|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Second Player  First  Player | Static | Parity | Mobility | PMobility | Corners | Stability |
| Static | First | Static | Static | Static | Static | Static |
| Parity | Parity | Second | Mobility | PMobility | Corners | Parity |
| Mobility | Mobility | Parity | Second | PMobility | Corners | Mobility |
| PMobility | PMobility | Parity | Mobility | Second | Corners | PMobility |
| Corners | Corners | Parity | Mobility | PMobility | Second | Corners |
| Stability | Stability | Parity | Mobility | PMobility | Corners | First |