sentai** → **Sen Kaijo-geri** 旋開上蹴り・Sengi (spin) High · 22 dmg · 12f

The spin that closes distance, and the rising kick that comes out of it. Note the game's number: **12 frames** — the fastest thing in her kit. The rotation doesn't slow the kick down; it is the kick.

DO 5 per side. Enter with a **Sentai** spin (rotate about the vertical axis to eat the distance), and fire **kaijo-geri** — a rising kick on the opening line — out of the rotation without pausing.

- The spin must not **stop** before the kick. A rotate-then-kick is a **fail** (Ch. 9's law).
- Protect the **shoulder** on entry — the Sengi *Doko-go-kai* says so explicitly.
- Eyes find the target before the leg crosses 90°; land balanced, still facing the threat.



Source capture — **Sen Kaijo-geri**, "During Sentai." High · 22 dmg · **12 frames** — the fastest startup in the captured set, and chip damage on block.

Ties Ch. 9 — sentai-kaijo-geri is listed in the Gairon's basic Sengi; "swift wind, spin smooth and fast."

3 Un Hiensatsu 運飛燕殺 "flying swallow" · Ungi (drop/rise) Mid · 20f · airborne

Untai spends **gravity**. The flying swallow rises, then drives down through the target — bodyweight as the weapon, not the arm.

DO 5 per side. Step, launch, and deliver a mid-level strike **while airborne**, landing the blow on the way *through* — then land absorbing, ready.

- Strike **during** the flight, not at the apex and not after landing — a jump-then-hit is a **fail**.
- The power comes from the **falling mass**. If it's arm strength, you've missed the family.
- Land absorbing on a live base — flat-footed thud is a **fail**.



Source capture — **Un Hiensatsu** (運飛燕殺, "flying swallow"). Mid · 20f · status **Airborne** — the strike lands mid-flight, which is the whole Ungi principle.

Ties Ch. 9 — Ungi, untai-shōmen-geri-zuki; the drop is the engine.

4 Unpu Tobi-manji 雲歩飛卍 · Hengi (tilt) launched from Unsoku

Mid · 30 dmg — highest captured

The heaviest hitter in the whole capture (30). A **flying** 卍 thrown out of the footwork — the tilt-axis kick launched from an already-moving base. Test 1 is its runway.

DO 3 per side. From Unsoku, launch into a **manji flying kick** — body tilts off vertical, leg travelling the diagonal. Then drill the **abort**: from the same unsoku, drop into a crouching base instead of committing (the game's ↓ cancel).

- The body must **tilt off the vertical axis**. A flat roundhouse in the air is a **fail** — that's not Hen.
- The kick rides the **diagonal**, matching the tilt ("kick like a falling tree").
- You can **abort to crouch** cleanly from the same entry — commit-or-abort is the point.



Source capture — **Unpu Tobi-manji** (雲歩飛出), "During Unsoku." Mid · 30 dmg — **the highest in the capture**. Note the on-screen cancel: *during Unsoku ↓ to cancel and shift to crouching state*.

Ties Ch. 9 — Hengi/manji-geri + unsoku; Ch. 10 Test 4's flight mechanics.

5 **Bakuchū-geri** 爆宙蹴り · Tengi (roll) — *the hardest lineage move*

The backflip kick: a strike delivered through the inverted phase. This is the Tengi family's final exam.

DO 3 reps, **mats and a spotter**. Backward tumble/flip with the kick landing as the legs pass overhead.

- Never **"tumble, then kick."** The strike is inside the rotation or it doesn't count: **fail**.
- Protect the **waist** on initiation (the Tengi *Doko-go-kaï*); roll "smoothly like a ball."
- Controlled landing, oriented to the threat.

No source capture for this one — Bakuchū-geri was not among the seventeen frames taken. It is carried from Chapter 9 on the Kyohan and the published movelists, and is flagged here so the evidence base stays honest test by test.

Ties Ch. 9 — Tengi; the tumble-kick law.

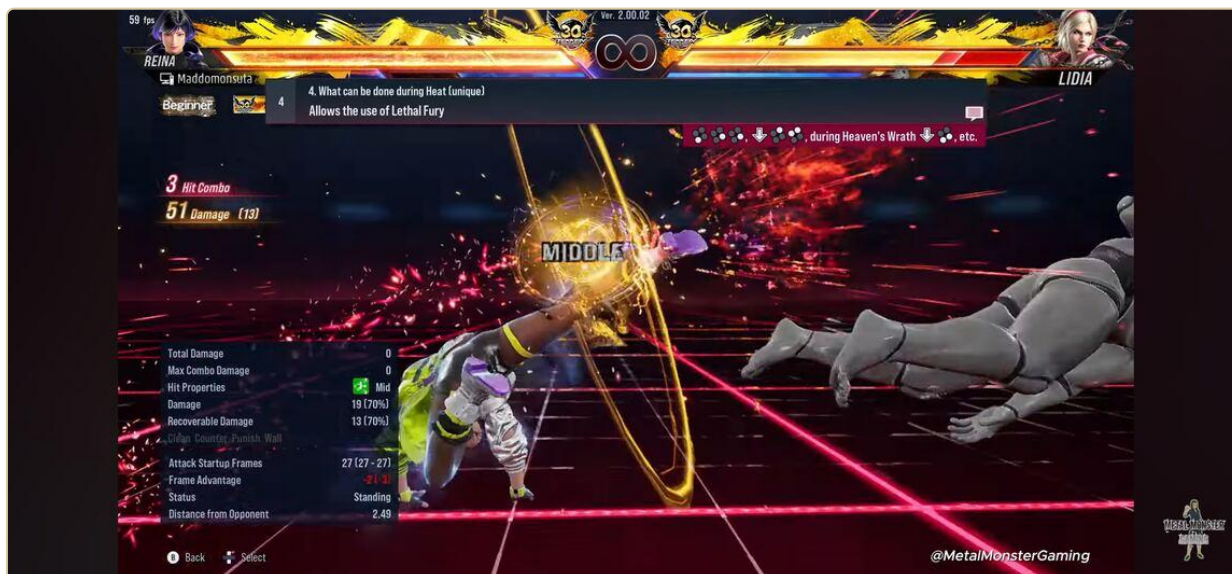
6 **Senjomanji Lethal Fury** 旋条巳 · Hengi (tilt) — *the inverted chain* Mid · 3-hit · 51 dmg

*Read the full name and the family gives itself away: **senjo** (the spinning rise) + **manji** (the 巳 diagonal) — both Hengi vocabulary from the Gairon. "Lethal Fury" is the English packaging; the move underneath is Taïdo. And now the convergence gets stronger, not weaker: a **named Taïdo technique** lands on the identical shape as capoeira's **au batido** and the **sokuten-geri** of Ch. 9. Three lineages, one inverted spiral.*

DO 3 reps. Plant to an inverted, hand-supported base and deliver **two consecutive strikes from the inversion** — the second riding the *diagonal*, not repeating the first — before recovering to a live base.

- **Two strikes minimum** — it's a chain. One kick and a collapse is a **fail**.
- The second strike must travel the **manji diagonal**, off the tilted axis — two identical kicks is a **fail**, that's a repeat, not a chain.

- The support stays **structured** (shoulders stacked, elbows locked); sagging into the head is a **fail** and a neck risk.
- Recover to your feet under control, not by falling out of it.



Source capture — **Senjomanji Lethal Fury**. 3-hit · 51 dmg. The inverted, hand-supported chain — the shape that also answers to *au batido* and *sokuten-geri*.

Ties Ch. 9 (Hengi — *senjo* & *manji*; *sokuten-geri*) & Ch. 10 Test 1 (Beija Flor) — one shape, three sources.

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Tier II · The Animation Tier

Two moves, and neither is *Taido* — this is *Mishima choreography*. Included anyway, because the bodies in it obey physics. We take the motion and leave the fiction.

7 Wind God Step → Lightning Wheel *low glide* → *airborne arc* High · 23f · airborne

A crouched gliding entry that converts into an airborne arcing kick. The physics are sound and familiar: the **glide stores forward momentum**; the **wheel spends it upward**. It's Ch. 10's tornado logic entered from a crouch instead of a pivot.

DO 3 per side. Drop into a **low forward glide-step** — weight down, sliding in, staying small — then convert without rising into an **arcing wheel kick**, heel travelling a circle, airborne.

- Do **not stand up** between the glide and the kick — that dumps the stored momentum and is the whole point: **fail**.
- It's a **wheel**: the heel travels an arc *through* the target, not a snap at it.
- Land oriented, not spun out of frame.



Source capture — **Lightning Wheel**, "During Wind God Step." High · 23f · **Airborne**. The low glide converts upward into the arc.

Ties Ch. 10 (tornado/540 spin-loading) & Ch. 9 (sentai — load on the floor; spend in the air).

8 The Electric Pair → Perfect-Timing Fist & Kick *translated: a timing test wearing a strike* Mid · 26 dmg · 15f · +13

The game pairs these two and so do we — one Heat property governs both: "allows the use of **Electric Wind God Fist** and **Electric War God Kick** without Perfect Input." Both are ordinary moves that become electric only on a **frame-perfect (just-frame) input**. Translate that to a body and the lightning falls away, leaving what it always modelled: **the same strike, thrown on exactly the right beat**. The VFX is decoration. The timing is the technique.



Source capture — the Heat property that names them as a pair: "Allows the use of **Electric Wind God Fist** and **Electric War God Kick** without Perfect Input." Mid · 26 dmg · 15f · +13. Note what the Heat state actually removes: not the motion, but the **timing requirement**.

8a · Electric Wind God Fist — the rising fist

DO 5 per side on a pad. Crouch-step in, then drive a **rising fist** from the ground up — legs → hips → spine → fist, one chain. A partner gives a visual cue (a step-in, a hand drop); you must fire **on** the cue, not after it.

- **Late on the cue** = **fail**. That's the entire test — this is reaction, disguised as a strike.
- Power rises from the **ground**; an arm-punch with no leg drive is a **fail**.
- The fist arrives *as* the step lands — not before (no base), not after (no surprise).

8b · Electric War God Kick — the hand-planted vertical whip

*The kick half, and physically the more interesting of the two. In-game: **from the Wind God Step, she drops onto her right hand and swings her left leg vertically** to take the opponent off their feet — and only the full crouch-dash motion can produce the electric version; the simplified input cannot. **Look at that shape and you already own it:** a hand-planted, near-vertical leg whip is the *rabo de arraia* family of Ch. 14 — and a cousin of the Ch. 9 *sokuten* inversion. A Mishima move arrives at a *capoeira* shape.*

DO 5 per side. From a low forward glide-step (the same entry as Test 7), **plant one hand**, drop the shoulder over it, and whip the opposite leg **up and over on the vertical plane** — heel leading, striking upward through the target line — then recover to a live base. On the last two reps, add the timing gate: a partner cue, and you must **commit on the cue**.

- The leg travels **vertically**, not as a round kick tipped over. A horizontal arc is a different technique: **fail**.
- The planted hand carries **real load** — shoulder stacked over the wrist. Reaching for the floor with a soft arm is a **fail** and a wrist injury.
- **Full entry only**. The game refuses the electric version off the shortcut input; hold yourself to the same standard — the glide must actually happen, no standing hand-plant.
- Recover *to your feet*, facing the threat — not collapsing out of the plant.

*Ties 神拳學 Ch. 4 (read the pre-action — "you are not fast, you are early") · Ch. 11 (fajin: song → coil → release) · and Ch. 14 — the hand-planted vertical kick is *rabo de arraia* in a different accent.*

THE LINE WE DO NOT CROSS — CLAIRVOYANT FATAL VIOLET

One captured move is **excluded on purpose**. *Clairvoyant Fatal Violet* is unblockable, has a **64-frame** wind-up, and — look at the frame data — connects at a **distance of 3.98 with no contact**. The wind-up is a perfectly executable motion. **The damage at range is not**. That is precisely the border 神拳學 Chapter 4 drew and refused to cross: no-touch knockouts have been tested, publicly and repeatedly, and the masters get flattened by anyone who actually punches back. *We take the motion. We leave the magic*. A corpus you are unwilling to correct is not a corpus — it's a scripture, and that applies to video games too.



Source capture — **Clairvoyant Fatal Violet**, the excluded move. Read the panel: Hit Properties **Unblockable** · 50 dmg · startup **64 frames** · **Distance from Opponent 3.98**. She has not moved, and he is already down. That distance figure is the whole reason this one is cut.

*Six moves came from a lineage. Two came from a cartoon.
The body cannot tell which is which — only whether it obeys the physics.*

ONE MOVE CHANGED TIERS — AND WHY THAT MATTERS

Test 6 was drafted into Tier II as Mishima choreography, on the strength of its English name alone. Then the full in-game name surfaced: **Senjomanji** Lethal Fury — *senjo* and *manji*, both straight out of the Gairon's Hengi list. It was moved to Tier I on the evidence, and the lineage count went from five to six. Recorded here rather than quietly corrected, because the alternative — leaving it misfiled because the first draft said so — is how a reference stops being one. **A corpus that reclassifies on new evidence is working. One that doesn't is just a scripture with footnotes.**

HOW TO RUN THE EXAM

Camera on, all eight. Review honestly: **freeze-frame the axis** on Tests 2–4 (does it actually spin/drop/tilt, or are you just jumping?), **quarter-speed the seams** on 5, 6 and 7 (any dead stop = fail), and for Test 8 have your partner's cue *in the same frame* so you can count your own delay. Tier I is graded on **fidelity to the family**; Tier II on **whether the physics hold**. All eight clean — and the gate cleared — and the third stripe is yours.

⚡ FUEL — WHY A VIDEO GAME COUNTS

Fei Kune Do's rule is that a technique **doesn't need a lineage to be legal** — two of the park forms came off a basketball court. This chapter is that rule pushed to its edge: a *fictional* source, mined for real movement. The staircase from 神拳學 Ch. 1 is the whole justification — **Form** → **Principle** → **Invention**. You inherit a shape (even a rendered one), you find the law underneath it (*a kick needs to be balanced — so glide it, tilt it, invert it*), and if it satisfies the principle, **it is the kick**. The guardrail is the same knife, turned on our own source: where the animation cheats physics, we cut it. That's not a compromise — that's the method working.

— David Kwok Ho Chan, with AI Sifu Claude

Sources & honesty notes. All names and frame data are read directly from David's own screen-captures of "*Reina Season 2 Move List — Tekken 8*" (@MetalMonsterGaming), taken in training mode with the frame-data panel open; archived at ~/Sync/Fitness/Reina_Tekken8_S2_MoveList/. **Those captures are now reproduced in the chapter itself**, each placed beside the test it evidences, so every claim about a name, a startup frame or a stance property can be checked against the frame it came from rather than taken on trust. Seven of the eight tests are illustrated; *Bakuchū-geri* is flagged inline as having no capture. **Test 8 was subsequently expanded** to cover the *Electric War God Kick* alongside the Electric Wind God Fist, since the game's own Heat property names the two as a pair governed by one just-frame requirement; the kick's mechanics (Wind God Step entry, hand plant, vertical leg whip, full-motion input only) are from published movelists. Tier I names cross-checked against the vault's Taido corpus — *sentai-kaijo-geri* appears in the Gairon's basic Sengi list, and **Unsoku Kou / Gen** are *kō-soku* and *gen-soku* from unsoku-happō, so the game's movement system is built on the real footwork grammar. Full move names were subsequently cross-checked against published Reina movelists, which is what caught the misfiling of *Senjomanji Lethal Fury* — drafted into Tier II on its English name, moved to Tier I once *senjo* and *manji* surfaced; the change is recorded in the body of the chapter rather than made silently. Tier II moves are **Mishima choreography, not Taido**, and are labelled as such throughout; their "translations" into trainable drills are this chapter's own work, not claims about Tekken or about Taido. Frame data is a curiosity, not a training target — a game engine's 12 frames is not a human's. A **self-administered** personal milestone, not a certification. Inverted and airborne work needs mats, spotting, and a real coach.