

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

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

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X	X	Mid-screen	Own: Jump / Rival: Stand	X	X	Yes		- Block - Advancing guard - Start combo
< 20 sec	X	Full-screen	Own: Jump / Rival: Jump	Rival life > Own life	X	No		- Use projectile - Air-dash forwards
< 20 sec	X	Full-screen	Own: Jump / Rival: Stand	Rival life > Own life	X	No		- Air-dash forwards
< 20 sec	X	Mid-screen	Own: Jump / Rival: Jump	Rival life > Own life	X	No		- Air-dash forwards - Use projectile - Start combo
< 20 sec	X	Mid-screen	Own: Jump / Rival: Stand	Rival life > Own life	X	No		- Air-dash forwards - Start combo
> 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		- Use projectile - Air-dash backwards - Block - Advancing guard
> 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		- Air-dash backwards - Block - Advancing guard
> 20 sec ∞	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		- Use projectile - Air-dash backwards - Block - Advancing guard - Start combo
> 20 sec ∞	Own: 3 Own: 2 Own: 1	Mid-screen	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 - Start combo
< 20 sec	X	Full-screen	Own: Jump / Rival: Jump	Rival life < Own life	X	No		- Use projectile - Air-dash backwards - Block - Advancing guard
< 20 sec	X	Full-screen	Own: Jump / Rival: Stand	Rival life < Own life	X	No		- Air-dash backwards - Block - Advancing guard

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< 20 sec	X	Mid-screen	Own: Jump / Rival: Stand	Rival life < Own life	X	No		- Air-dash backwards - Block - Advancing guard - Start combo	