

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

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> 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	No	Move forwards Dash forwards		- Move backwards - Dash backwards - Block - Advancing guard - Jump backwards
> 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	Move forwards Dash forwards		- Block - Advancing guard
< 20 sec	X	Poke-range In-close	Own: Stand / Rival: Stand	Rival life < Own life	X	No	Move forwards Dash forwards		- Dash backwards - Block - Jump backwards - Advancing guard - Move backwards
< 20 sec	X	Poke-range In-close	Own: Stand / Rival: Stand	Rival life < Own life	X	Yes	Move forwards Dash forwards		- Block - Advancing guard
> 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	Move forwards Dash forwards		- 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	Yes	Move forwards Dash forwards		- Block - Advancing guard
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< 20 sec	X	Full-screen Mid-screen Poke-range	Own: Stand / Rival: Jump	Rival life < Own life	X	No	Jump backwards Air-dash backwards		- Move backwards - Dash backwards - Use projectile - Jump backwards - Block - Advancing guard
< 20 sec	X	Full-screen Mid-screen Poke-range	Own: Stand / Rival: Jump	Rival life < Own life	X	Yes	Jump backwards Air-dash backwards		- Use projectile - Block - Advancing guard
< 20 sec	X	In-close	Own: Stand / Rival: Jump	Rival life < Own life	X	No	Jump backwards Air-dash backwards		- Move backwards - Dash backwards - Use projectile - Jump backwards - Block - Advancing guard - Start combo
< 20 sec	X	In-close	Own: Stand / Rival: Jump	Rival life < Own life	X	Yes	Jump backwards Air-dash backwards		- Use projectile - Block - Advancing guard - Start combo
> 20 sec $\infty$	Own: 3 Own: 2	Full-screen Mid-screen Poke-range	Own: Jump / Rival: Jump	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	No	Jump backwards Air-dash backwards		- Air-dash forwards - Use projectile
> 20 sec $\infty$	Own: 3 Own: 2	Full-screen Mid-screen Poke-range	Own: Jump / Rival: Jump	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	Yes	Jump backwards Air-dash backwards		- Block - Advancing guard - Use projectile

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

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



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

Timer	Team	Distance	Character state	Character health	Red health	Trap in the field	Rival movement		Behaviour
> 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	Yes	Idle		- Use projectile - Block - Advancing guard - Start combo
> 20 sec $\infty$	Own: 3 Own: 2 Own: 1	Poke-range In-close	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	Idle		- Move backwards - Jump backwards - Dash backwards - Start combo - Block - Advancing guard
> 20 sec $\infty$	Own: 3 Own: 2 Own: 1	Poke-range In-close	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	Yes	Idle		- Start combo - Block - Advancing guard
< 20 sec	X	Full-screen	Own: Stand / Rival: Stand Own: Stand / Rival: Jump	Rival life < Own life	X	No	Idle		- Move backwards - Jump backwards - Dash backwards - Use projectile - Block - Advancing guard
< 20 sec	X	Full-screen	Own: Stand / Rival: Stand Own: Stand / Rival: Jump	Rival life < Own life	X	Yes	Idle		- Use projectile - Block - Advancing guard
< 20 sec	X	Mid-screen	Own: Stand / Rival: Stand Own: Stand / Rival: Jump	Rival life < Own life	X	No	Idle		- Move backwards - Jump backwards - Dash backwards - Use projectile - Block - Advancing guard - Start combo
< 20 sec	X	Mid-screen	Own: Stand / Rival: Stand Own: Stand / Rival: Jump	Rival life < Own life	X	Yes	Idle		- Use projectile - Block - Advancing guard - Start combo
< 20 sec	X	Poke-range In-close	Own: Stand / Rival: Stand Own: Stand / Rival: Jump	Rival life < Own life	X	No	Idle		- Move backwards - Jump backwards - Dash backwards - Start combo - Block - Advancing guard
< 20 sec	X	Poke-range In-close	Own: Stand / Rival: Stand Own: Stand / Rival: Jump	Rival life < Own life	X	Yes	Idle		- Start combo - Block - Advancing guard

Timer	Team	Distance	Character state	Character health	Red health	Trap in the field	Rival movement		Behaviour
> 20 sec $\infty$	Own: 3 Own: 2	Mid-screen	Own: Stand / Rival: Jump	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	No	Idle		<ul style="list-style-type: none"> <li>- Move forwards</li> <li>- Jump forwards</li> <li>- Dash forwards</li> <li>- Use projectile</li> <li>- Use taunt</li> <li>- Start combo</li> </ul>
> 20 sec $\infty$	Own: 3 Own: 2	Mid-screen	Own: Stand / Rival: Jump	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	Yes	Idle		<ul style="list-style-type: none"> <li>- Use projectile</li> <li>- Use taunt</li> <li>- Start combo</li> <li>- Block</li> <li>- Advancing guard</li> </ul>
< 20 sec	X	Mid-screen	Own: Stand / Rival: Jump	Rival life > Own life	X	No	Idle		<ul style="list-style-type: none"> <li>- Move forwards</li> <li>- Jump forwards</li> <li>- Dash forwards</li> <li>- Use projectile</li> <li>- Use taunt</li> <li>- Start combo</li> </ul>
< 20 sec	X	Mid-screen	Own: Stand / Rival: Jump	Rival life > Own life	X	Yes	Idle		<ul style="list-style-type: none"> <li>- Use projectile</li> <li>- Use taunt</li> <li>- Start combo</li> <li>- Block</li> <li>- Advancing guard</li> </ul>
< 20 sec	X	Poke-range	Own: Stand / Rival: Jump	Rival life > Own life	X	No	Idle		<ul style="list-style-type: none"> <li>- Move forwards</li> <li>- Jump forwards</li> <li>- Dash forwards</li> <li>- Start combo</li> <li>- Use taunt</li> </ul>
< 20 sec	X	Poke-range	Own: Stand / Rival: Jump	Rival life > Own life	X	Yes	Idle		<ul style="list-style-type: none"> <li>- Block</li> <li>- Advancing guard</li> <li>- Start combo</li> <li>- Use taunt</li> </ul>
< 20 sec	X	In-close	Own: Stand / Rival: Jump	Rival life > Own life	X	X	Idle		<ul style="list-style-type: none"> <li>- Block</li> <li>- Advancing guard</li> <li>- Start combo</li> </ul>
> 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	Idle		<ul style="list-style-type: none"> <li>- Air-dash forwards</li> <li>- Use projectile</li> </ul>
> 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	Yes	Idle		<ul style="list-style-type: none"> <li>- Use projectile</li> <li>- Block</li> <li>- Advancing guard</li> </ul>

Timer	Team	Distance	Character state	Character health	Red health	Trap in the field	Rival movement		Behaviour
> 20 sec ∞	Own: 3 Own: 2	Mid-screen Poke-range	Own: Jump / Rival: Jump	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	No	Idle		- Air-dash forwards - Use projectile - Start combo
> 20 sec ∞	Own: 3 Own: 2	Mid-screen Poke-range	Own: Jump / Rival: Jump	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	Yes	Idle		- Start combo - Block - Advancing guard
> 20 sec ∞	Own: 3 Own: 2	In-close	Own: Jump / Rival: Jump	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	X	Idle		- Block - Advancing guard - Start combo - Use throw
< 20 sec	X	Full-screen	Own: Jump / Rival: Jump	Rival life > Own life	X	No	Idle		- Air-dash forwards - Use projectile
< 20 sec	X	Full-screen	Own: Jump / Rival: Jump	Rival life > Own life	X	Yes	Idle		- Use projectile - Block - Advancing guard
< 20 sec	X	Mid-screen Poke-range	Own: Jump / Rival: Jump	Rival life > Own life	X	No	Idle		- Air-dash forwards - Use projectile - Start combo
< 20 sec	X	Mid-screen Poke-range	Own: Jump / Rival: Jump	Rival life > Own life	X	Yes	Idle		- Start combo - Block - Advancing guard
< 20 sec	X	In-close	Own: Jump / Rival: Jump	Rival life > Own life	X	X	Idle		- Block - Advancing guard - Start combo - Use throw
> 20 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	Idle		- Air-dash backwards - Use projectile - Block - Advancing guard
> 20 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	Yes	Idle		- Use projectile - Block - Advancing guard

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

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

Timer	Team	Distance	Character state	Character health	Red health	Trap in the field	Rival movement		Behaviour
> 20 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	Yes	Idle		- Block - Advancing guard
> 20 sec ∞	Own: 3 Own: 2 Own: 1	Mid-screen 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	Yes	Idle		- Block - Advancing guard - Start combo
cm < 20 sec	X	Full-screen	Own: Jump / Rival: Stand	Rival life < Own life	X	No	Idle		- Air-dash backwards - Block - Advancing guard
< 20 sec	X	Mid-screen Poke-range In-close	Own: Jump / Rival: Stand	Rival life < Own life	X	No	Idle		- Air-dash backwards - Block - Advancing guard - Start combo
< 20 sec	X	Full-screen	Own: Jump / Rival: Stand	Rival life < Own life	X	Yes	Idle		- Block - Advancing guard
< 20 sec	X	Mid-screen Poke-range In-close	Own: Jump / Rival: Stand	Rival life < Own life	X	Yes	Idle		- Start combo - Block - Advancing guard