

Timer	Team	Distance	Character state	Character health	Red health	Hyper meter level	Attack phase length	Trap in the field		Behaviour
X	X	Mid-screen Poke-range In-close	X	X	Yes	>= 2	Rival attack recovery length > Own attack start-up length	X		- Block - Advancing guard - Use mega crash - Start combo
X	X	Mid-screen Poke-range In-close	X	X	No	X	Rival attack recovery length > Own attack start-up length	X		- Block - Advancing guard - Start combo
X	X	Mid-screen Poke-range In-close	X	X	X	< 2	Rival attack recovery length > Own attack start-up length	X		- Block - Advancing guard - Start combo
X	X	Mid-screen Poke-range In-close	X	X	Yes	>= 2	Rival attack recovery length < Own attack start-up length	X		- Block - Advancing guard - Use mega crash
X	X	Mid-screen Poke-range In-close	X	X	No	X	Rival attack recovery length < Own attack start-up length	X		- Block - Advancing guard
X	X	Mid-screen Poke-range In-close	X	X	X	< 2	Rival attack recovery length < Own attack start-up length	X		- Block - Advancing guard