

1

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: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	No		- Use projectile - Move forwards - Dash forwards - Jump forwards - Use taunt
> 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		- Move backwards - Dash backwards - Use projectile - Jump backwards - Block - Advancing guard
< 20 sec	X	Full-screen	Own: Stand / Rival: Stand	Rival life > Own life	X	No		- Use projectile - Move forwards - Dash forwards - Jump forwards
< 20 sec	X	Full-screen	Own: Stand / Rival: Stand	Rival life < Own life	X	No		- Move backwards - Dash backwards - Use projectile - Jump backwards - Block - Use taunt - 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	Yes		- Use projectile - Use taunt
> 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	Yes		- Use projectile - Block - Advancing guard
< 20 sec	X	Full-screen	Own: Stand / Rival: Stand	Rival life > Own life	X	Yes		- Use projectile - Block - Advancing guard
< 20 sec	X	Full-screen	Own: Stand / Rival: Stand	Rival life < Own life	X	Yes		- Use projectile - Block - Use taunt - Advancing guard
> 20 sec ∞	Own: 3 Own: 2	Mid-screen	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 forwards - Dash forwards - Jump forwards - Use taunt - Use mid-screen attack

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

Timer	Team	Distance	Character state	Character health	Red health	Trap in the field		Behaviour
< 20 sec	X	Full-screen Mid-screen	Own: Jump / Rival: Stand	Rival life < Own life	X	No		- Air-dash backwards - 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	X		- Start combo - 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	No		- Start combo - Block - Advancing guard - Air-dash backwards
X	X	Poke-range In-close	Own: Jump / Rival: Stand	X	X	Yes		- Start combo - Block - Advancing guard
< 20 sec	X	Poke-range In-close	Own: Jump / Rival: Stand	Rival life > Own life	X	X		- Start combo - Bock - Advancing guard
< 20 sec	X	Poke-range In-close	Own: Jump / Rival: Stand	Rival life < Own life	X	No		- Start combo - Block - Advancing guard - Air-dash backwards