

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

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

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< 20 sec	X	In-close	Own: Jump / Rival: Jump	Rival life > Own life	X	No		- Continue combo - Block - Advancing guard - Air-dash backwards - Use throw	
> 20 sec ∞	Own: 3 Own: 2 Own: 1	Mid-screen Poke-range In-close	Own: Jump / Rival: Jump Own: Jump / Rival: Stand	Own: 3 Low Own: 1 Full, 1 Low Own: 2 Low Own: 1 Low Own: 1 Full	X	No		- Block - Advancing guard - Air-dash backwards	
< 20 sec	X	Mid-screen Poke-range In-close	Own: Jump / Rival: Jump Own: Jump / Rival: Stand	Rival life < Own life	X	No		- Block - Air-dash backwards - Advancing guard	
< 20 sec	X	Mid-screen Poke-range In-close	Own: Jump / Rival: Stand	Rival life > Own life	X	No		- Continue combo - Block - Advancing guard - Air-dash backwards	
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