

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	X		- Move backwards - Jump backwards - Dash backwards - Use projectile - Use taunt	
< 20 sec	X	Full-screen	Own: Stand / Rival: Stand Own: Stand / Rival: Jump	Rival life > Own life	X	X		- Move backwards - Jump backwards - Dash backwards - Use projectile - Use taunt	
> 20 sec ∞	Own: 3 Own: 2	Mid-screen Poke-range In-close	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	X		- Jump backwards - Dash backwards - Start combo	
< 20 sec	X	Mid-screen Poke-range In-close	Own: Stand / Rival: Stand Own: Stand / Rival: Jump	Rival life > Own life	X	X		- Jump backwards - Dash backwards - 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	X		- Move backwards - Jump backwards - Dash backwards - Use projectile	
< 20 sec	X	Full-screen	Own: Stand / Rival: Stand Own: Stand / Rival: Jump	Rival life < Own life	X	X		- Move backwards - Jump backwards - Dash backwards - Use projectile	
> 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	X		- Jump backwards - Dash backwards	
< 20 sec	X	Mid-screen Poke-range In-close	Own: Stand / Rival: Stand Own: Stand / Rival: Jump	Rival life < Own life	X	X		- Jump backwards - Dash backwards	

Timer	Team	Distance	Character state	Character health	Red health	Trap in the field		Behaviour	
X	X	Full-screen	Own: Jump / Rival: Jump	X	X	X		- Air-dash backwards - Use projectile	
X	X	Full-screen	Own: Jump / Rival: Stand	X	X	X		- Air-dash backwards	
> 20 sec ∞	Own: 3 Own: 2 Own: 1	Full-screen	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	X		- Start combo - Air-dash backwards	
< 20 sec	X	Full-screen	Own: Jump / Rival: Jump Own: Jump / Rival: Stand	Rival life < Own life	X	X		- Start combo - Air-dash backwards	
> 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	X		- 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	X		- Air-dash backwards	