| ${f Timer}$ | Team | Distance | Character state | Character health | Red health | Trap in the field | Behaviour |
|-------------|--------|-------------|---|-----------------------|------------|-------------------|-------------------|
| | | | | Own: 3 Full | | | - Use projectile |
| > 20 sec | Own: 3 | D-11 - | Own: Stand / Rival: Stand | Own: 2 Full, 1 Low | v | NT | - Jump forwards |
| ∞ | Own: 2 | Full-screen | Own: Stand / Rival: Jump | Own: 1 Full, 2 Low | X | No | - Move forwards |
| | | | , | Own: 2 Full | | | - Dash forwards |
| | | Full-screen | Own: Stand / Rival: Stand | X | X | Yes | - Use projectile |
| X | X | | Own: Stand / Rival: Jump | | | | - Block |
| | | | Own: Jump / Rival: Jump | | | | - Advancing guard |
| | | | 1 / | 0 0 0 0 11 | | | - Use projectile |
| 20 | | | | Own: 3 Full | | | - Jump forwards |
| > 20 sec | Own: 3 | Mid-screen | Own: Stand / Rival: Stand | Own: 2 Full, 1 Low | 1 X | No | - Move forwards |
| ∞ | Own: 2 | | Own: Stand / Rival: Jump | Own: 1 Full, 2 Low | | | - Dash forwards |
| | | | | Own: 2 Full | | | - Start combo |
| | | | 0 0 1 1 7 1 0 1 | | | | - Use projectile |
| | | Mid-screen | Own: Stand / Rival: Stand | X | X | | - Block |
| X | X | | Own: Stand / Rival: Jump | | | Yes | - Advancing guard |
| | | | Own: Jump / Rival: Jump | | | | - Start combo |
| | X | Poke-range | Own: Stand / Rival: Stand | | | | - Use projectile |
| X | | | Own: Jump / Rival: Jump | X | X | X | - Start combo |
| | | | Own: Stand / Rival: Stand | | | | - Break away |
| X | X | In-close | Own: Jump / Rival: Jump | X | X | X | - Start combo |
| | | | Own: Stand / Rival: Jump | | | | |
| X | X | In-close | Own: Jump / Rival: Stand | X | X | X | - Start combo |
| | | | 1 / | | | | - Use projectile |
| . 20 | X | Full-screen | Own: Stand / Rival: Stand Own: Stand / Rival: Jump | Rival life > Own life | X | No | - Jump forwards |
| < 20 sec | | | | | | | - Move forwards |
| | | | | | | | - Dash forwards |
| < 20 sec | X | Full-screen | Own: Stand / Rival: Stand Own: Stand / Rival: Jump | | X | Yes | - Use projectile |
| | | | | Rival life > Own life | | | - Block |
| | | | | | | | - Advancing guard |
| < 20 sec | | Mid-screen | Own: Stand / Rival: Stand Own: Stand / Rival: Jump | | X | No | - Use projectile |
| | X | | | Rival life > Own life | | | - Jump forwards |
| | | | | | | | - Move forwards |
| | | | | | | | - Dash forwards |
| | | | | | | | - Start combo |

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

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

| \mathbf{Timer} | Team | Distance | Character state | Character health | Red health | Trap in the field | Behaviour |
|------------------|------|------------|--------------------------|-----------------------|------------|-------------------|---|
| < 20 sec | X | Mid-screen | Own: Jump / Rival: Jump | Rival life < Own life | X | No | - Use projectile - Air-dash backwards - Block - Advancing guard |
| < 20 sec | X | Mid-screen | Own: Jump / Rival: Stand | Rival life < Own life | X | No | - Start combo - Air-dash backwards - Block - Advancing guard - Start combo |