

## CORUSCANT - Terminology

Version 2 - last updated 6/9/2017

To give everyone a common frame of reference, we've invented some arbitrary designations.

1. Jedi are named A and B; Sith are named Y and Z.
2. Jedi initially attack out of the North; Sith initially attack out of the South.

Thus, the initial layout is a square:



A and Y are along the West wall; B and Z are along the East wall. A and B, both Jedi, are along the North wall.

3. A & B are **partners**. The first person you attack is your **opponent**. Your partner's opponent is your **corner**. Thus, A and Y are opponents and A and Z are corners to each other. Likewise, Z's partner is Y, Z's opponent is B, and Z's corner is A.

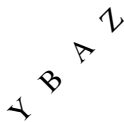
4. To then describe a particular pair of fighters and their orientation, we need to specify which wall they're on, who's attacking whom, and what sequence they're doing. It's helpful to additionally specify what direction they're moving in, although this detail can be derived from the previous. E.g., if Y is attacking A along the west wall, then Y is moving forwards while attacking, i.e., north. If the choreo they're doing is III and V, then this then gets described as:

West, YA, North: III, V

"On the west wall, Y is attacking A, moving North, doing the following: III, V."

5. Lastly, two simple formations: squares and lines. Squares are already defined above; lines are simply a line of people. Given that attackers and defenders are constantly moving, being in a precise formation is rare, and as such, the choreography will only describe a few snapshots of formation.

Sample line:



## CORUSCANT - 2v2

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### OVERVIEW

Roman numerals refer to the new macro sequences. See below for a refresher.

West, YA, North: III, pommel strike[1], V  
East, ZB, North: I, trade[2], III[3]

North, AZ, East: II  
South, BY, West: IV?[4]

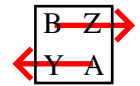
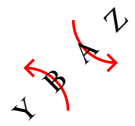
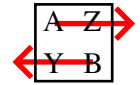
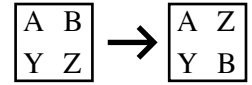
Moving through a line formation:

YB: IV

ZA: I

North, BZ, East: II?[4]

South, AY, West: V



### NOTES

[1] III ends with a bind. A attempts pommel strike on Y, but Y ducks. Y moulines instantly into V. The opening 5 of V, A may want to defend with an inverted block.

[2] B spins into Z's defense on the last 3 of I and continues spinning into the attack via III.

[3] B is attacking, Z is defending.

[4] This may not work; try it.

### PER PERSON

A:

Y: defends III, attempts pommel strike, defends V

Z: attacks II, defends I

Y: attacks V

B:

Z: defends I, does the funky trade, attacks III

Y: attacks IV, defends IV

Z: attacks II

Y:

A: attacks III, ducks pommel strike, attacks V

B: defends IV, attacks IV

A: defends V

Z:

B: attacks I, does the funky trade, defends III

A: defends II, attacks I

B: defends II

### Macro sequence refresher

I: 1 4 thrust-2 3

II: 2 4 2 push 3 4 5

III: 3 1 spin 2 3 5

IV: 4 1/dodge 3 5 3

V: 5 kick 2 4 5 1