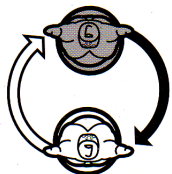




UWATE-HINERI

OVERARM THROW

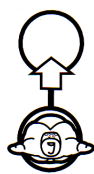


If you are next to your opponent, switch places with him.



YORI-TAOSHI

FORCE DOWN



Move one space toward your opponent.



MAMORITE

DODGE

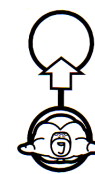


Move two spaces in any direction(s).



YORI-KIRI

FORCE OUT

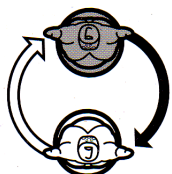


Move one space toward your opponent.



UWATE-HINERI

OVERARM THROW

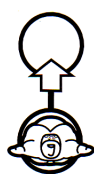


If you are next to your opponent, switch places with him.



YORI-TAOSHI

FORCE DOWN



Move one space toward your opponent.



MAMORITE

DODGE

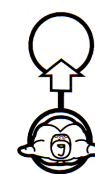


Move two spaces in any direction(s).



YORI-KIRI

FORCE OUT

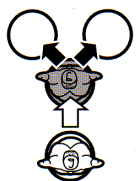


Move one space toward your opponent.

3

OSHI-DASHI

PUSH OUT



Move one space toward your opponent. If you started next to him, push him to either side instead of straight ahead.

X

TSUPPARI

RAPID THRUSTS



If your opponent played an attack card, cancel it.

X

KIME-TAOSHI

DOUBLE ARM BAR

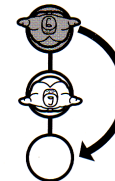


If your opponent played a defense card, cancel it.

4

TSURI-DASHI

LIFT OUT

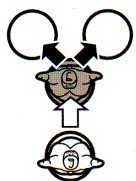


If you are next to your opponent, swing him to the opposite space behind you.

3

OSHI-DASHI

PUSH OUT

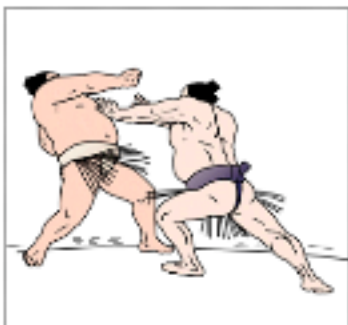


Move one space toward your opponent. If you started next to him, push him to either side instead of straight ahead.

X

TSUPPARI

RAPID THRUSTS



If your opponent played an attack card, cancel it.

X

KIME-TAOSHI

DOUBLE ARM BAR

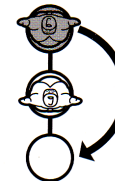


If your opponent played a defense card, cancel it.

4

TSURI-DASHI

LIFT OUT

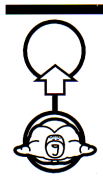


If you are next to your opponent, swing him to the opposite space behind you.

5

KIME-DASHI

ARM BAR FORCE OUT

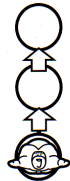


Move one space toward your opponent. If you are then next to him, your attack cards have priority over his attack cards next turn.

6

TSUKI-DASHI

THRUST OUT

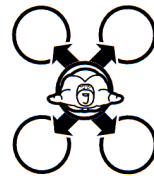
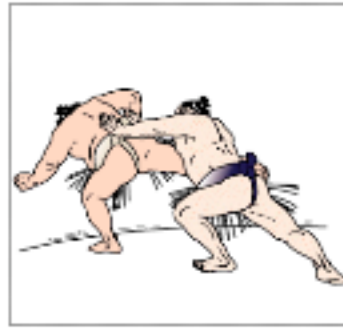


Move two spaces straight toward your opponent. You cannot play this card if it would take you out of the *dohyo*.

0

OKURI-DASHI

REAR PUSH OUT

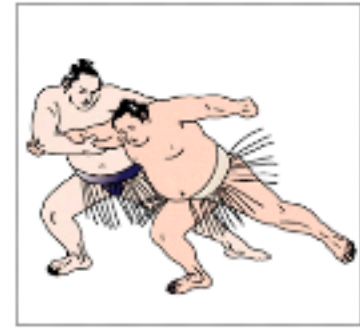


Move one space to the side of your opponent. If your opponent attacks, he must move towards where you were.

X

HIKKAKE

ARM GRAB

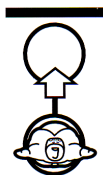


If your opponent played an attack card, cancel it and play an attack card of your own immediately.

5

KIME-DASHI

ARM BAR FORCE OUT

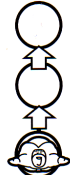


Move one space toward your opponent. If you are then next to him, your attack cards have priority over his attack cards next turn.

6

TSUKI-DASHI

THRUST OUT

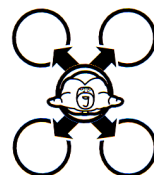


Move two spaces straight toward your opponent. You cannot play this card if it would take you out of the *dohyo*.

0

OKURI-DASHI

REAR PUSH OUT



Move one space to the side of your opponent. If your opponent attacks, he must move towards where you were.

X

HIKKAKE

ARM GRAB



If your opponent played an attack card, cancel it and play an attack card of your own immediately.