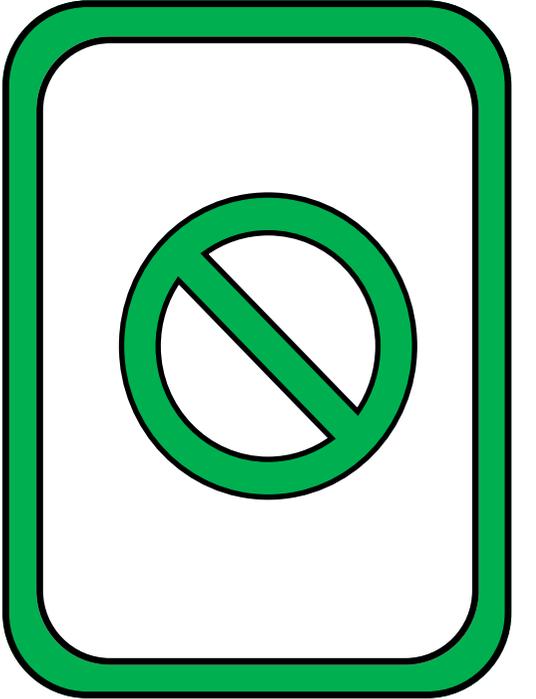
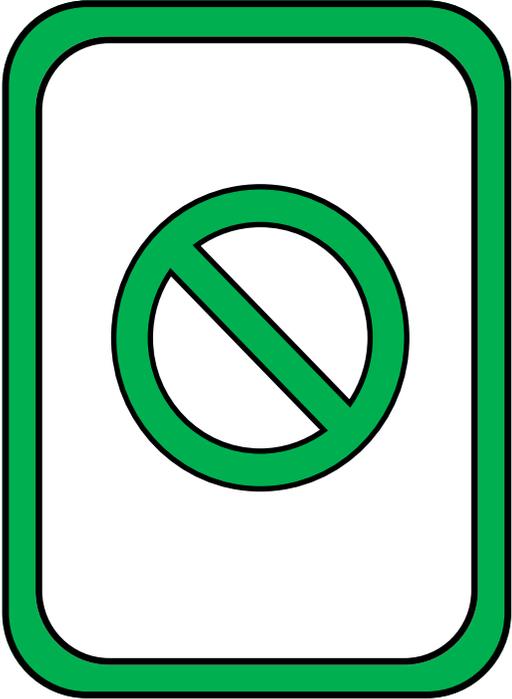
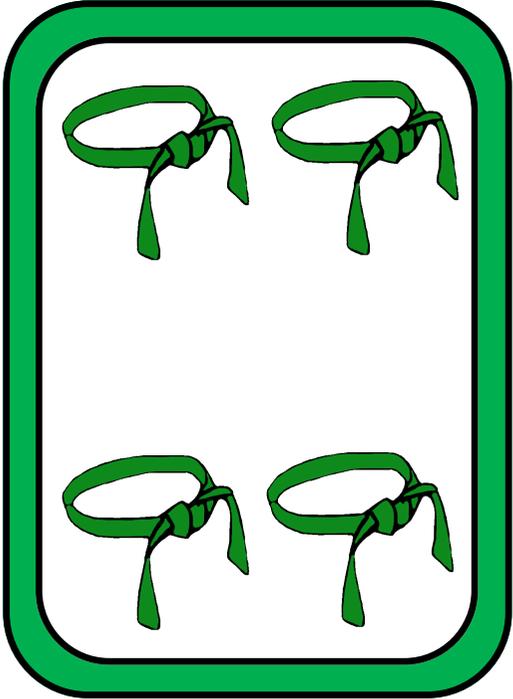
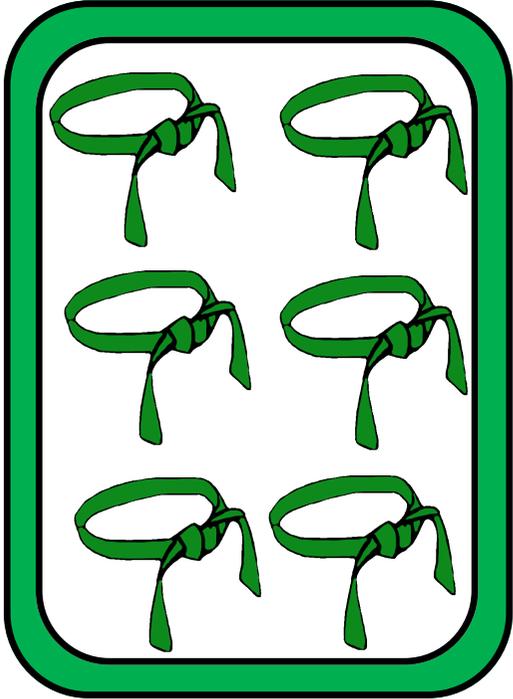
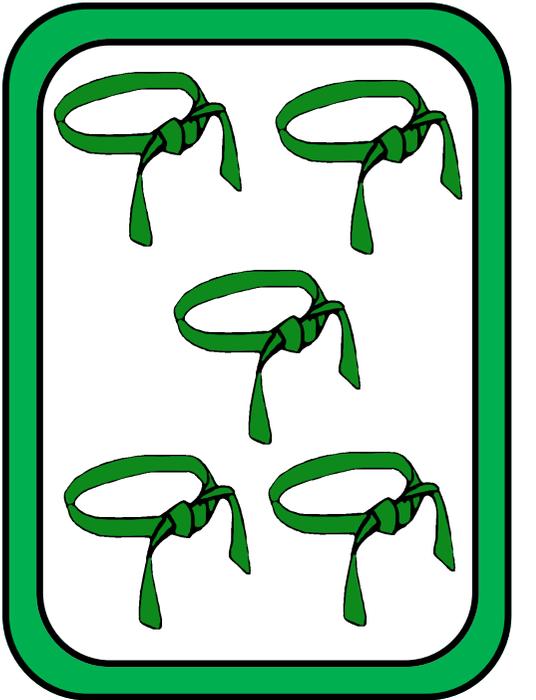
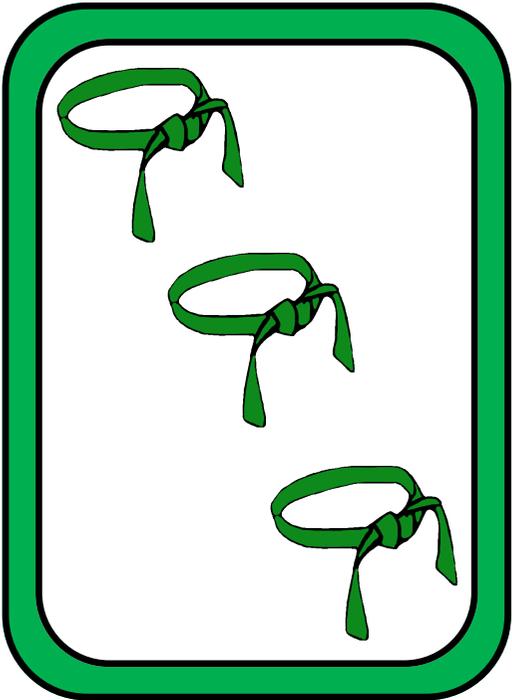
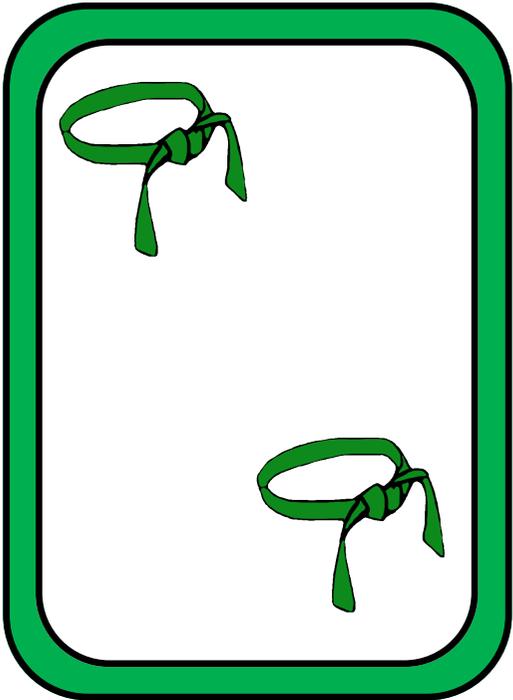
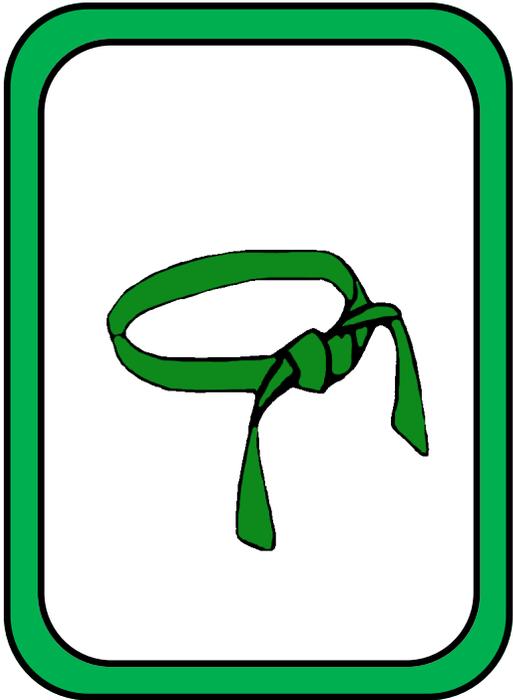
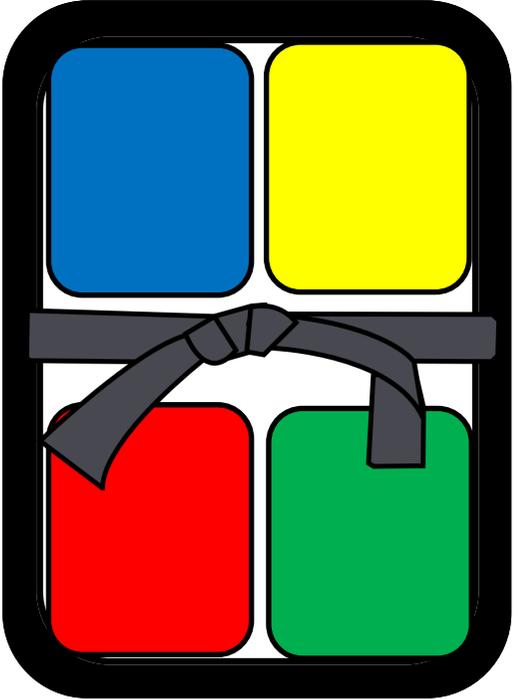
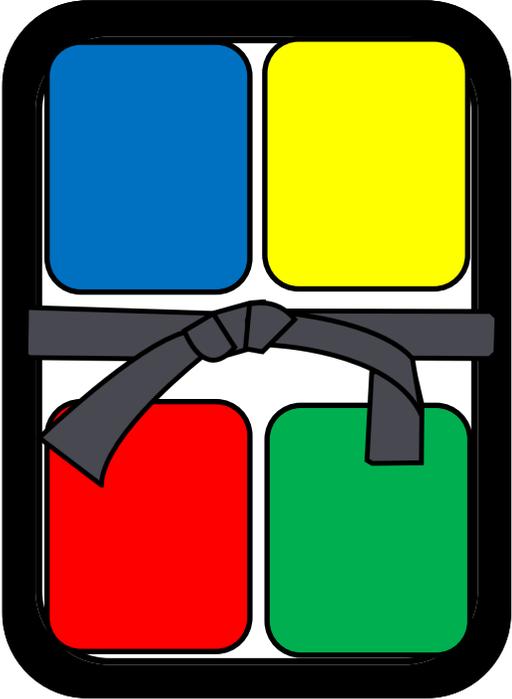
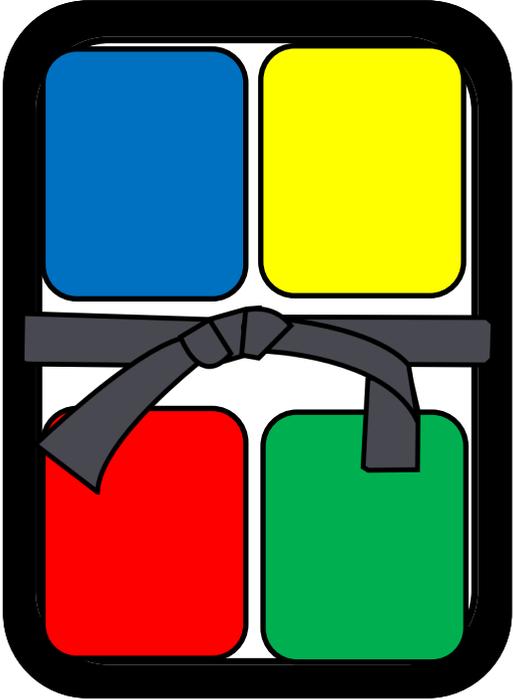
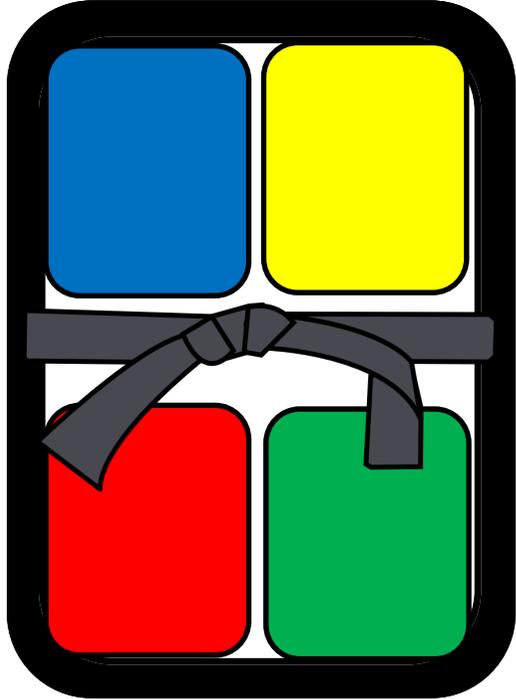
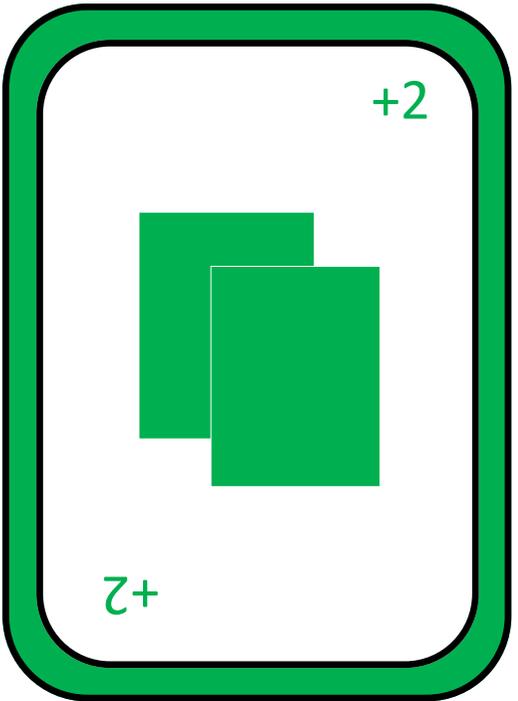
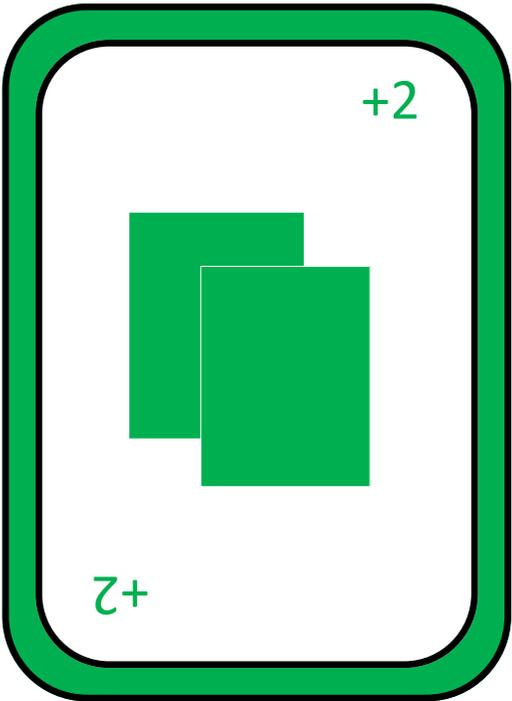
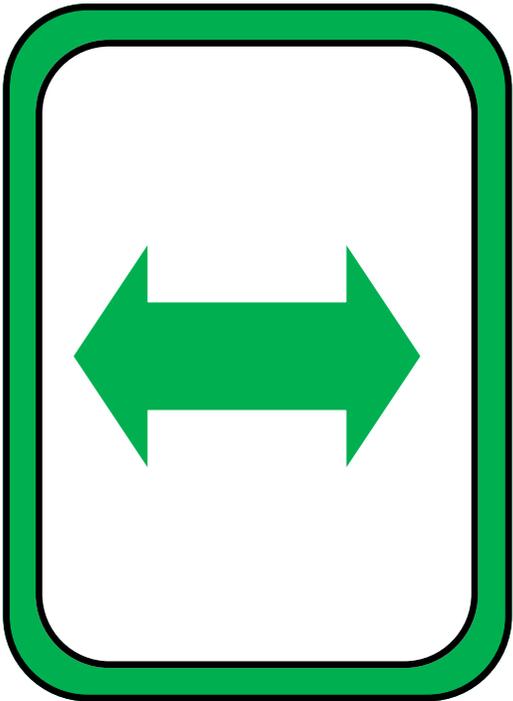
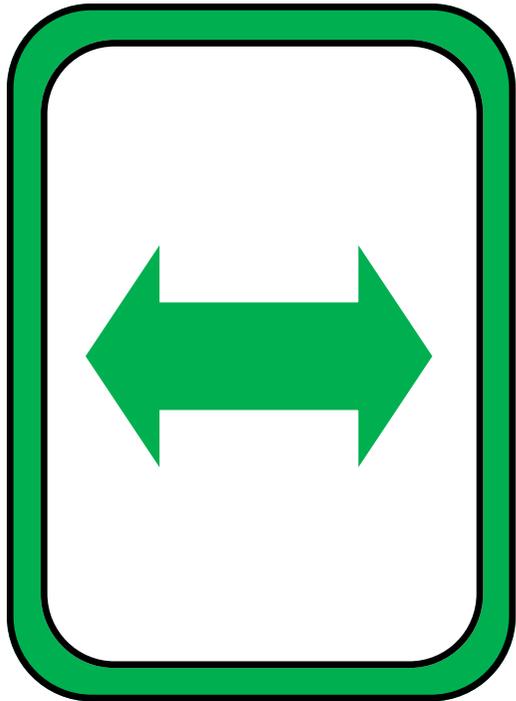
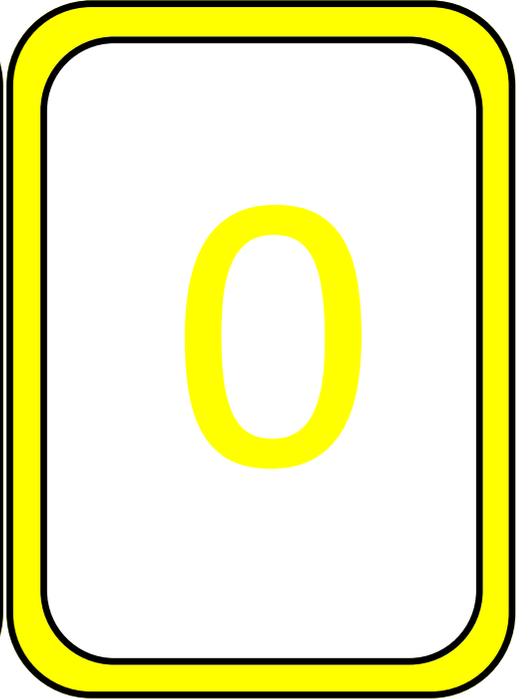
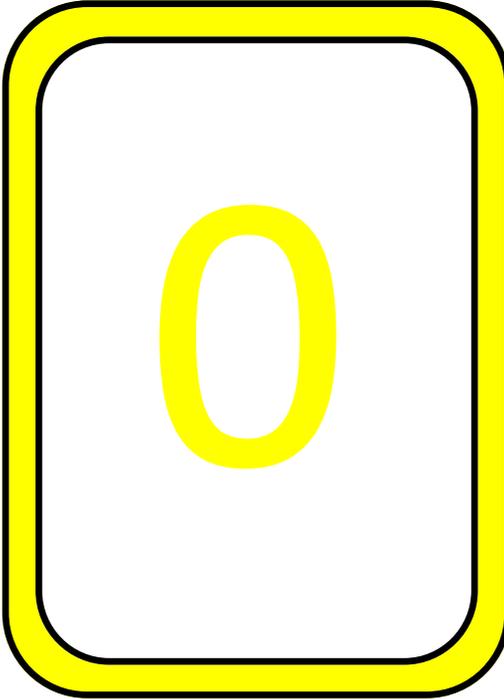
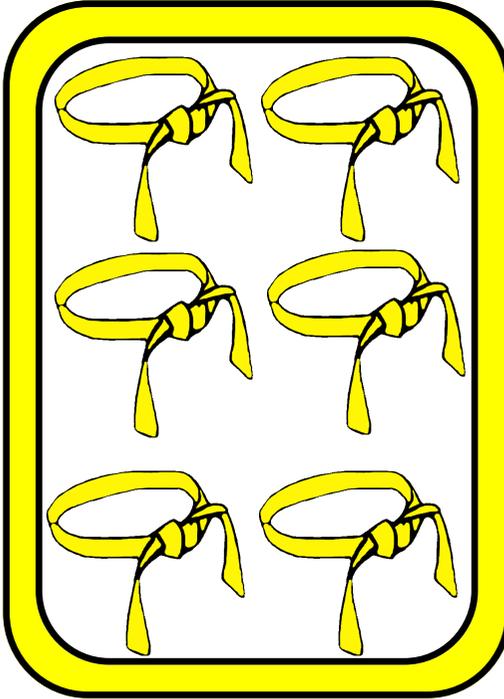
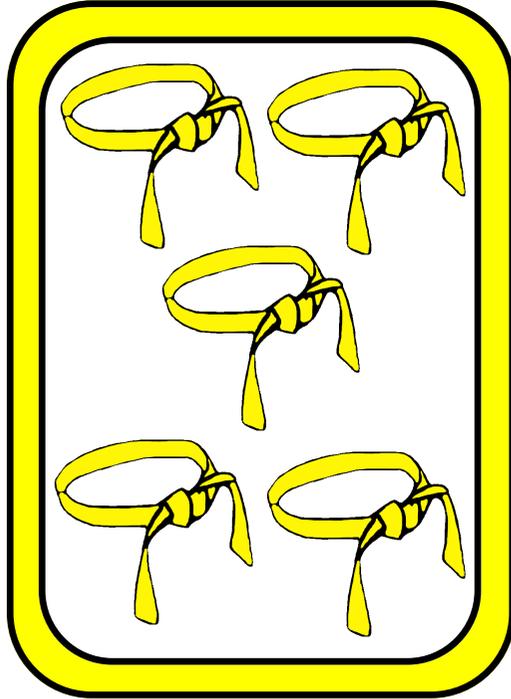
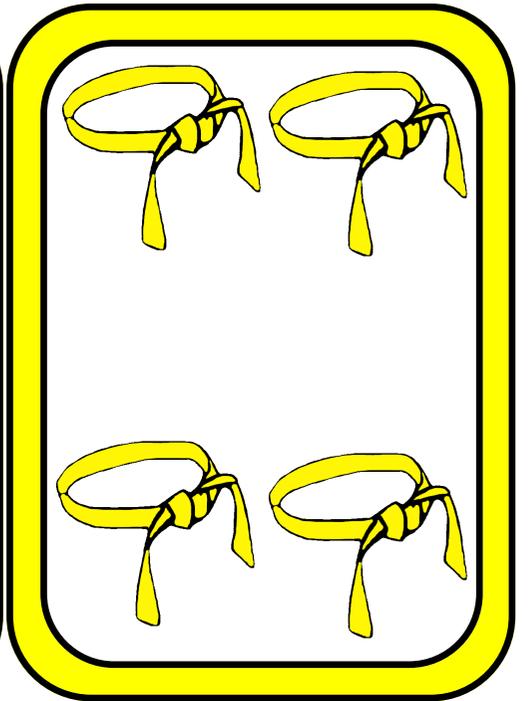
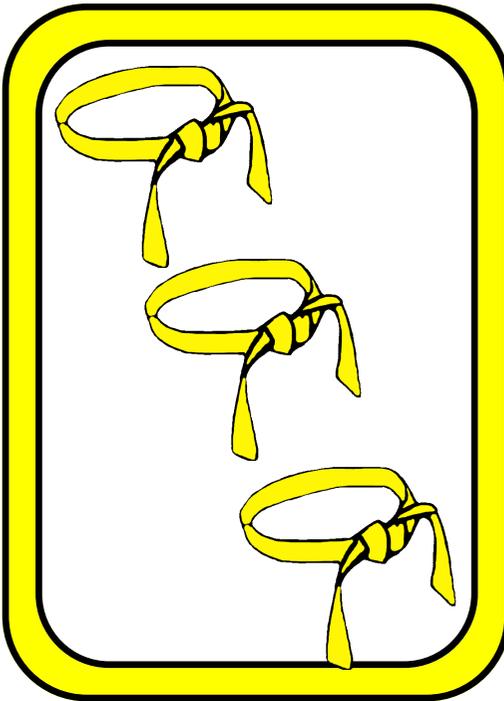
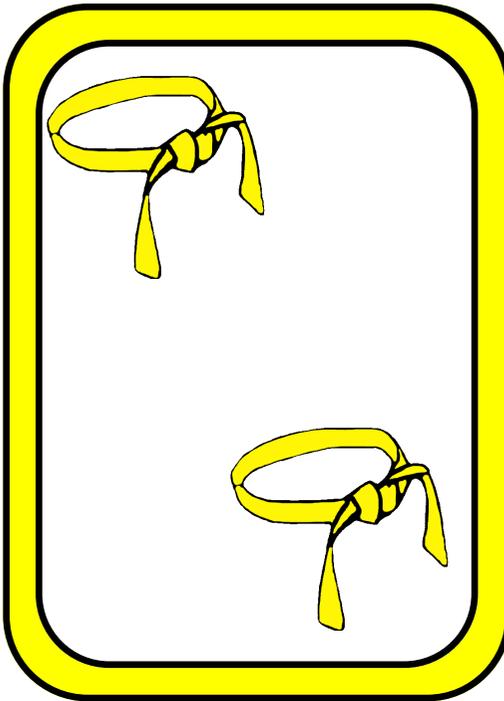
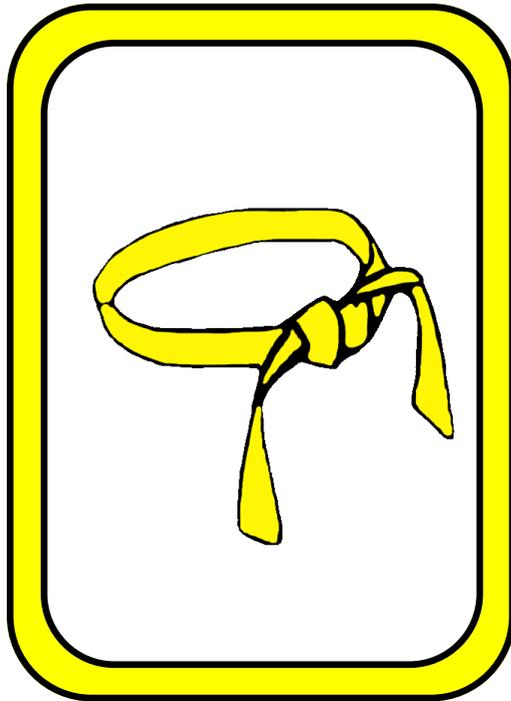


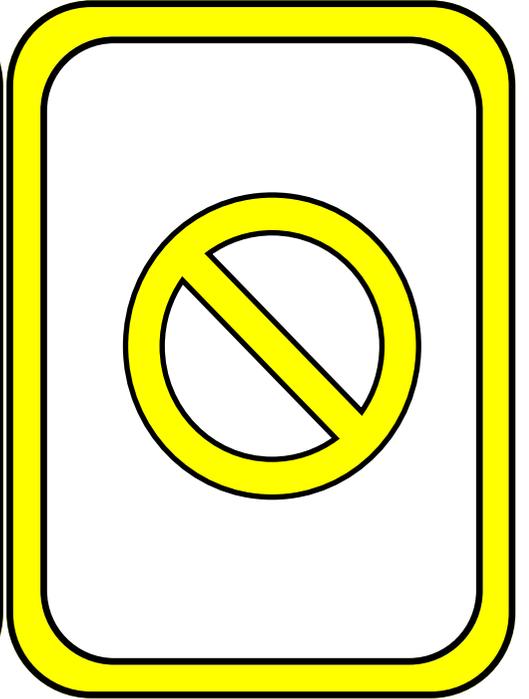
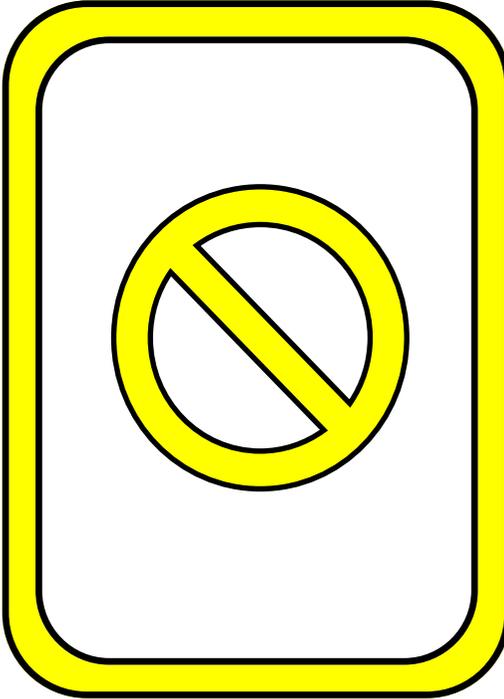
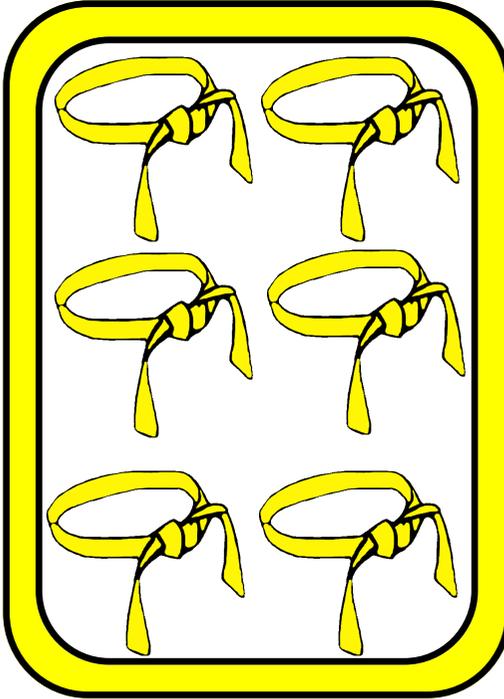
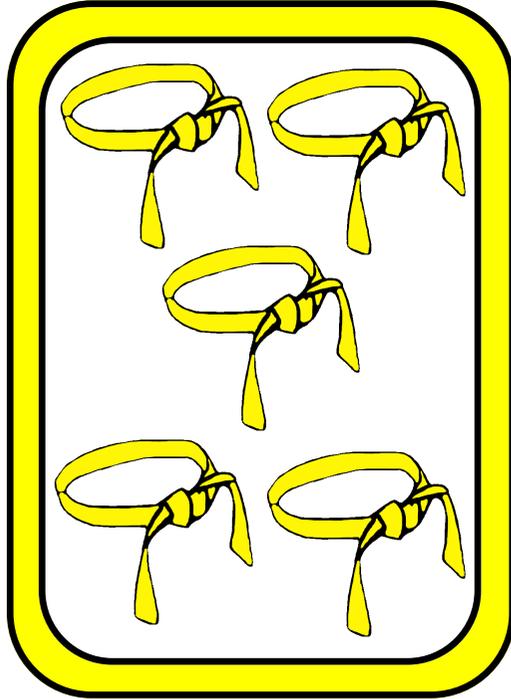
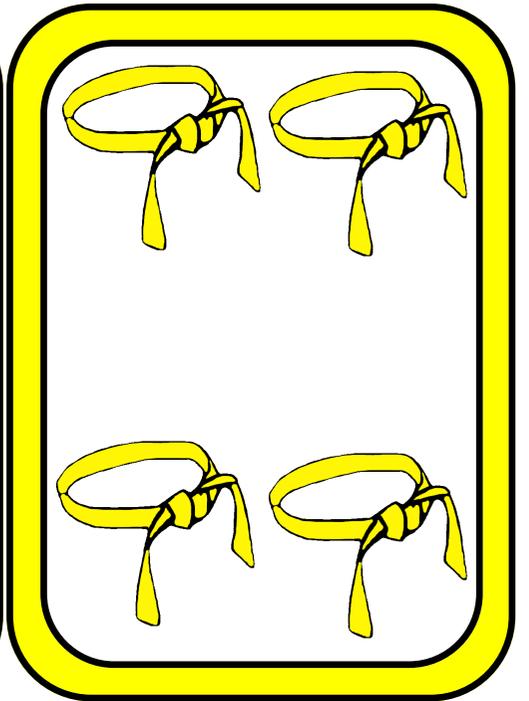
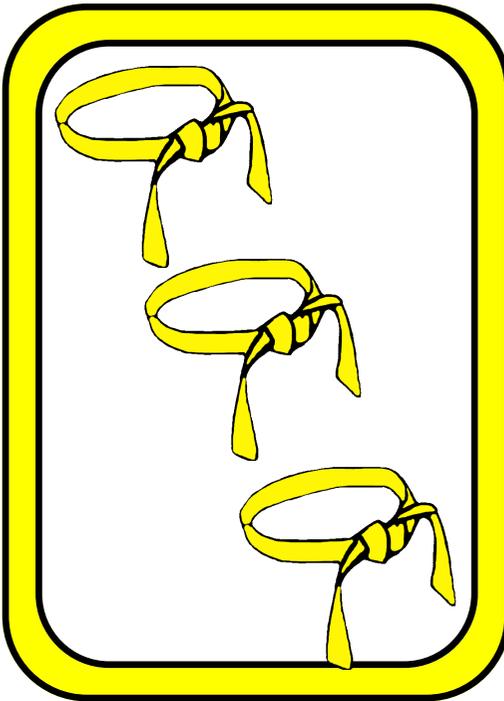
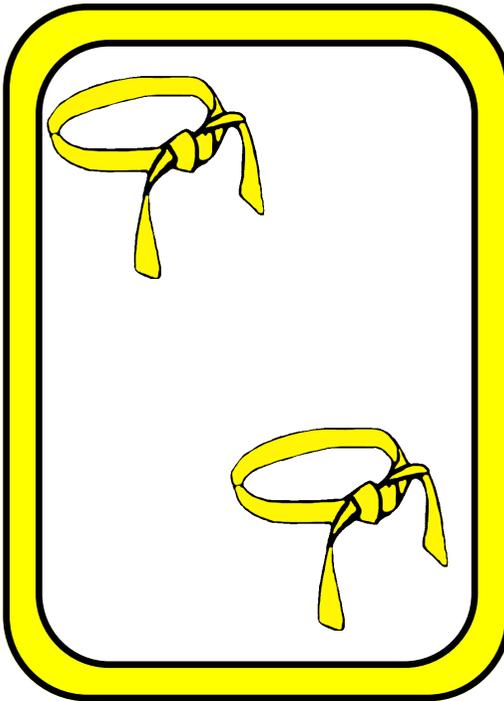
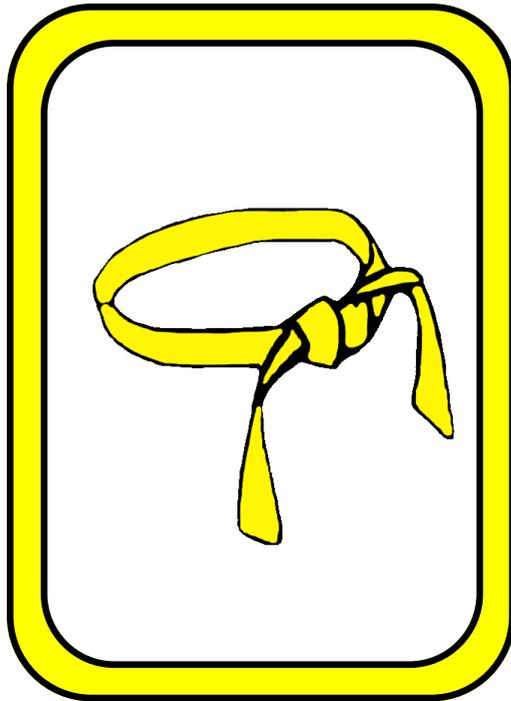
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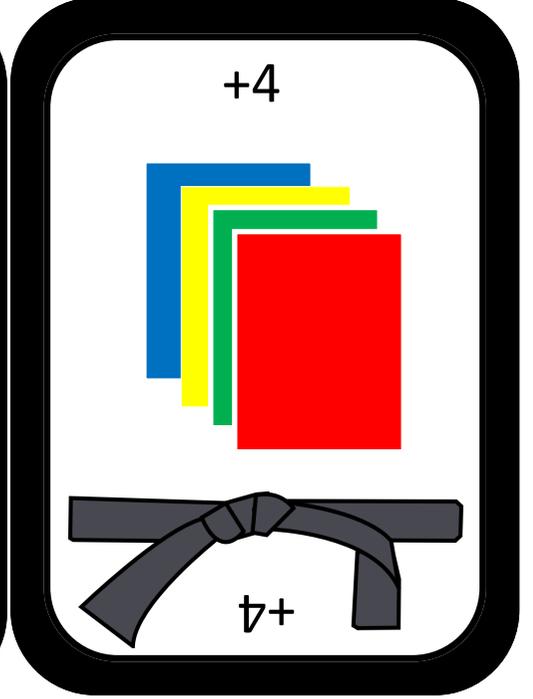
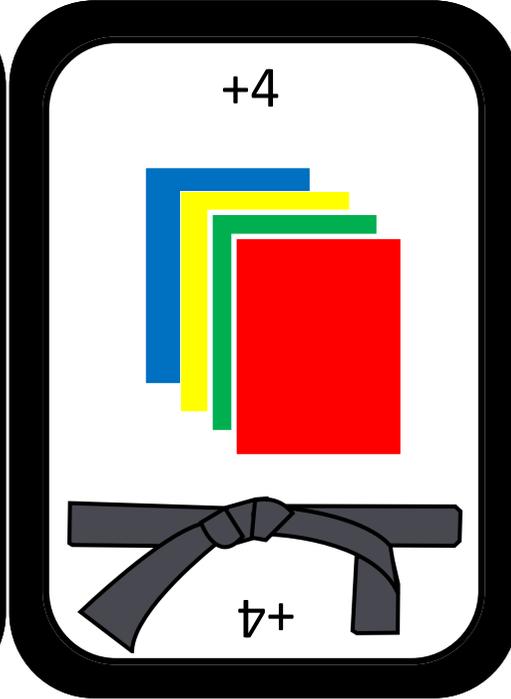
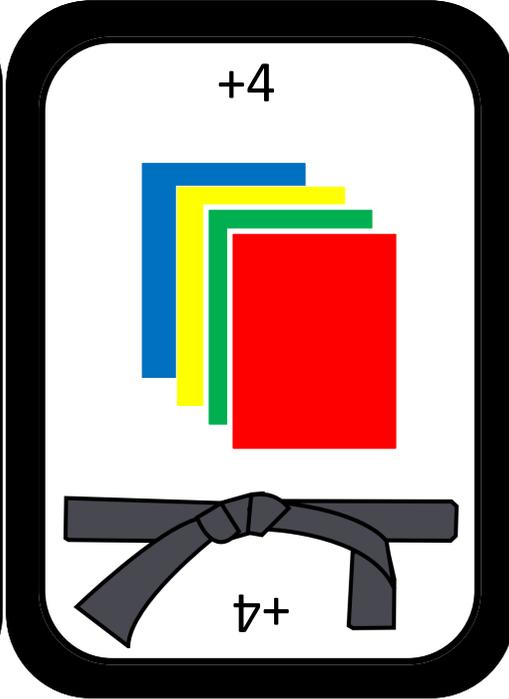
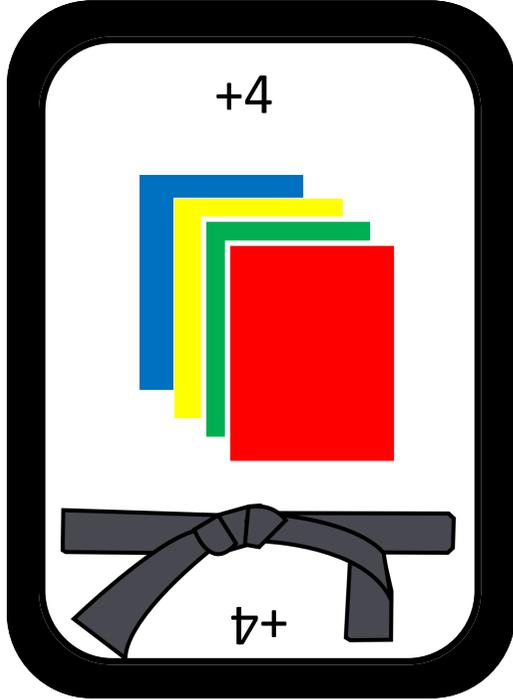
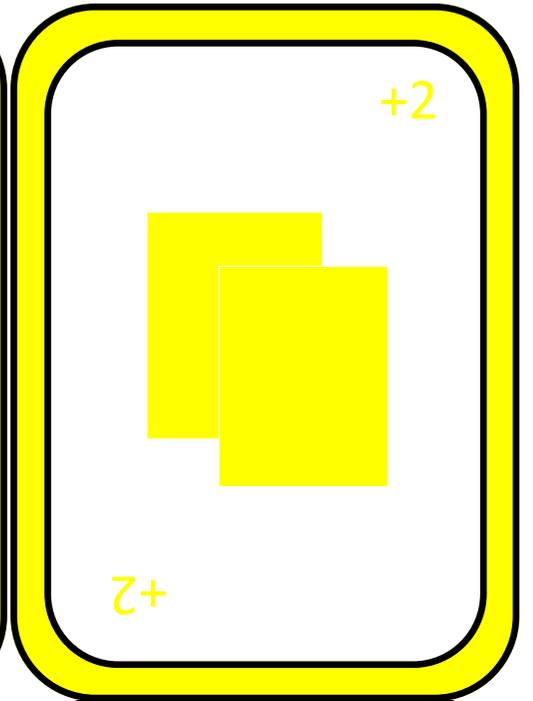
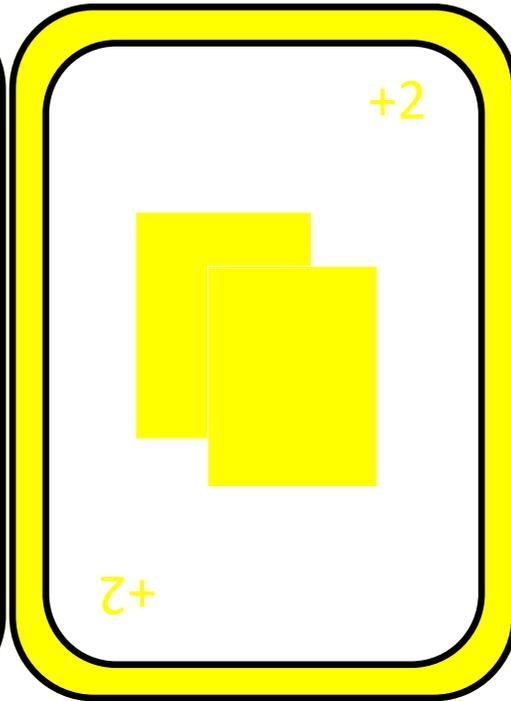
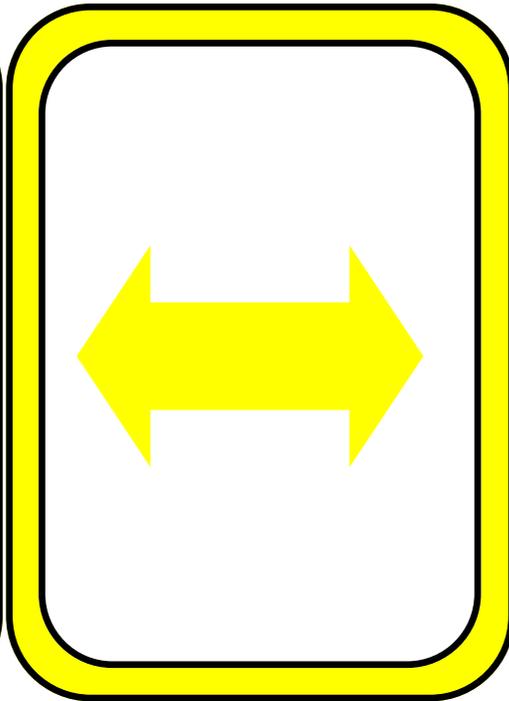
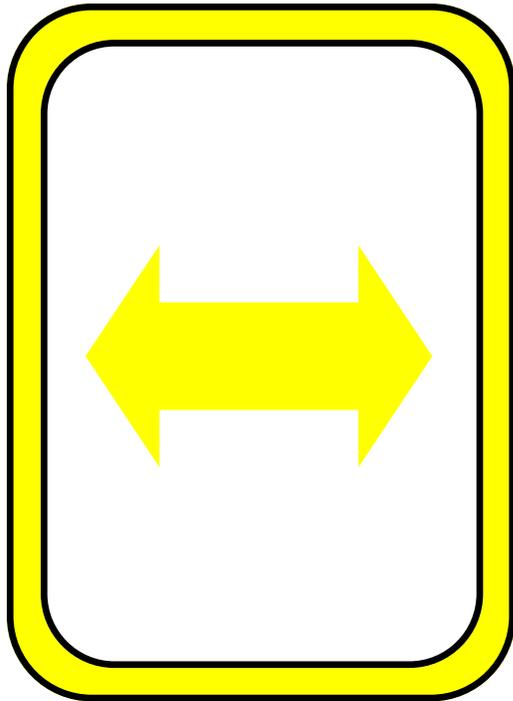
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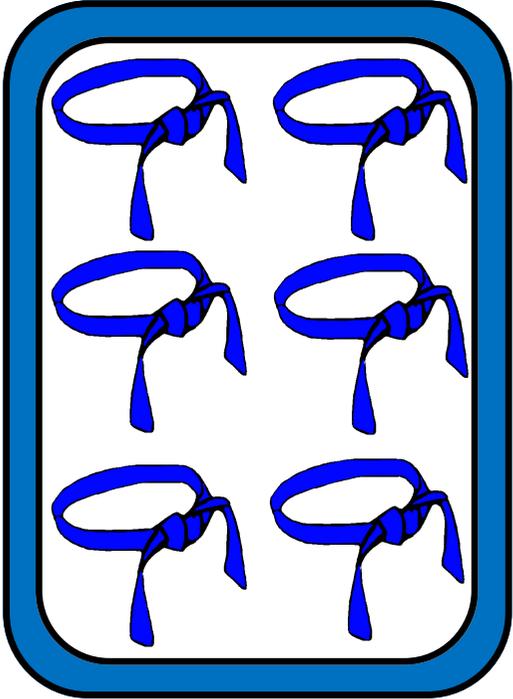
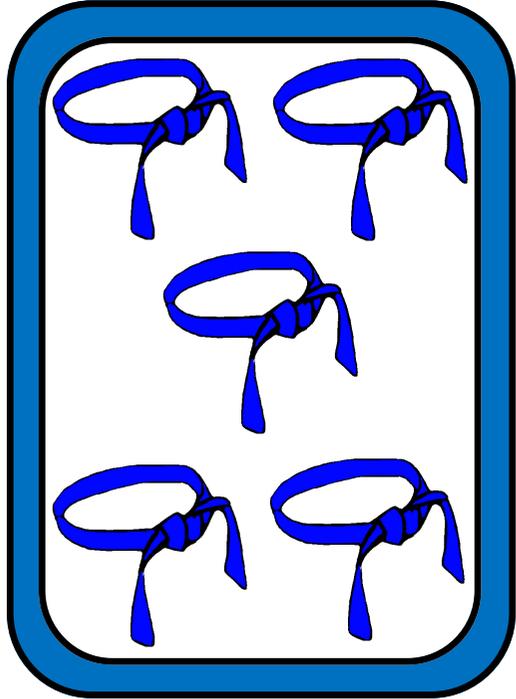
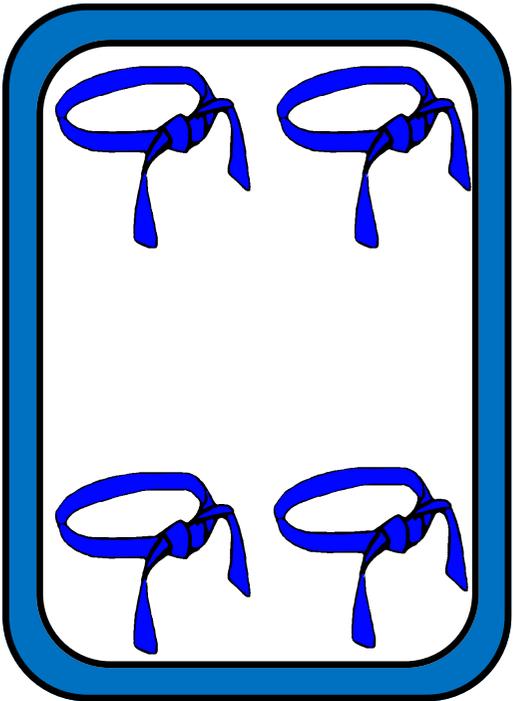
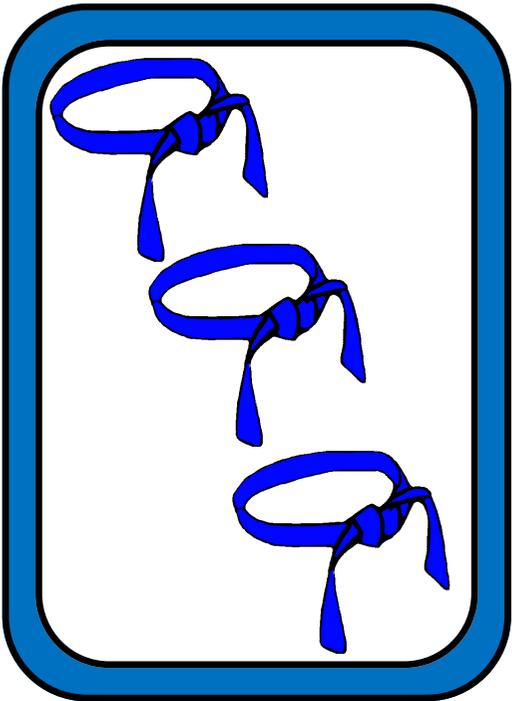
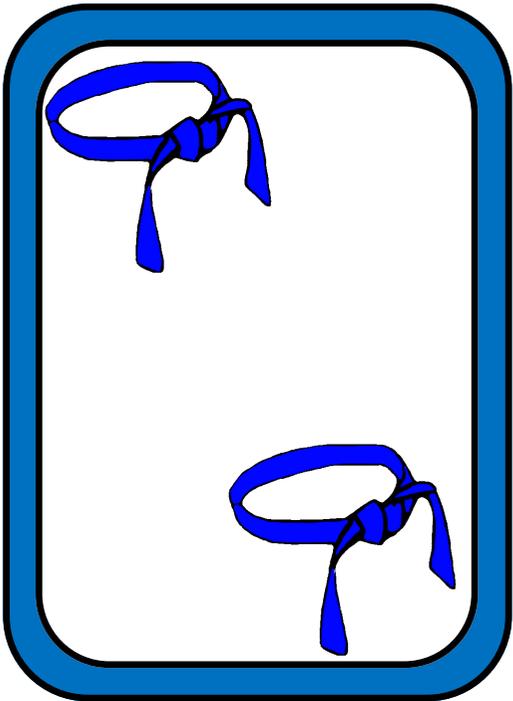
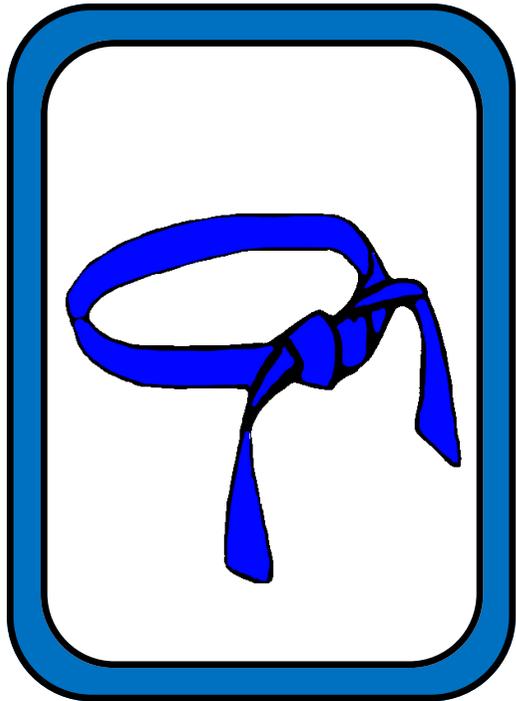






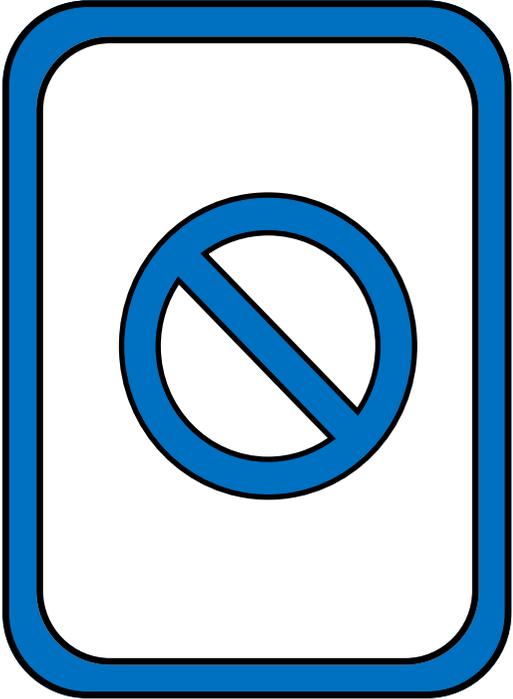
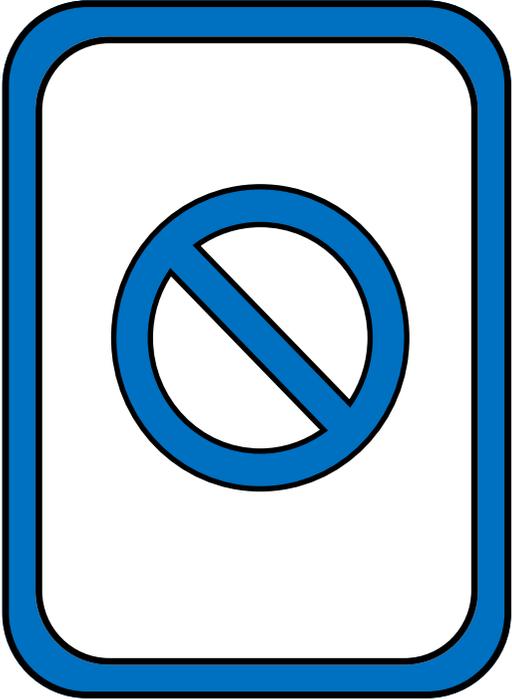
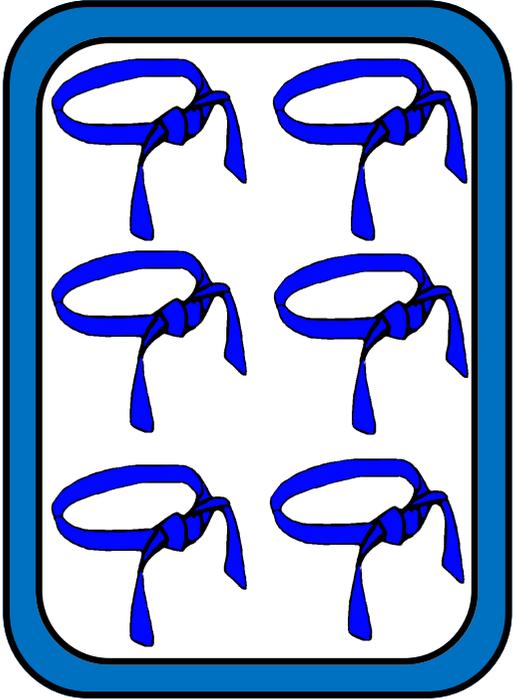
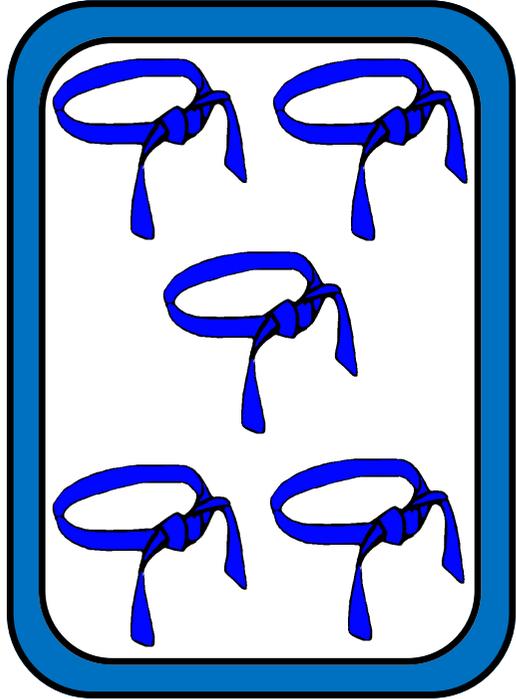
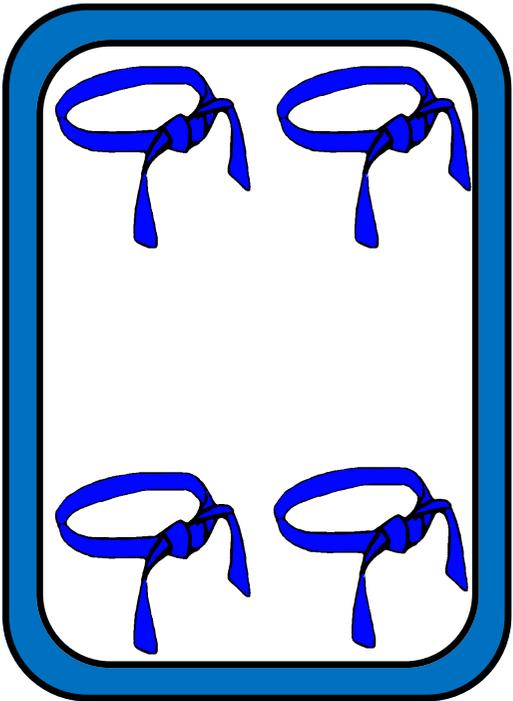
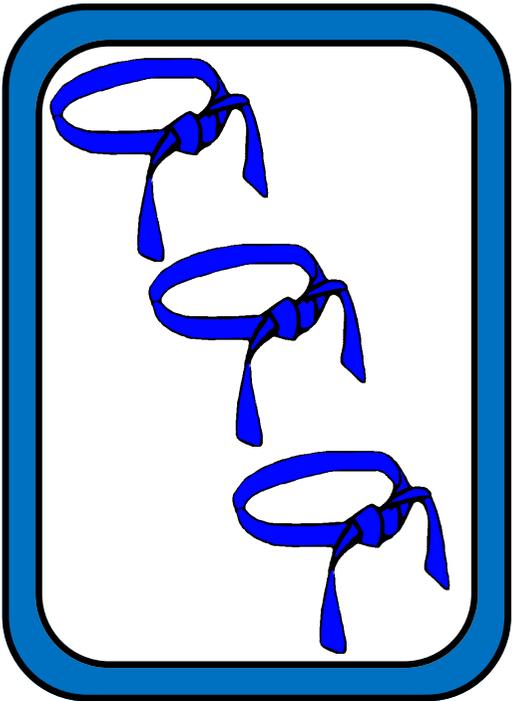
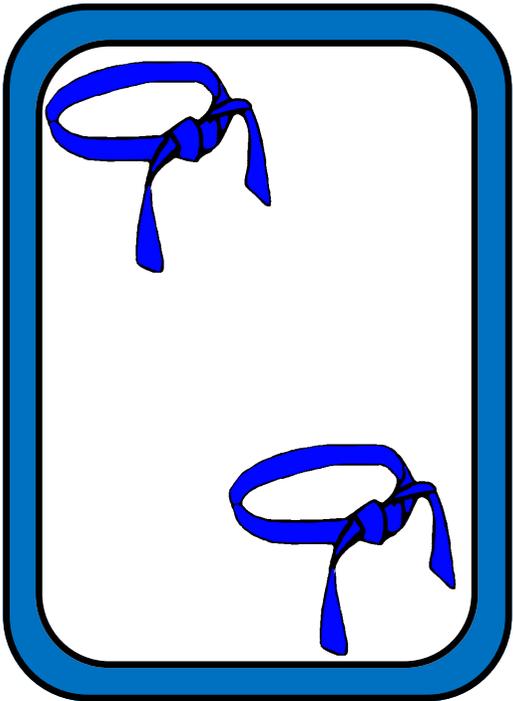
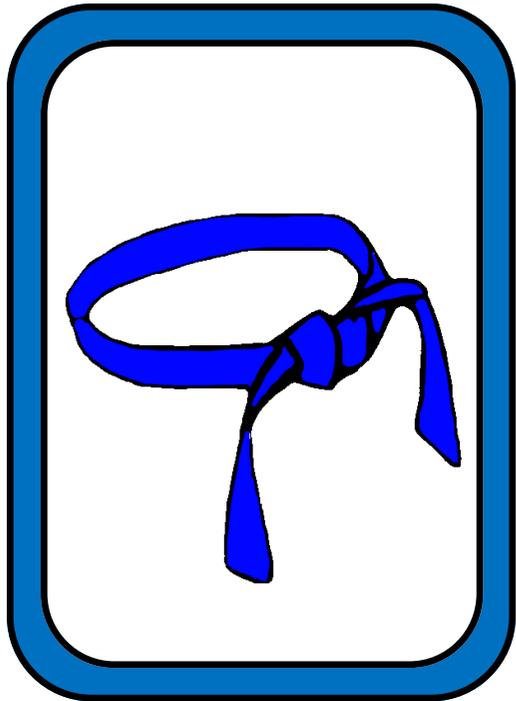


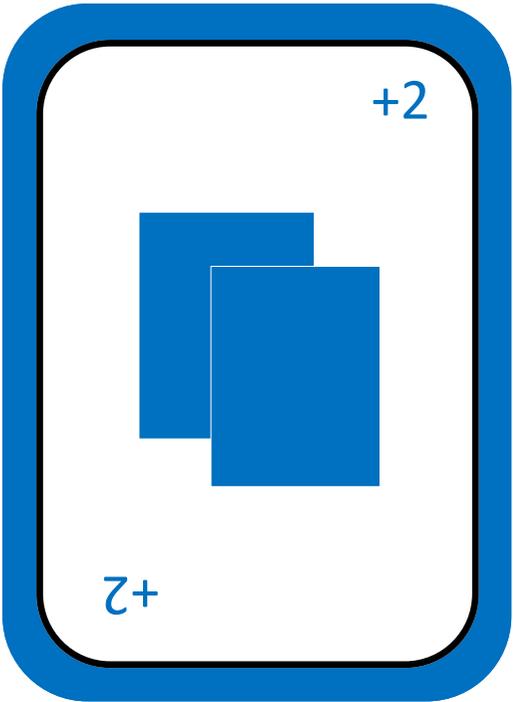
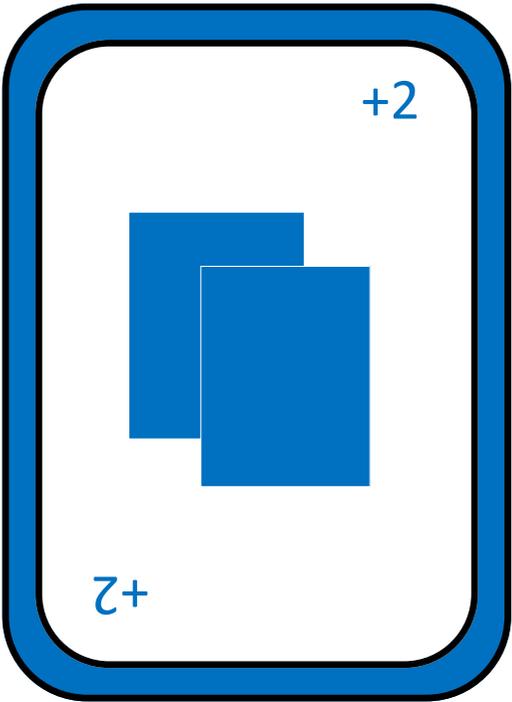
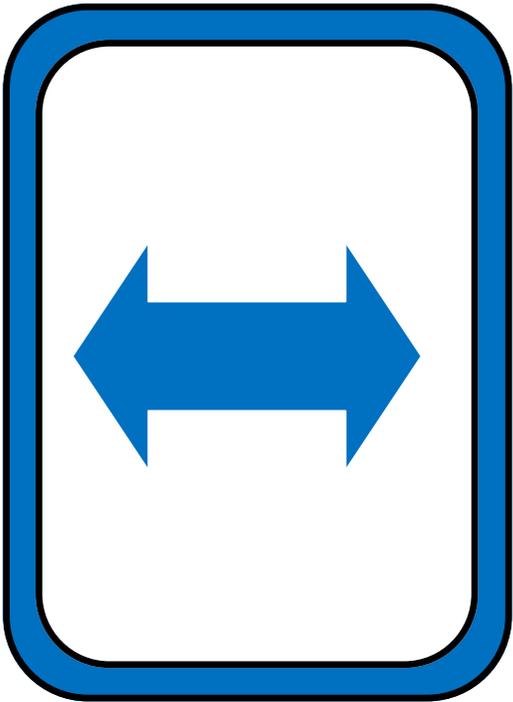
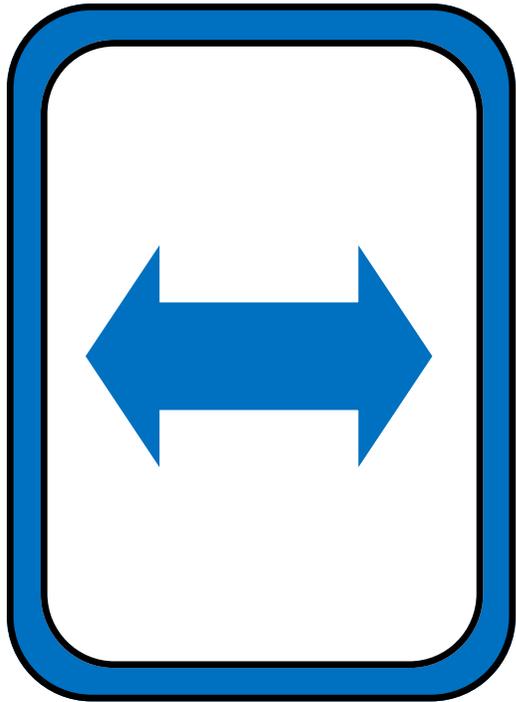


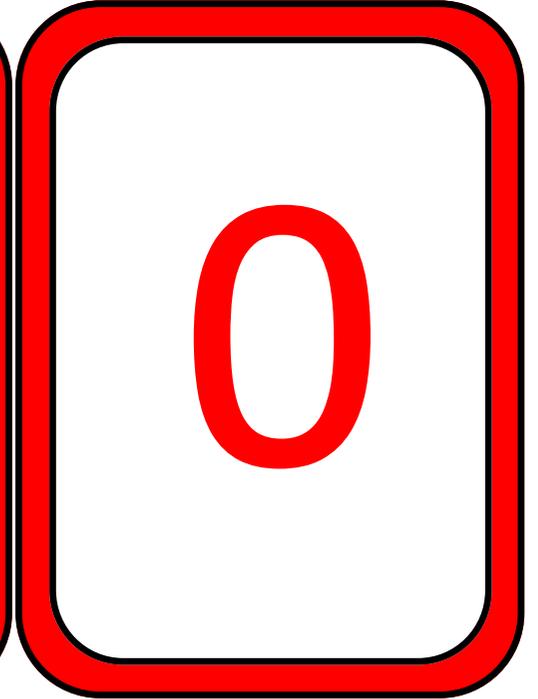
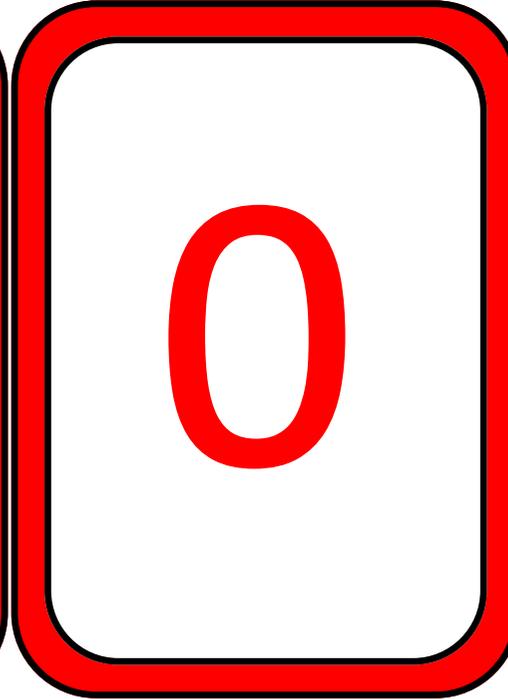
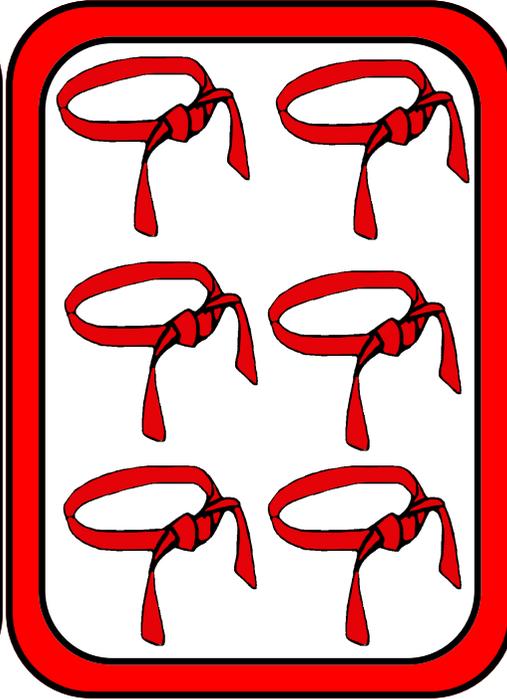
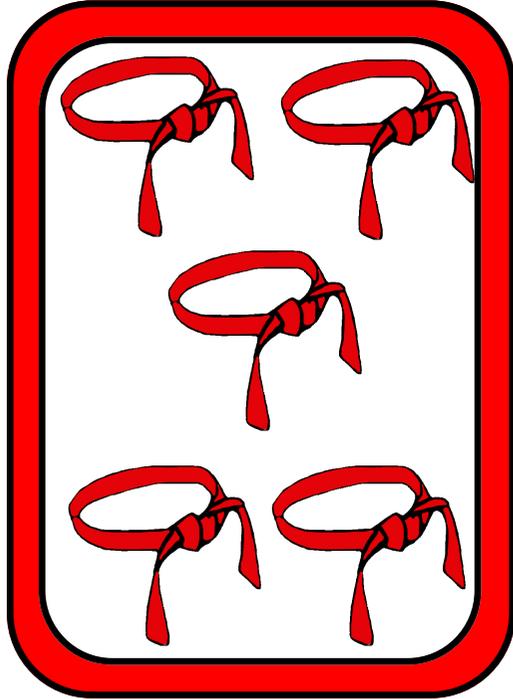
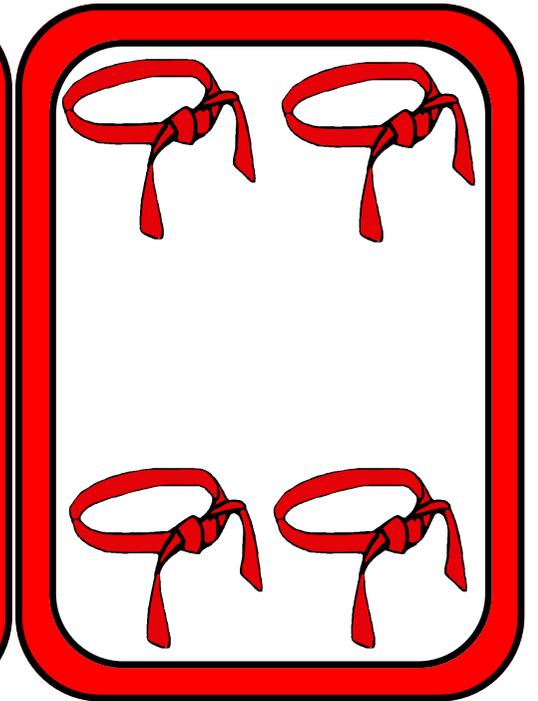
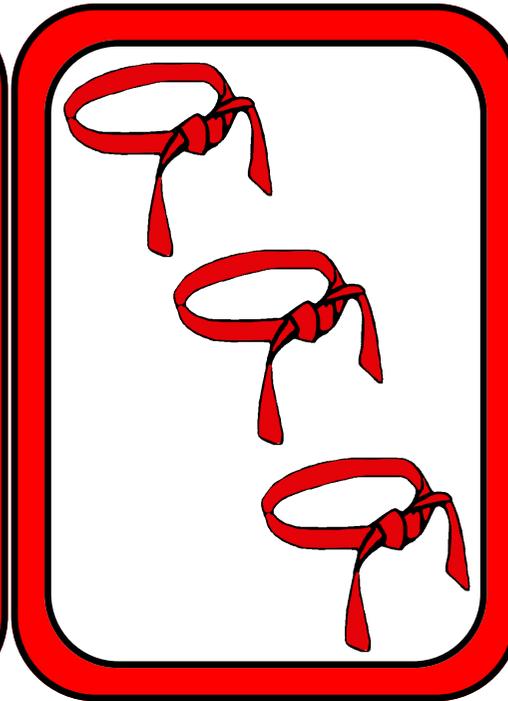
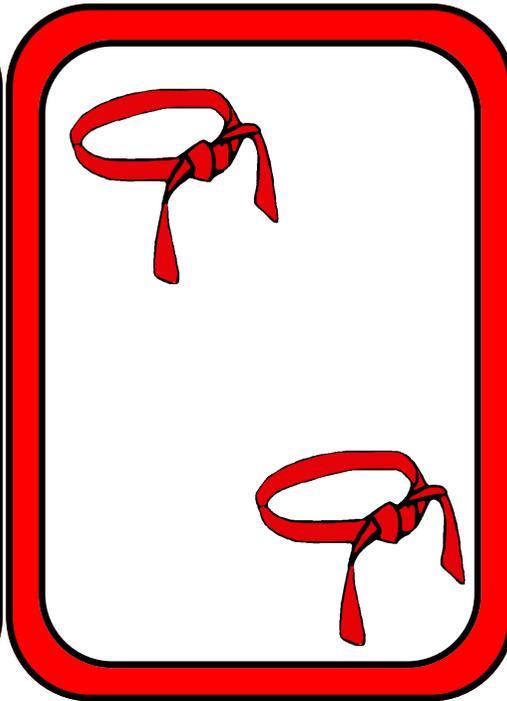
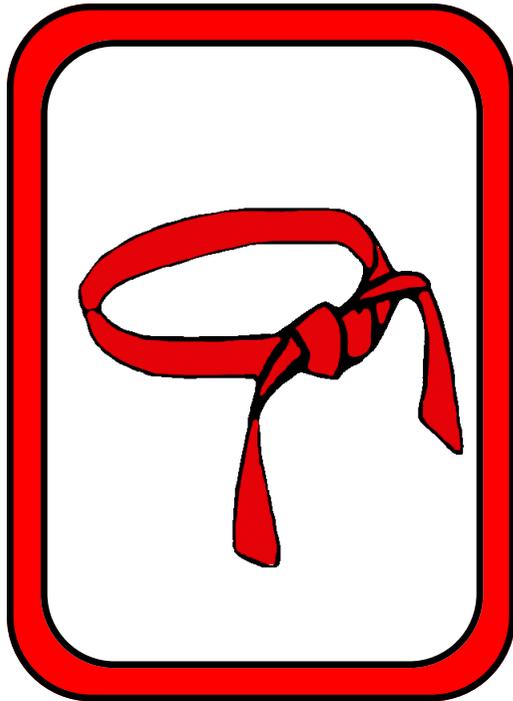


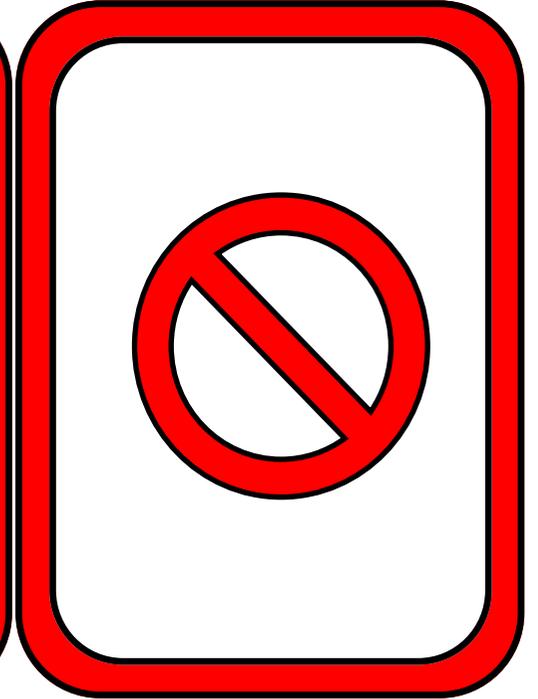
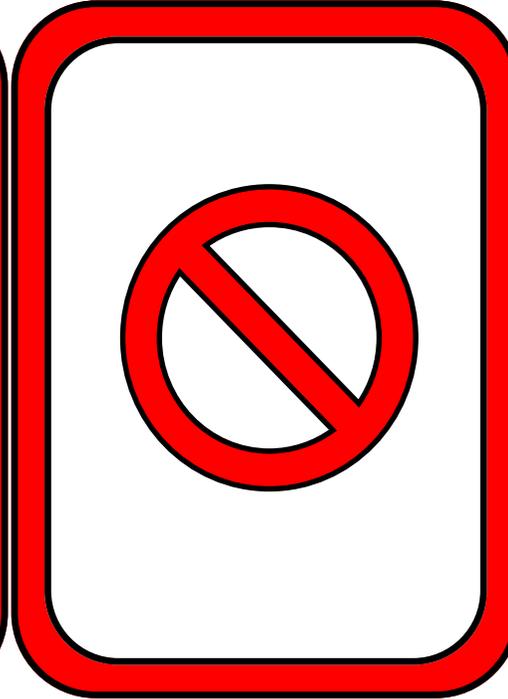
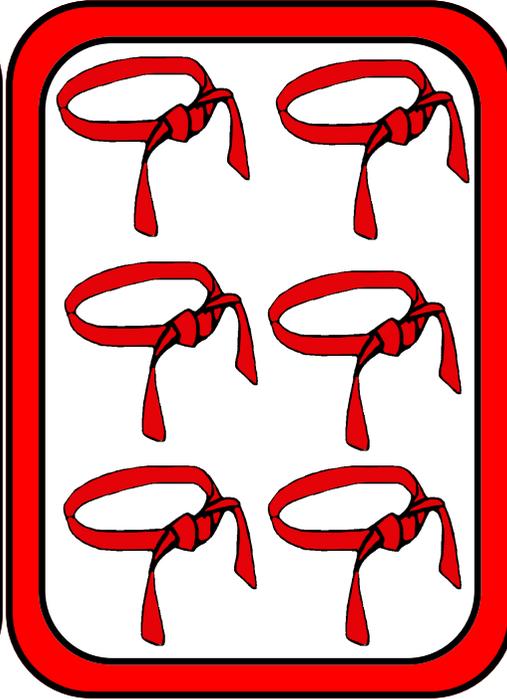
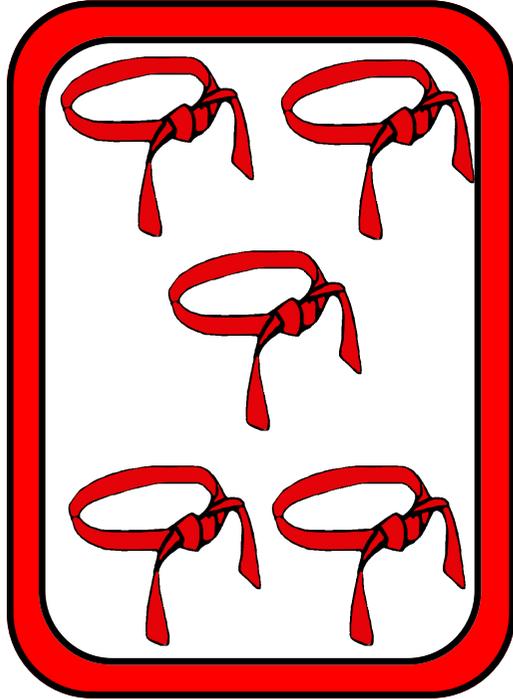
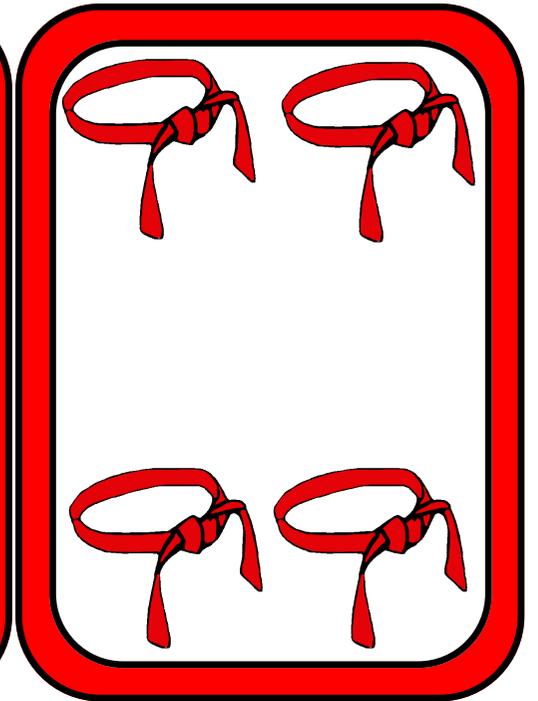
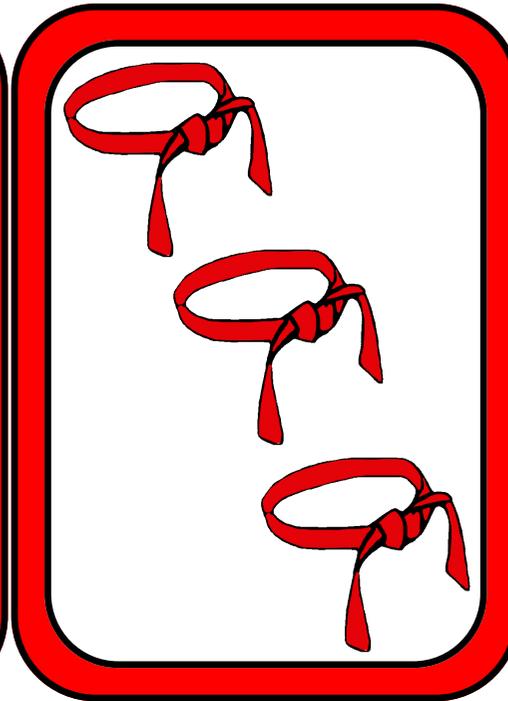
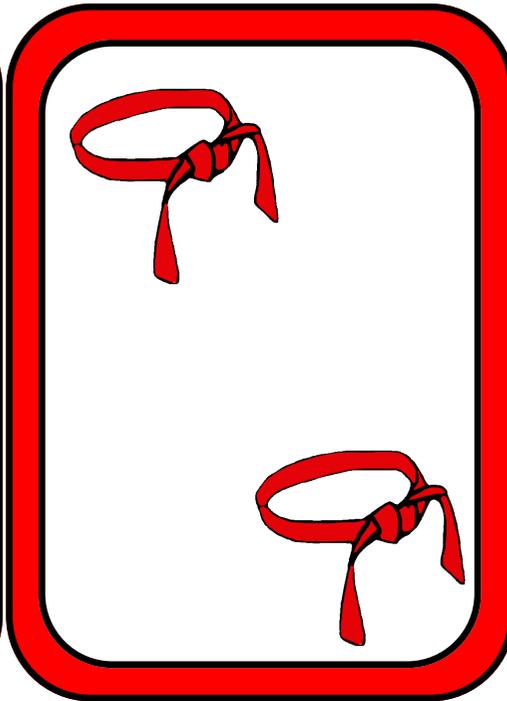
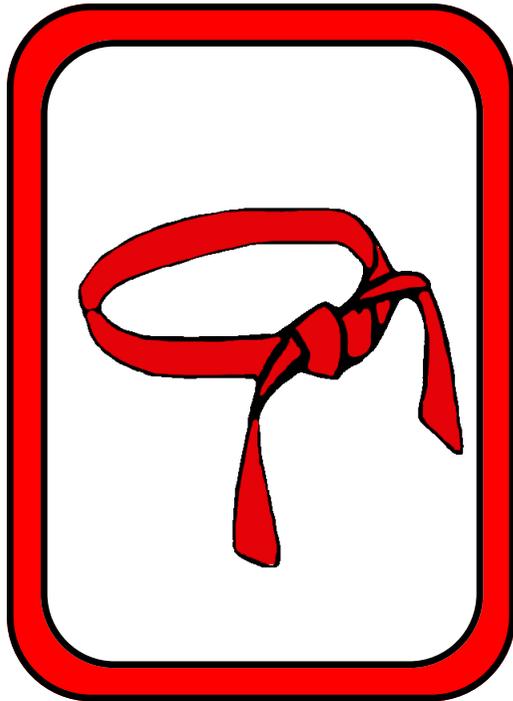
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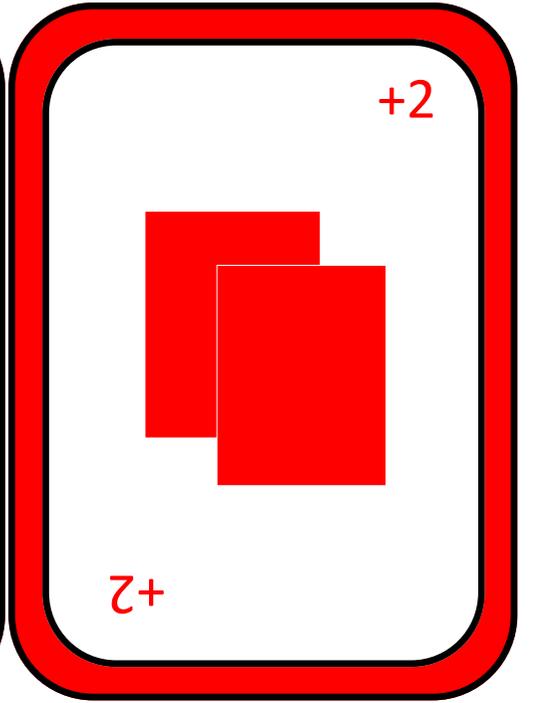
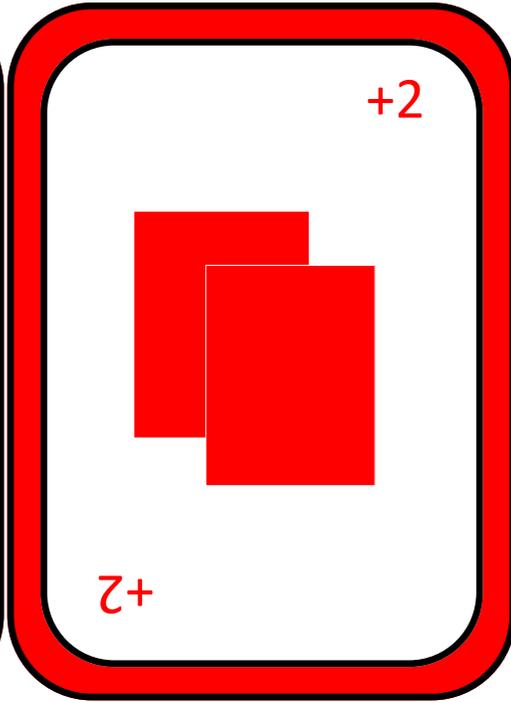
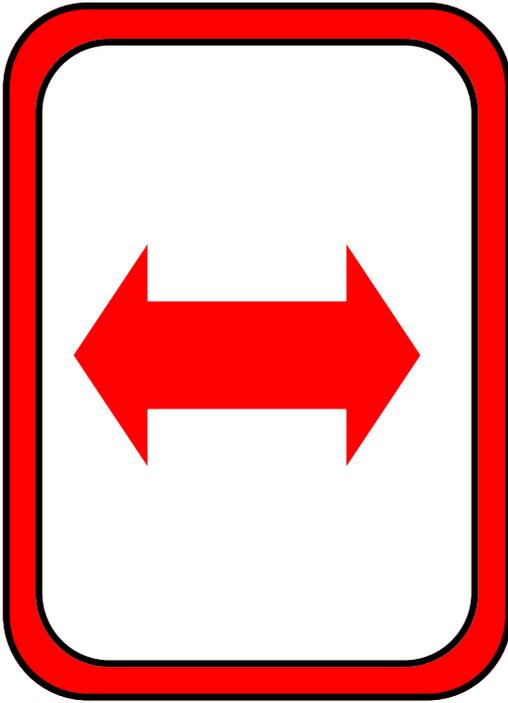
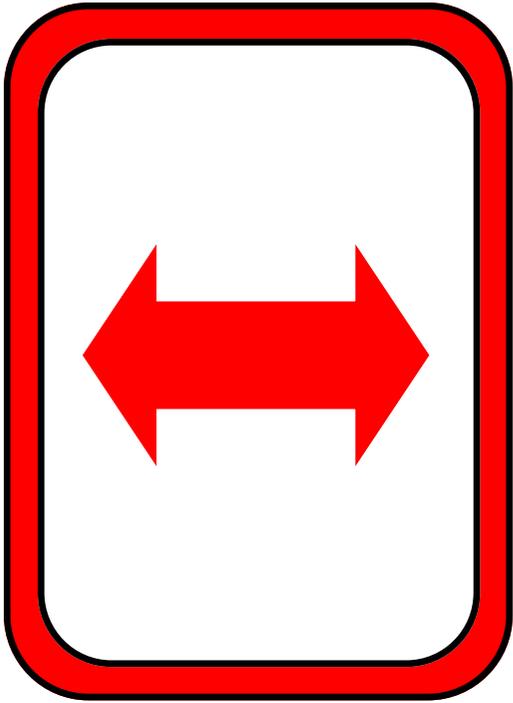
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UNO JUDO

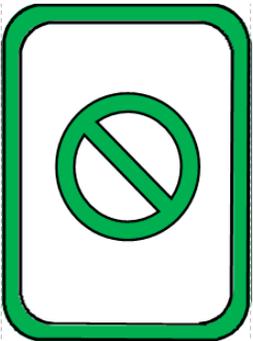
Préparation :

- Imprimer (de préférence sur du papier bristol, mais du papier ordinaire peut largement faire l'affaire) puis découper les cartes
- Mélanger les cartes
- Distribuer 5 cartes à chaque joueur et faire une pioche avec les cartes restantes
- Retourner la face visible la première carte de la pioche

Règles du jeu :

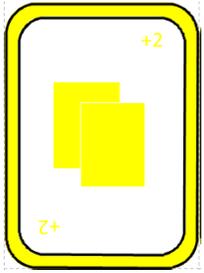
- Le premier joueur doit recouvrir la carte visible par une autre carte d'une même couleur ou contenant le même nombre de ceintures ou le même symbole que celle-ci. Ex: si la première carte est rouge avec 2 ceintures, le joueur peut poser une carte rouge ou une carte d'une autre couleur MAIS contenant 2 ceintures.
- Si le joueur ne peut pas jouer, il pioche. Si la carte piochée peut être jouée, il peut la poser, sinon, il passe son tour, (en conservant, évidemment, la carte piochée)
- Chaque joueur joue ainsi jusqu'à épuisement des cartes de l'un des joueurs.
- Lorsqu'un joueur pose l'avant-dernière carte de son jeu, il doit dire « Uno judo », s'il ne le dit pas et que les autres joueurs le remarquent, ils doivent s'écrier « Contre-uno judo » et le joueur doit piocher 2 cartes.

Cartes spéciales :

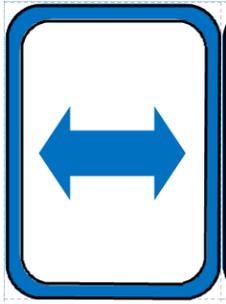


Lorsque cette carte est jouée, le joueur suivant passe son tour.

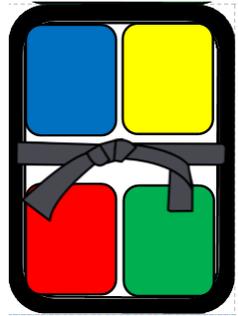
S'il s'agit de la toute première carte de la partie (celle retournée provenant de la pioche), le premier joueur passe (déjà) son tour.



Lorsque cette carte est jouée, le joueur suivant pioche 2 cartes et passe son tour. S'il s'agit de la première carte retournée, le premier joueur pioche 2 cartes.



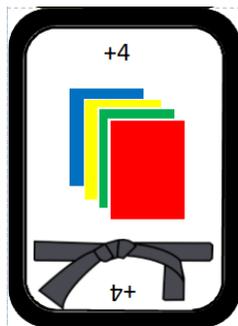
Lorsque cette carte est jouée, le sens du jeu change. Si le jeu évoluait, jusque là dans le sens des aiguilles d'une montre, il devra alors évoluer dans le sens inverse.



Le joueur qui joue cette carte peut choisir de changer la couleur (il annonce son choix en jouant la carte) ou de continuer dans la couleur demandée.

Cette carte peut être jouée après n'importe quelle autre carte.

Si c'est la première carte retournée, le premier joueur choisit la couleur de départ.



Lorsque cette carte est jouée, le joueur suivant pioche 4 cartes et passe son tour et celui qui l'a posée change de couleur.

MAIS celui qui a cette carte dans son jeu ne peut la jouer que s'il ne peut rien jouer d'autres