GAME REVIEW

PICTURE	
TITLE	UNO
BRIEF GAME DESCRIPTION / GAME TYPE/GOAL	UNO is a card game. The goal of UNO is to get rid of all the cards that are "stolen" initially, saying the word "ONE" when the last card is left in the hand. The first to reach 500 points wins. Points are received from all the cards that the other players still have in their hands
PLAYERS (number, age)	Although different game modes have been created, the classic
	admits from 2 to 10 participants. The game is from 7 years old and
	lasts between 5 and 35 minutes.
CONTENT (What do you need to play?)	To play the only thing we need is the full deck of cards
RULES (explain the different steps)	1-A player deals 7 cards for each player. Players must keep the cards face down 2-You have to place the rest of the cards in the center of the table. Keep the cards face down in a pile. These cards will be the ones that players must draw during the game. 3- Turn over the top card of the stack of cards to draw to start the game. 4-Play with a card that matches the color, number or symbol of the card on the table. 5-Draw a card from the stack if you don't have any cards to play. If you cannot play with the card you just stole, the player after you can continue his turn. 6-If you play with a Wild Card of Color Change, you can choose the color for the next play. If you place a card Take 2, the player after you must take 2 cards and take his turn. If you play with the Return card, you change the direction of the play, so the person who has played before you will have another turn. 7-Say "One" if you only have 1 card left. If someone forgets to say "One," give him 2 cards as a penalty. If no one notices that the player has not said "One," there is no penalty. 8- If you can play with the last card, you will be the winner of the round. 9-Play with double cards so the game ends faster. To make a quick ONE game, have each player roll 2 matching cards instead of one, if

	they have them. This means that everyone will run out of cards faster.
HOW DOES A GAME END?	The game ends when a player gets rid of all the cards that are "stolen" initially, saying the word One when the last card is in the hand.
ASSESSMENT (What did you like? / What didn't you like? Why?	It helps to learn Maths, to match by colors, to learn numbers, to count and to add.