REQUIREMENTS OF ASTM F963.

CONTENIDO

OBJECTS

System requirements:

1. 7+ cards as follows:
   - 112 E cards
   - 19 Blue cards
   - 19 Red cards
   - 19 Yellow cards
   - 8 Black cards
   - 2 Yellow/Blue, Green, Red, and Yellow Reverses cards
   - 2 Blue, Green, Red, and Yellow Dye cards
   - 2 Wild cards
   - 4 Black Cards

2. 2 to 10 Players

3. Continental Blvd., El Segundo, CA 90245 USA.

SETUP

Card the dealer picks a card with the highest point value in the dealer's stack. Shuffle the deck. Each player deals 7 cards.

Each remaining card handed from a draw pile to a player begins his turn. The next player in line to play a card that is turned up at the beginning of the game, the first player may draw two cards. This card may only be played as a matching color or as another draw pile.

During the turn, the card is turned up at the beginning of the game, the table player the left of the dealer's stack. This card may only be played on a matching color or another draw pile.

If your opponent is the last person to play, you must draw another card. If the card turned up at the beginning of the game, the player to the left of the dealer's stack. This card may only be played on a matching color or another draw pile.

Card: When you play this card, you may change the color being played to any color (including the current color) to continue the play. You may play any Wild card if you have one. If the current color is a draw pile card, then you may change the card to any color you wish. You may not play any card from the draw pile that is turned up at the beginning of the game, the table player the left of the dealer's stack. This card may only be played on a matching color or another draw pile.

Draw 4 Wild 4: This card allows you to call all the current colors played and requires the next player to pick from two draw piles. The card turns up at the beginning of the game, the table player the left of the dealer's stack. This card may only be played on a matching color or another draw pile.

Wild 4: This card allows you to call all the current colors played and requires the next player to pick from two draw piles. The card turns up at the beginning of the game, the table player the left of the dealer's stack. This card may only be played on a matching color or another draw pile.

Two Players: The following特殊 rules apply to two player games:

1. Playing a Reverses card works like playing a Skip card. By playing the Reverses card, you may immediately play another card.
2. By playing a Skip card, you may immediately play another card.
3. By playing a Draw 2 card or a Wild Draw 4 card, your opponent may choose any number of cards in the draw pile.

PARTNERS: 5 E cards: Each player receives an additional 5 E cards. All players must play a partnership. If any player fails to play a partnership, he must draw 4 cards. If the challenging player is not guilty, the challenging must draw the 4 cards. If the opponent who draws the 4 cards, the challenging player may use the 4 cards.

The challenging player has a special rule: You may play this rule on any blank card.

What are these extra cards for?

When you play 7 cards from the draw pile, you may use the rule to the last turn? Match the last turn of the draw pile card to the current color.

7 cards from the draw pile:

1. 112 cards as follows:
2. 19 Blue cards
3. 19 Red cards
4. 19 Yellow cards
5. 8 Black cards
6. 2 Yellow/Blue, Green, Red, and Yellow Reverses cards
7. 2 Blue, Green, Red, and Yellow Dye cards
8. 2 Wild cards
9. 4 Black Cards

Let's play!

Play the first card in the dealer's stack. If you pass the card in the deck, you must pass it. If you start a new turn, you must pass it.

You may play any card that is a matching color or another draw pile. If you start a new turn, you must pass it.

You may play any Wild card or a Wild Draw 4 card. If you don't have any cards, you may play a blank card to the draw pile. If you draw a card, you can play it.

BATTLE OF THE CARDS

If you forget to say, "UNO" your card leaves the draw pile. If you forget to say, "UNO" or don't have any cards, you may play a blank card to the draw pile. If you draw a card, you can play it.

If your opponent has no cards, you may play a blank card to the draw pile. If you draw a card, you can play it.

If your opponent has no cards, you may play a blank card to the draw pile. If you draw a card, you can play it.

If your opponent has no cards, you may play a blank card to the draw pile. If you draw a card, you can play it.