

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

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

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X	X	Poke-range In-close	Own: Stand / Rival: Jump	X	X	Yes		- Block - Advancing guard	
> 20 sec ∞	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		- Air-dash backwards - Block - Advancing guard - Start combo - Use snap back	
> 20 sec ∞	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	Yes		- Block - Advancing guard - Start combo - Use snap back	
> 20 sec ∞	Own: 3 Own: 2 Own: 1	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		- Air-dash backwards - Block - Advancing guard	
> 20 sec ∞	Own: 3 Own: 2 Own: 1	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		- Block - Advancing guard	
< 20 sec	X	Poke-range In-close	Own: Jump / Rival: Stand	Rival life > Own life	X	No		- Air-dash backwards - Block - Advancing guard - Start combo - Use snap back	
< 20 sec	X	Poke-range In-close	Own: Jump / Rival: Stand	Rival life > Own life	X	Yes		- Block - Advancing guard - Start combo - Use snap back	
< 20 sec	X	Poke-range In-close	Own: Jump / Rival: Stand	Rival life < Own life	X	No		- Air-dash backwards - Block - Advancing guard	
< 20 sec	X	Poke-range In-close	Own: Jump / Rival: Stand	Rival life < Own life	X	Yes		- Block - Advancing guard	

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> 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	No	- Move backwards - Dash backwards - Jump backwards - Block - Advancing guard - Start combo - Use snap back - Use throw - Use projectile
> 20 sec ∞	Own: 3 Own: 2	In-close	Own: Stand / Rival: Stand Own: Jump / Rival: Jump	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	Yes	- Block - Advancing guard - Start combo - Use snap back - Use throw - Use projectile
< 20 sec	X	In-close	Own: Stand / Rival: Stand	Rival life > Own life	X	No	- Use projectile - Move backwards - Dash backwards Jump backwards - Block - Advancing guard - Start combo - Use snap back - Use throw
< 20 sec	X	In-close	Own: Stand / Rival: Stand Own: Jump / Rival: Jump	Rival life > Own life	X	Yes	- Use projectile - Block - Advancing guard - Start combo - Use snap back - Use throw
> 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	No	- Air-dash backwards - Block - Advancing guard - Start combo - Use snap back - Use throw - Use projectile
< 20 sec	X	In-close	Own: Jump / Rival: Jump	Rival life > Own life	X	No	- Use projectile - Air-dash backwards - Block - Advancing guard - Start combo - Use snap back - Use throw