

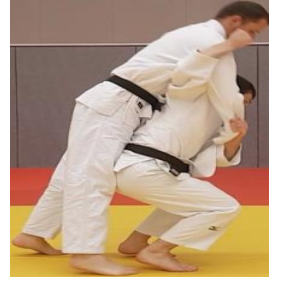
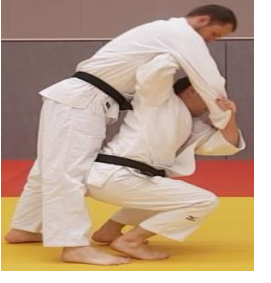











<p>O SOTO GARI</p>  A judo throw where the defender pulls the attacker's arm and leg to the side, causing them to fall.	<p>O UCHI GARI</p>  A judo throw where the defender pulls the attacker's arm and leg to the inside, causing them to fall.	<p>HIZA GURUMA</p>  A judo throw where the defender uses their hip to roll the attacker over their shoulder.	<p>UCHI MATA</p>  A judo throw where the defender pulls the attacker's arm and leg to the inside, causing them to fall.	<p>DE ASHI BARAI</p>  A judo throw where the defender sweeps the attacker's leg from under them.	<p>OKURI ASHI BARAI</p>  A judo throw where the defender sweeps the attacker's leg from under them while moving forward.
<p>IPPON SEOI NAGE</p>  A judo throw where the defender pulls the attacker's arm and leg to the side, causing them to fall.	<p>KATA GURUMA</p>  A judo throw where the defender uses their hip to roll the attacker over their shoulder.	<p>TAI OTOSHI</p>  A judo throw where the defender pulls the attacker's arm and leg to the side, causing them to fall.	<p>TE GURUMA</p>  A judo throw where the defender uses their hip to roll the attacker over their shoulder.	<p>MOROTE SEOI NAGE</p>  A judo throw where the defender pulls the attacker's arms to the side, causing them to fall.	<p>UKI OTOSHI</p>  A judo throw where the defender pulls the attacker's arm and leg to the side, causing them to fall.
<p>O GOSHI</p>  A judo throw where the defender pulls the attacker's arm and leg to the side, causing them to fall.	<p>HARAI GOSHI</p>  A judo throw where the defender pulls the attacker's arm and leg to the side, causing them to fall.	<p>UKI GOSHI</p>  A judo throw where the defender pulls the attacker's arm and leg to the side, causing them to fall.	<p>USHIRO GOSHI</p>  A judo throw where the defender pulls the attacker's arm and leg to the side, causing them to fall.	<p>UTSURI GOSHI</p>  A judo throw where the defender pulls the attacker's arm and leg to the side, causing them to fall.	<p>TSURI KOMI GOSHI</p>  A judo throw where the defender pulls the attacker's arm and leg to the side, causing them to fall.
<p>TATE SHIHO GATAME</p>  A judo ground hold where the defender is on top, controlling the attacker's arms and legs.	<p>HON GESA GATAME</p>  A judo ground hold where the defender is on top, controlling the attacker's arms and legs.	<p>YOKO SHIHO GATAME</p>  A judo ground hold where the defender is on top, controlling the attacker's arms and legs.	<p>KAMI SHIHO GATAME</p>  A judo ground hold where the defender is on top, controlling the attacker's arms and legs.	<p>MAKURA GESA GATAME</p>  A judo ground hold where the defender is on top, controlling the attacker's arms and legs.	<p>USHIRO GESA GATAME</p>  A judo ground hold where the defender is on top, controlling the attacker's arms and legs.



REGLES : DECOUPER TOUTES LES CARTES AVANT DE COMMENCER. (Chacun sa couleur + une technique tirée au sort parmi les techniques blanches ci-dessous)

Les techniques sur la 2^{ème} et 4^{ème} page sont des techniques de sutemi, kansetsu, shime. Elles peuvent être rajoutées dans le jeu pour les plus grands.

Il est préférable de connaître les techniques pour poser les bonnes questions.

Comme pour le jeu « Qui est-ce ? », il faut poser une question chacun son tour dans le but de trouver la technique de l'adversaire. L'adversaire ne peut répondre que par « OUI » ou par « NON ». Au fur et à mesure des tours, les techniques sont éliminées pour n'en garder qu'une seule.

Vous n'avez le droit qu'à une seule tentative de réponse finale.

PS : Pour les novices ou les plus jeunes, vous pouvez vous servir des lettres des techniques. (ex : Est-ce que la technique à un « J » dans son nom ?)