

Timer	Team	Distance	Character state	Character health	Red health	Trap in the field		Behaviour	
X	X	Full-screen	X	X	X	X		- Use projectile	
X	X	Mid-screen	Own: Stand / Rival: Stand Own: Stand / Rival: Jump	X	X	No		- Block - Advancing guard - Jump backwards - Dash backwards	
X	X	Mid-screen	Own: Jump / Rival: Jump Own: Jump / Rival: Stand	X	X	No		- Block - Advancing guard - Air-dash backwards	
X	X	Mid-screen	X	X	X	Yes		- Block - Advancing guard	
X	X	Poke-range In-close	X	X	X	X		- Block - Advancing guard	