\mathbf{Timer}	Team	Distance	Character state	Character health	Red health	Trap in the field	Behaviour
						-	- Use projectile
				Own: 3 Full			- Move forwards
> 20 sec	Own: 3	Full-screen	Own: Stand / Rival: Stand	Own: 2 Full, 1 Low	X	No	- Dash forwards
∞	Own: 2	run-screen	own stand / Tervan stand	Own: 1 Full, 2 Low Own: 2 Full	11	INU	- Jump forwards
							- Use taunt
							- Move backwards
		Full-screen	Own: Stand / Rival: Stand	Own: 3 Low Own: 1 Full, 1 Low Own: 2 Low Own: 1 Low	X		
	Own: 3						- Dash backwards
> 20 sec	Own: 2					No	- Use projectile
∞	Own: 1						- Jump backwards
	0 1111. 1			Own: 1 Full			- Block
				Own: 1 Full			- Advancing guard
							- Use projectile
. 00	37	T 11	Own: Stand / Rival: Stand	D. 1114 C. 114	37	No	- Move forwards
< 20 sec	X	Full-screen		Rival life > Own life	X		- Dash forwards
							- Jump forwards
							- Move backwards
		Full-screen	Own: Stand / Rival: Stand				- Dash backwards
							- Use projectile
< 9 0	v			D: 11:0 (O 1:0	v	N.T.	
< 20 sec	X			Rival life < Own life	X	No	- Jump backwards
							- Block
							- Use taunt
							- Advancing guard
		Full-screen	Own: Stand / Rival: Stand	Own: 3 Full		37	
> 20 sec	Own: 3			Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	v		- Use projectile
∞	Own: 2				Yes	- Use taunt	
				Own: 3 Low			
	Own: 3	Full-screen	Own: Stand / Rival: Stand		wn: 1 Full, 1 Low Own: 2 Low X	Yes	- Use projectile
> 20 sec	Own: 2 Own: 1						- Block
∞				Own: 1 Low Own: 1 Full	71		- Advancing guard
							- Mavaneing guard
				Own, 1 Fun			- Use projectile
< 90	ec X	X Full-screen	Own: Stand / Rival: Stand	Rival life > Own life	X	Yes	
< 20 sec							- Block
							- Advancing guard
	sec X	X Full-screen					- Use projectile
< 20 sec			Own: Stand / Rival: Stand	Rival life < Own life	X	Yes	- Block
< 20 sec			Own: Stand / Rivar: Stand	Tuvai ine Cown ine	Λ		- Use taunt
							- Advancing guard
$> 20 \sec \infty$	sec Own: 3 Own: 2	Who-scroon	Own: Stand / Rival: Stand			No	- Use projectile
				Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X		- Move forwards
							- Dash forwards
							- Jump forwards
							- Use taunt
							- Use mid-screen attack
	1	1	1	1	I		- Ose mid-screen attack

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Timer	Team	Distance	Character state	Character health	Red health	Trap in the field	Behaviour
$> 20 \sec \infty$	Own: 3 Own: 2 Own: 1	Mid-screen	Own: Stand / Rival: Stand	Own: 3 Low Own: 1 Full, 1 Low Own: 2 Low Own: 1 Low	X	No	- Move backwards - Dash backwards - Use projectile - Jump backwards - Block
	Own. 1			Own: 1 Edw Own: 1 Full			- Advancing guard - Use mid-screen attack - Use projectile - Move forwards
< 20 sec	X	Mid-screen	Own: Stand / Rival: Stand	Rival life > Own life	X	No	- Dash forwards - Jump forwards - Use mid-screen attack - Move backwards
< 20 sec	X	Mid-screen	Own: Stand / Rival: Stand	Rival life < Own life	X	No	- Dash backwards - Use projectile - Jump backwards - Block - Use taunt - Advancing guard - Use mid-screen attack
$> 20 \sec \infty$	Own: 3 Own: 2	Mid-screen	Own: Stand / Rival: Stand	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	Yes	- Use projectile - Use taunt - Use mid-screen attack
$> 20 \sec \infty$	Own: 3 Own: 2 Own: 1	Mid-screen	Own: Stand / Rival: Stand	Own: 3 Low Own: 1 Full, 1 Low Own: 2 Low Own: 1 Low Own: 1 Full	X	Yes	Use projectileBlockAdvancing guardUse mid-screen attack
< 20 sec	X	Mid-screen	Own: Stand / Rival: Stand	Rival life > Own life	X	Yes	- Use projectile - Block - Advancing guard - Use mid-screen attack
< 20 sec	X	Mid-screen	Own: Stand / Rival: Stand	Rival life < Own life	X	Yes	- Use projectile - Block - Use taunt - Advancing guard - Use mid-screen attack
$> 20 \sec \infty$	Own: 3 Own: 2	Poke-range In-close	Own: Stand / Rival: Stand	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	X	- Start combo - Use projectile - Use taunt - Block - Advancing guard - Use throw

Timer	Team	Distance	Character state	Character health	Red health	Trap in the field	Behaviour
$> 20 \ { m sec}$	Own: 3 Own: 2 Own: 1	Poke-range In-close	Own: Stand / Rival: Stand	Own: 3 Low Own: 1 Full, 1 Low Own: 2 Low Own: 1 Low Own: 1 Full	X	No	 Start combo Use projectile Dash backwards Move backwards Jump backwards Block Advancing guard Use throw
$> 20 \ { m sec}$	Own: 3 Own: 2 Own: 1	Poke-range In-close	Own: Stand / Rival: Stand	Own: 3 Low Own: 1 Full, 1 Low Own: 2 Low Own: 1 Low Own: 1 Full	X	Yes	- Start combo - Use projectile - Block - Advancing guard - Use throw
< 20 sec	X	Poke-range In-close	Own: Stand / Rival: Stand	Rival life > Own life	X	X	- Start combo - Use projectile - Block - Advancing guard - Use throw
< 20 sec	X	Poke-range In-close	Own: Stand / Rival: Stand	Rival life < Own life	X	No	- Start combo - Use projectile - Block - Advancing guard - Use throw - Dash backwards - Move backwards - Jump backwards - Use taunt
< 20 sec	X	Poke-range In-close	Own: Stand / Rival: Stand	Rival life < Own life	X	Yes	- Start combo - Use projectile - Block - Advancing guard - Use throw - Use taunt
$> 20 \sec \infty$	Own: 3 Own: 2	Full-screen Mid-screen	Own: Jump / Rival: Stand	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	No	- Air-dash forwards
$> 20 \text{ sec}$ ∞	Own: 3 Own: 2 Own: 1	Full-screen Mid-screen	Own: Jump / Rival: Stand	Own: 3 Low Own: 1 Full, 1 Low Own: 2 Low Own: 1 Low Own: 1 Full	X	No	- Air-dash backwards - Block - Advancing guard
X	X	Full-screen Mid-screen	Own: Jump / Rival: Stand	X	X	Yes	- Block - Advancing guard
< 20 sec	X	Full-screen Mid-screen	Own: Jump / Rival: Stand	Rival life > Own life	X	No	- Air-dash forwards

Timer	Team	Distance	Character state	Character health	Red health	Trap in the field	Behaviour
< 20 sec	X	Full-screen Mid-screen	Own: Jump / Rival: Stand	Rival life < Own life	X	No	- Air-dash backwards - Block - Advancing guard
$> 20 \ {\rm sec}$ ∞	Own: 3 Own: 2	Poke-range In-close	Own: Jump / Rival: Stand	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	X	- Start combo - Block - Advancing guard
$> 20 \ { m sec}$	Own: 3 Own: 2 Own: 1	Poke-range In-close	Own: Jump / Rival: Stand	Own: 3 Low Own: 1 Full, 1 Low Own: 2 Low Own: 1 Low Own: 1 Full	X	No	- Start combo - Block - Advancing guard - Air-dash backwards
X	X	Poke-range In-close	Own: Jump / Rival: Stand	X	X	Yes	- Start combo - Block - Advancing guard
< 20 sec	X	Poke-range In-close	Own: Jump / Rival: Stand	Rival life > Own life	X	X	- Start combo - Bock - Advancing guard
< 20 sec	X	Poke-range In-close	Own: Jump / Rival: Stand	Rival life < Own life	X	No	- Start combo - Block - Advancing guard - Air-dash backwards