

Timer	Team	Distance	Character state	Character health	Red health	Hyper meter level	Trap in the field	Behaviour
> 20 sec ∞	Own: 3 Own: 2	Mid-screen Poke-range In-close	Own: Stand / Rival: Stand Own: Stand / Rival: Jump	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	Yes	>= 2	No	- Continue combo - Block - Advancing guard - Dash backwards - Jump backwards - Use mega crash
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