

訂 · The True Charge

Lesson 23b — Errata / Patch Notes. Lesson 23 got the *engine* right (rotation, the coil, the Power Cycle) — but two of the charges didn't trace the actual command inputs. If we're going to borrow Street Fighter's names, we honor Street Fighter's mechanics. **Lesson 23 · v1.0.1.**

PART I — THE PRINCIPLE

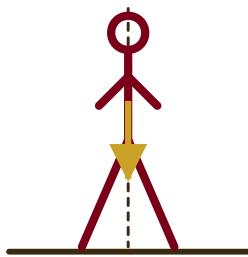
The charge must trace the command

A fighting-game input is choreography. The joystick motion that loads a special move is, read honestly, the **footwork that loads the strike**. So the loader has to match the input — or the name is lying. Hadoken is ↓ → (down-forward). Shoryuken is → ↓ → (forward, down, down-forward) — the "Z", the dragon motion. The charge should walk exactly that path.

PART II — HADOKEN ✓ (ALREADY TRUE)

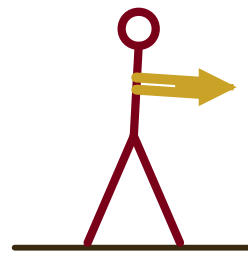
↓ → : down, then forward

Lesson 23 already had this one right, so this is just confirmation. The Hadoken's native loader isn't a retreat — it's 馬步 (**ma-bu**): sink into horse stance and draw energy straight down from the ground (the ↓), then **drive it forward** (the →). Down = gather; forward = release — the Power Cycle loaded straight down instead of on the back-step.



① 馬步 MA-BU (↓)

sink into horse stance, draw energy down from the ground.



② DRIVE FORWARD (→)

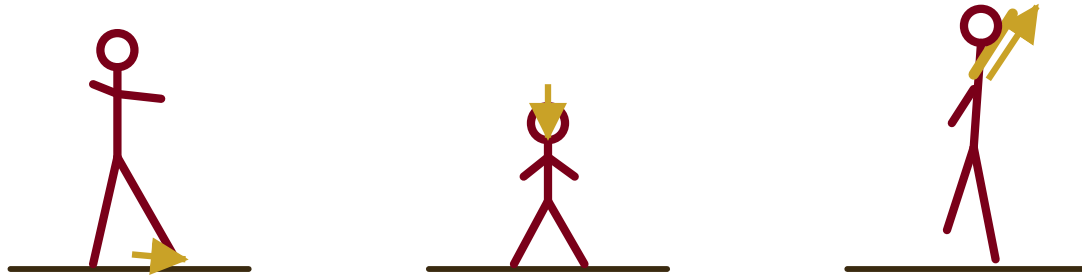
release it straight out — the double-palm thrust.

Note the alt still stands. The Xu-Bu-*back* "momentum battery" from L23 Part VI is a perfectly good *alternate* loader for the Hadoken — it just isn't the move's *native* input. Native = ma-bu down→forward; battery = charge on the retreat. Both discharge the same fireball.

PART III — SHORYUKEN × → ✓ (THE FIX)

→ ↓ → : **forward FIRST, then down**

Here's the actual errata. Lesson 23's "Coil Set-up" loaded the Shoryuken by stepping the foot **back into the SW quadrant** — a *retreating* charge. But the real input is → ↓ →: it goes **forward first**. So the correct charge is **Xu-Bu forward** (step *in*, the →) → **drop straight down** into a crouch / Cócorinha (the ↓) → **explode up-and-forward** (the rising → that fires the uppercut). Step in, sink, erupt — not step back.



① 虚步 XU-BU FORWARD (→)
empty-step *in* — probe, close the gap.

② CÓCORINHA (↓)
drop straight down where you stepped — deep eccentric load.

③ SHORYUKEN (→↑)
explode *up-and-forward* — the rise fires through them.

What changed, in one glyph:



PART IV — WHY THE FIX IS ALSO BETTER

The right input is the right weapon

This isn't pedantry — the corrected charge makes the Shoryuken the tool it's actually *for*. Loading it **forward** makes it an **advancing, intercepting rise**: you close on the → and the uppercut goes *up through* them as they come in — which is exactly what a Shoryuken *is* (the anti-air, the reversal that travels forward). A back-loaded uppercut retreats — a different, weaker tool for this job. Ties straight to **Lesson 4: intercept, don't react**.

And the biomechanics agree. **Xu-Bu forward** → **Cócorinha** plants the deep eccentric load *forward and under* your opponent — the ideal spot to launch from — so the plyometric pop is bigger and aimed the right way (this is the **Coiled Dragon** / fa-jin load from L15, placed correctly). Matching the input didn't cost us power. **It gave us more.**

"Borrow the name, and you inherit the mechanic. The input was the choreography all along — Hadoken sinks to rise forward, Shoryuken steps in to erupt upward. Read the command; it was telling you where to put your feet. 訂."

PATCH v1.0.1 — Shoryuken charge corrected: was *Xu-Bu back* → *SW coil*; now *Xu-Bu forward* → *Cócorinha down* → *up-forward rise* (matches → ↓ →). Hadoken (↓ → *ma-bu*) confirmed unchanged. Engine, Power Cycle, and all other L23 content stand.