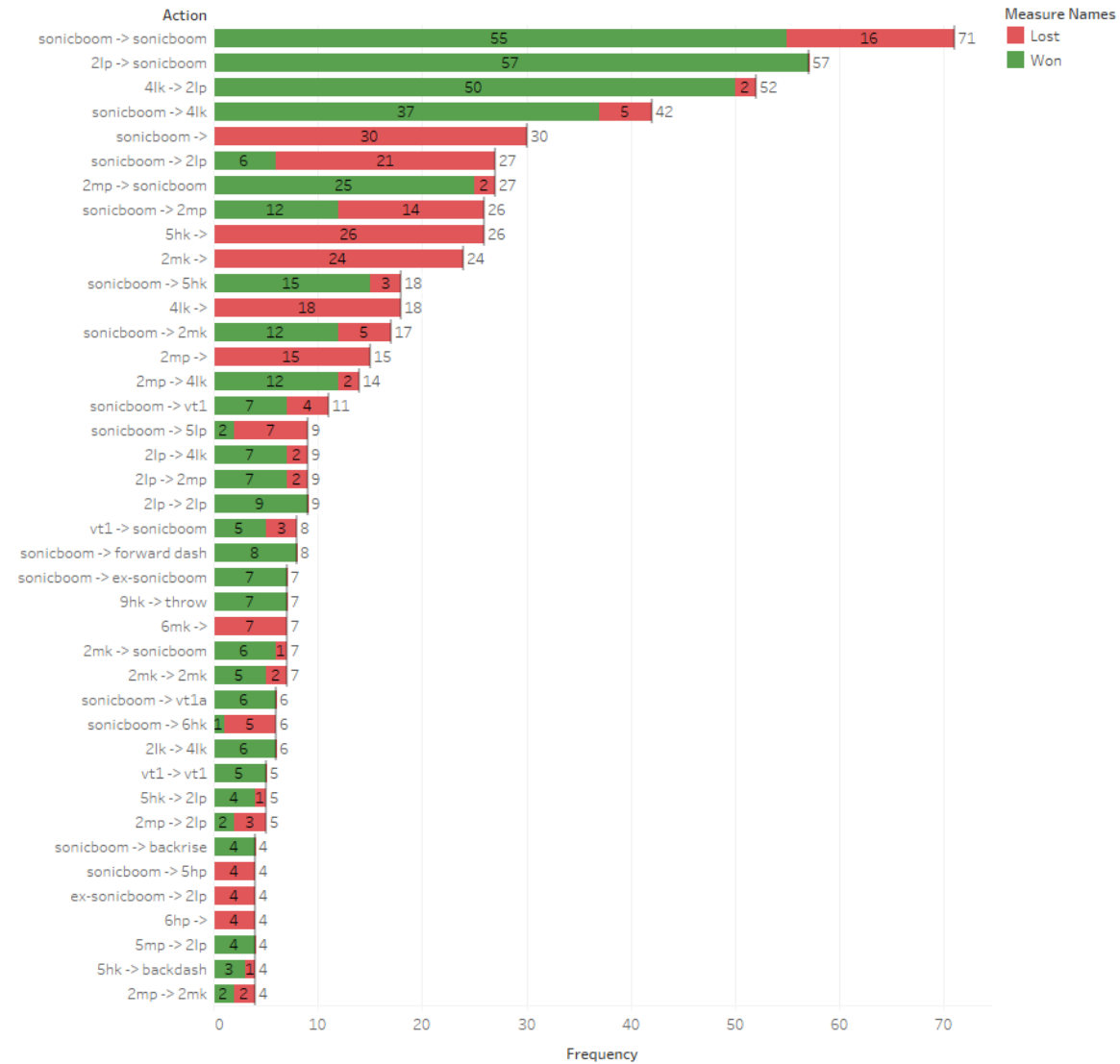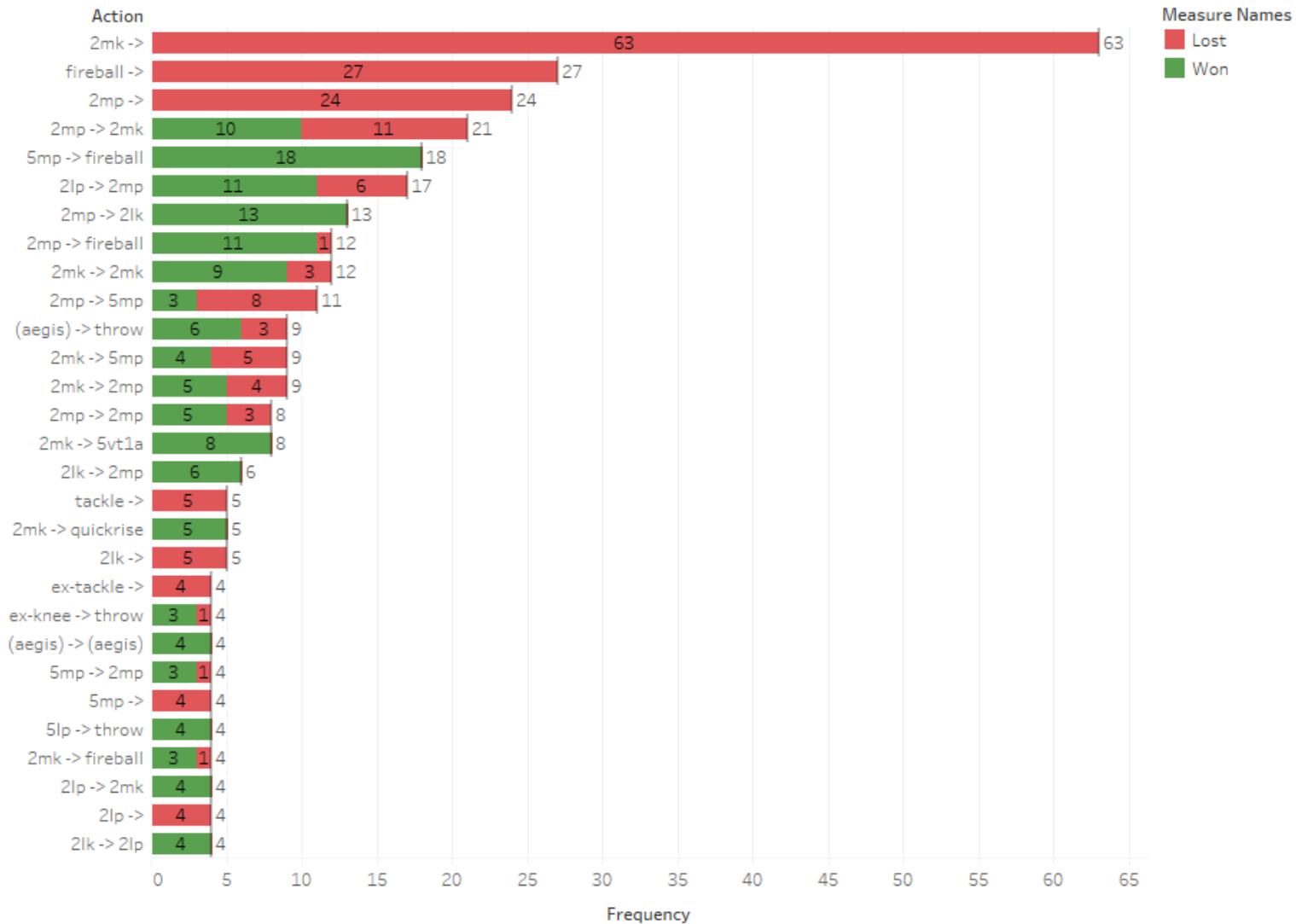# DvT – Turn Visualizations
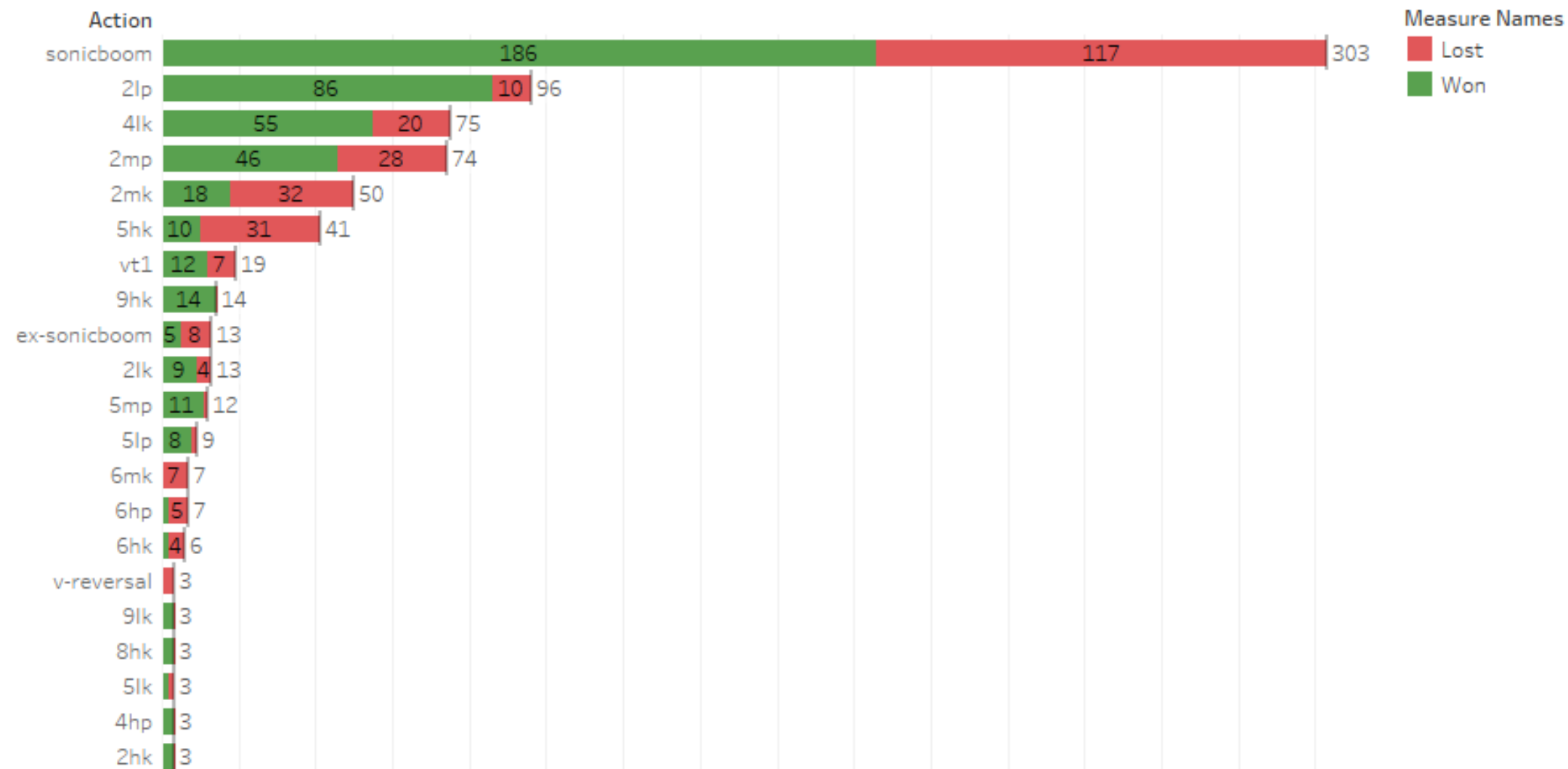
P1 Turn Win/Loss After Block Strings (Guile)

P2 Turn Win/Loss After Block Strings (Urien)

Action	Won	Lost	Total
2mk ->		63	63
fireball ->		27	27
2mp ->		24	24
2mp -> 2mk	10	11	21
5mp -> fireball	18		18
2lp -> 2mp	11	6	17
2mp -> 2lk	13		13
2mp -> fireball	11	1	12
2mk -> 2mk	9	3	12
2mp -> 5mp	3	8	11
(aegis) -> throw	6	3	9
2mk -> 5mp	4	5	9
2mk -> 2mp	5	4	9
2mp -> 2mp	5	3	8
2mk -> 5vt1a	8		8
2lk -> 2mp	6		6
tackle ->		5	5
2mk -> quickrise	5		5
2lk ->		5	5
ex-tackle ->	4		4
ex-knee -> throw	3	1	4
(aegis) -> (aegis)	4		4
5mp -> 2mp	3	1	4
5mp ->	4		4
5lp -> throw	4		4
2mk -> fireball	3	1	4
2lp -> 2mk	4		4
2lp ->	4		4
2lk -> 2lp	4		4

Measure Names: Lost, Won

Frequency

P1 Turn Win/Loss After Action (Guile)

Action

Action	Won	Lost	Total
sonicboom	186	117	303
2lp	86	10	96
4lk	55	20	75
2mp	46	28	74
2mk	18	32	50
5hk	10	31	41
vt1	12	7	19
9hk	14		14
ex-sonicboom	5	8	13
2lk	9	4	13
5mp	11		12
5lp	8		9
6mk	7		7
6hp	5		7
6hk	4		6
v-reversal			3
9lk			3
8hk			3
5lk			3
4hp			3
2hk			3

Measure Names
- Lost
- Won