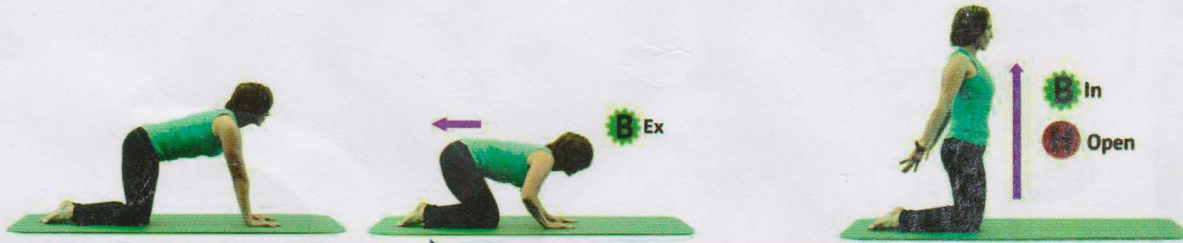


PWR! Up → Posture



PWR! Rock → Weight Shift



PWR! Twist → Trunk Rotation



PWR! Step → Transition

