Speed Fighter (Ryu vs ken)

Refresh Phase:
- Players draw up to seven cards each.

Movement Phase:
- Do 2 out of 4 actions. (Move projectiles before each actions)
    a. Move
        i. Forward
        ii. Backward
        iii. Jump (Move up, or diagonal up)
        iv. Fall down
    b. Attack (normal)
    c. Hadouken!
    d. Draw 3, Discard 3.

Combat Phase
- Attacker plays a card face down, defender plays a card face down.
- Both players reveal the card and start fighting real time.
    - Players may play a card on either stack, the card must be one greater or one lower than the card on top on the stack.
    - The first player to run out of cards deal six damage.
        - If no one can run out of cards, the player with the least cards in hand deals the numbers of cards he played in damage.

Special rules:
- Can't attack in air.
- If you are cornered you can only do one action.
- Hadoukens only deals damage; you can be on the same place as your hadouken.