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Timer	Team	Distance	Character state	Character health	Red health	Trap in the field	Projectile		Behaviour
X	X	In-close Poke-range Mid-screen	X	X	X	X	Fast (Single/Multiple) Slow (Single/Multiple)		- Block - Advancing guard
X	X	Full-screen	Own: Jump / Rival: Jump	X	X	X	Fast (Single)		- Block - Advancing guard
> 20 Sec ∞	Own: 3 Own: 2	Full-screen	Own: Stand / Rival: Stand	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	No	Fast (Single)		- Block - Advancing guard - Jump over
> 20 Sec ∞	Own: 3 Own: 2	Full-screen	Own: Stand / Rival: Stand	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	Yes	Fast (Single)		- Block - Advancing guard
> 20 sec ∞	Own: 3 Own: 2	Full-screen	Own: Stand / Rival: Stand	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	No	Slow (Single)		- Jump over - Use projectile - Block - Advancing guard
> 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	Fast (Single) Slow (Single)		- Block - Advancing guard - 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	Yes	Fast (Single) Slow (Single)		- 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	X	Fast (Single) Slow (Single)		- Block - Advancing guard
X	X	Full-screen	X	X	X	X	Fast (Multiple) Slow (Multiple)		- Block - Advancing guard
X	X	Full-screen	Own: Jump / Rival: Jump	X	X	X	Slow (Single)		- Block - Advancing guard - Use projectile
> 20 sec ∞	X	Full-screen	Own: Stand / Rival: Jump	X	X	No	Fast (Single) Slow (Single)		- Dash forwards - Block - Advancing guard
X	X	Full-screen	Own: Stand / Rival: Jump	X	X	Yes	Fast (Single) Slow (Single)		- Block - Advancing guard
X	X	Full-screen	Own: Stand / Rival: Stand	X	X	Yes	Slow (Single)		- Block - Advancing guard - Use projectile

Timer	Team	Distance	Character state	Character health	Red health	Trap in the field	Projectile		Behaviour
> 20 sec ∞	Own: 3 Own: 2 Own: 1	Full-screen	Own: Stand / Rival: Stand	Own: 3 Low Own: 1 Full, 1 Low Own: 2 Low Own: 1 Low Own: 1 Full	X	X	Fast (Single)		- Block - Advancing guard
> 20 sec ∞	Own: 3 Own: 2 Own: 1	Full-screen	Own: Stand / Rival: Stand	Own: 3 Low Own: 1 Full, 1 Low Own: 2 Low Own: 1 Low Own: 1 Full	X	No	Slow (Single)		- Block - Advancing guard - Use projectile
< 20 sec	X	Full-screen	Own: Stand / Rival: Jump	Rival life > Own life	X	No	Fast (Single) Slow (Single)		- Dash forwards - Block - Advancing guard
< 20 sec	X	Full-screen	Own: Stand / Rival: Jump	Rival life < Own life	X	No	Fast (Single) Slow (Single)		- Block - Advancing guard
< 20 sec	X	Full-screen	Own: Stand / Rival: Stand	Rival life > Own life	X	No	Fast (Single)		- Block - Advancing guard - Jump over
< 20 sec	X	Full-screen	Own: Stand / Rival: Stand	Rival life < Own life	X	X	Fast (Single)		- Block - Advancing guard
< 20 sec	X	Full-screen	Own: Stand / Rival: Stand	Rival life > Own life	X	Yes	Fast (Single)		- Block - Advancing guard
< 20 sec	X	Full-screen	Own: Stand / Rival: Stand	Rival life > Own life	X	No	Slow (Single)		- Jump over - Use projectile Block - Advancing guard
< 20 sec	X	Full-screen	Own: Stand / Rival: Stand	Rival life < Own life	X	No	Slow (Single)		- Block - Advancing guard - Use projectile
< 20 sec	X	Full-screen	Own: Jump / Rival: Stand	Rival life > Own life	X	No	Fast (Single) Slow (Single)		- Block - Advancing guard - Air-dash forwards
< 20 sec	X	Full-screen	Own: Jump / Rival: Stand	Rival life > Own life	X	Yes	Fast (Single) Slow (Single)		- Block - Advancing guard
< 20 sec	X	Full-screen	Own: Jump / Rival: Stand	Rival life < Own life	X	X	Fast (Single) Slow (Single)		- Block - Advancing guard