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

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

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

Timer	Team	Distance	Character state	Character health	Red health	Trap in the field	Rolling		Behaviour
< 20 sec	X	X	Own: Jump / Rival: Stand	Rival life < Own life	X	Yes	X		- 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	Yes	Backwards		- Block - Advancing guard
< 20 sec	X	Poke-range In-close	Own: Jump / Rival: Stand	Rival life > Own life	X	Yes	Backwards		- Block - Advancing guard