



Shoryuken





Input(■●).


EX (5 meter):+2 strenght +4 armour.


6

4

2

Tatsumaki





Input(★).

4

2

3

Sweep





Finisher: Your opponets cards have +2 priority next turn.

4

4

2

Redirect





2

3

3

Cross-Up





Mixup(Input ★): This becomes
 with 4 strenght.

Jab





3

3

3

Parry





0

2

4

Focus





Starter: Your attacks have +2 strenght until the end of the turn.

1

2

4

Hadoken





Input(■).

Create a token fireball, with 1 turn timer.

Finisher: it has a 2 turn timer instead

0

5

2

Stomp



■

→

●

■

●

5

4

1

Fireball



●

→

●

▲

■

EX (5 meter): +3 strenght

4

1

3