$\mathbf{Timer}$	Team	Distance	Character state	Character health	Red health	Trap in the field	Rolling	Behaviour
$> 20 \sec \infty$	Own: 3 Own: 2	Full-screen Mid-screen	Own: Stand / Rival: Stand	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	No	X	- Use projectile - Move forwards - Dash forwards
$> 20 \ { m sec}$	Own: 3 Own: 2 Own: 1	Full-screen Mid-screen	Own: Stand / Rival: Stand	Own: 3 Low Own: 1 Full, 1 Low Own: 2 Low Own: 1 Low Own: 1 Full	X	No	X	- Move backwards - Dash backwards - Use projectile - Jump backwards - Block - Advancing guard
< 20 sec	X	Full-screen Mid-screen	Own: Stand / Rival: Stand	Rival life > Own life	X	No	X	<ul><li>Use projectile</li><li>Move forwards</li><li>Dash forwards</li></ul>
< 20 sec	X	Full-screen Mid-screen	Own: Stand / Rival: Stand	Rival life < Own life	X	No	X	<ul> <li>Move backwards</li> <li>Dash backwards</li> <li>Use projectile</li> <li>Jump backwards</li> <li>Block</li> <li>Advancing guard</li> </ul>
$> 20 \sec \infty$	Own: 3 Own: 2	Full-screen Mid-screen	Own: Stand / Rival: Stand	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	Yes	X	- Use projectile - Block - Advancing guard
$> 20 \sec \infty$	Own: 3 Own: 2 Own: 1	Full-screen 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	X	- Use projectile - Block - Advancing guard
< 20 sec	X	Full-screen Mid-screen	Own: Stand / Rival: Stand	Rival life > Own life	X	Yes	X	- Use projectile - Block - Advancing guard
< 20 sec	X	Full-screen Mid-screen	Own: Stand / Rival: Stand	Rival life < Own life	X	Yes	X	- Use projectile - Block - Advancing guard
$> 20 \ { m sec}$	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	Forwards	- Start combo - Block - Advancing guard
$> 20 \sec \infty$	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	No	Backwards	<ul><li>Use projectile</li><li>Move forwards</li><li>Dash forwards</li><li>Use taunt</li></ul>

$\mathbf{Timer}$	Team	Distance	Character state	Character health	Red health	Trap in the field	Rolling	Behaviour
> 20  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	Forwards	- Move backwards - Dash backwards - Jump backwards - Block - Advancing guard
> 20  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	Backwards	- Move backwards - Dash backwards - Jump backwards - Block - Advancing guard - Use projectile
< 20 sec	X	Poke-range In-close	Own: Stand / Rival: Stand	Rival life > Own life	X	X	Forwards	- Start combo - Block - Advancing guard
< 20 sec	X	Poke-range In-close	Own: Stand / Rival: Stand	Rival life > Own life	X	No	Backwards	<ul><li> Use projectile</li><li> Move forwards</li><li> Dash forwards</li></ul>
< 20 sec	X	Poke-range In-close	Own: Stand / Rival: Stand	Rival life < Own life	X	No	Forwards	- Move backwards - Dash backwards - Jump backwards - Block - Advancing guard
< 20 sec	X	Poke-range In-close	Own: Stand / Rival: Stand	Rival life < Own life	X	No	Backwards	- Move backwards - Dash backwards - Jump backwards - Block - Advancing guard - Use projectile
$> 20 \sec \infty$	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	Yes	Backwards	- Use projectile - Block - Advancing guard - Use taunt
$> 20 \ { m sec}$	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	Forwards	- Block - Advancing guard
$> 20 \sec \infty$	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	Backwards	- Block - Advancing guard - Use projectile
< 20 sec	X	Poke-range In-close	Own: Stand / Rival: Stand	Rival life > Own life	X	Yes	Backwards	- Use projectile - Block - Advancing guard

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

${f Timer}$	Team	Distance	Character state	Character health	Red health	Trap in the field	Rolling	Behaviour
< 20 sec	X	X	Own: Jump / Rival: Stand	Rival life < Own life	X	Yes	X	- Block
		1.	own oump / nervan come	101 (01 1110 ( 0 1111 1110		_ 0.0		- Advancing guard
				Own: 3 Full				
> 20  sec	Own: 3	Poke-range	Own: Jump / Rival: Stand	Own: 2 Full, 1 Low	v	Yes	Backwards	- Block
$\infty$	Own: 2	In-close	Own. Jump / Rivar. Stand	Own: 1 Full, 2 Low	Λ	165	Dackwards	- Advancing guard
				Own: 2 Full				
< 20 sec	X	Poke-range	Own: Jump / Rival: Stand	Rival life > Own life	X	Yes	Backwards	- Block
< 20 sec		In-close						- Advancing guard