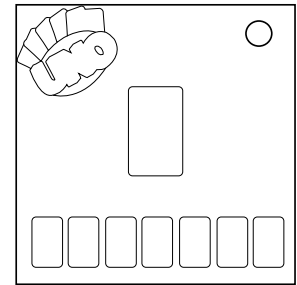


On the Subject of UNO!

IT CAME FREE ON YOUR XBOX!



- An UNO! card will be shown in the center of the module, as well as seven cards which be referred to as your "hand."
- You must play a sequence of seven cards such that it alternates between sharing a color with the previous card or sharing the number/symbol of the previous card. They must be mutually exclusive.
- Some cards have a symbol instead of a number, and some may be colored black. These cards have special rules:
 - A +2 card will shift the previous played card's number into the one two after it. The card you must continue the sequence from is the color of the +2 you played, and the resulting number from the previous card.
 - A reverse card will change the previous played card into the one opposite of it. The card you must continue is the result of this swap.
 - A skip card will change the previous played card into the clockwise of it. The card you must continue is the result of this swap.
 - A wild card will allow any played color to be valid. Any card can be played after this card is placed.
 - A +4 card will allow any played color to be valid, **but** can only be played if there are no other cards that can be played. Any card can be played after this card is placed.
- When you have two cards left, you must call uno by pressing the top left button before playing your second to last card.
- Upon a strike, this module will reset with a new hand.

