${f Timer}$	Team	Distance	Character state	Character health	Red health	Trap in the field	Behaviour
	X	Full-screen Mid-screen	Own: Stand / Rival: Stand Own: Stand / Rival: Jump	X	Х	No	Use projectileMove backwardsDash backwards
X							- Jump backwards - Block - Advancing guard
X	X	Full-screen Mid-screen	Own: Stand / Rival: Stand Own: Stand / Rival: Jump	X	X	Yes	- Use projectile - Block - Advancing guard
X	X	Full-screen Mid-screen	Own: Jump / Rival: Stand Own: Jump / Rival: Jump	X	X	No	- Use projectile - Air-dash backwards - Block - Advancing guard
X	X	Full-screen Mid-screen	Own: Jump / Rival: Stand Own: Jump / Rival: Jump	X	X	Yes	- Use projectile - Block - Advancing guard
$> 20 \sec \infty$	Own: 3 Own: 2	Poke-range	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 backwards Dash backwards Jump backwards Block Advancing guard Start combo Use snap back
$> 20 \sec \infty$	Own: 3 Own: 2	Poke-range	Own: Stand / Rival: Stand Own: Jump / Rival: Jump	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	Yes	- Use projectile - Block - Advancing guard - Start combo - Use snap back
< 20 sec	X	Poke-range	Own: Stand / Rival: Stand	Rival life > Own life	X	No	 Use projectile Move backwards Dash backwards Jump backwards Block Advancing guard Start combo Use snap back
< 20 sec	X	Poke-range	Own: Stand / Rival: Stand Own: Jump / Rival: Jump	Rival life > Own life	X	Yes	- Use projectile - Block - Advancing guard - Start combo - Use snap back

_

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

Character health

Red health | Trap in the field

Behaviour

Timer

Team

Distance

Character state

\mathbf{Timer}	Team	Distance	Character state	Character health	Red health	Trap in the field	Behaviour
							- Move backwards
							- Dash backwards
				O 2 E-11			- Jump backwards
. 00		In-close	Own: Stand / Rival: Stand	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	No	- Block
> 20 sec	Own: 3						- Advancing guard
∞	Own: 2						- Start combo
							- Use snap back
							- Use throw
							- Use projectile
							- Block
		In-close	Own: Stand / Rival: Stand Own: Jump / Rival: Jump	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	Yes	- Advancing guard
> 20 sec	Own: 3						- Start combo
∞	Own: 2						- Use snap back
	0						- Use throw
							- Use projectile
							- Use projectile
			Own: Stand / Rival: Stand	Rival life > Own life			- Move backwards
							- Dash backwards
						No	Jump backwards
< 20 sec	X	In-close			X		- Block
20 500	11						- Advancing guard
							- Start combo
							- Use snap back
							- Use throw
							- Use projectile
		In-close	Own: Stand / Rival: Stand Own: Jump / Rival: Jump	Rival life > Own life	X	Yes	- Block
							- Advancing guard
< 20 sec	X						- Start combo
							- Use snap back
							- Use throw
							- Air-dash backwards
			Own: Jump / Rival: Jump	Own: 3 Full Own: 2 Full, 1 Low Own: 1 Full, 2 Low Own: 2 Full	X	No	- Block
							- Advancing guard
> 20 sec	Own: 3						- Start combo
∞	Own: 2						- Use snap back
							- Use throw
							- Use projectile
							- Use projectile
< 20 sec		In-close	Own: Jump / Rival: Jump	Rival life > Own life		No	- Air-dash backwards
	X				X		- All-dash backwards - Block
							- Advancing guard
	Λ						- Advancing guard - Start combo
							- Start combo - Use snap back
							- Use snap back - Use throw
							- Use throw