

Learn

a

new...

Card Game

name of a real card game: _____ *type of environmental disaster:* _____

adj. ending in 'ing': _____ *length of time:* _____

number: _____ *noun:* _____

verb: _____ *holiday:* _____

number: _____ *length of time:* _____

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The background of the slide is a collage of playing cards with a blue and gold pattern. The cards are arranged in a way that they overlap, creating a sense of depth. The pattern on the cards is intricate, featuring a central figure (possibly a cherub or angel) surrounded by ornate scrollwork and floral motifs. The cards are tilted at various angles, adding to the dynamic feel of the background.

*Okay, the game is actually very simple. It's just like **uno** but a bit more exciting!*

*First, each player draws **23** cards from the playing deck. If someone accidentally draws a heart, then everyone must **dance**, and if you don't immediately, you have to dance for the rest of the game.*

*The game ends when someone reaches **3,000** points, or when a(n) **earthquake** happens, which usually takes about **3 years***

*That is, unless the **sticker** rule is in effect, which is on every day except **Labor Day**. This rule makes it so that if a(n) ace is played, the round immediately pauses for **two weeks**, all scores are reversed, and the game starts over.*

But it is very easy, you'll get the hang of it after the practice round.