

Karten
Ziehen

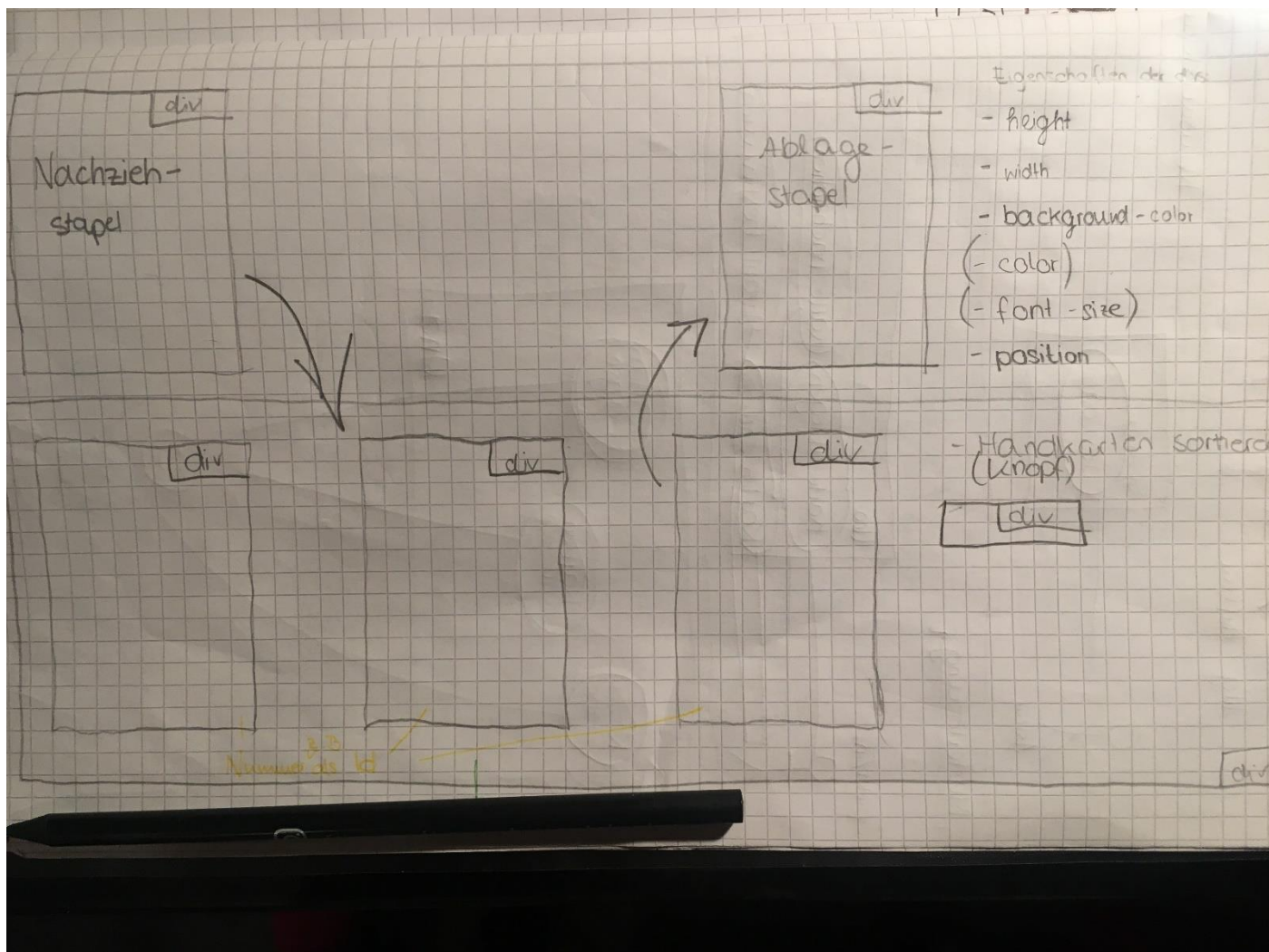
Karten
Sortieren

Karten
Legen

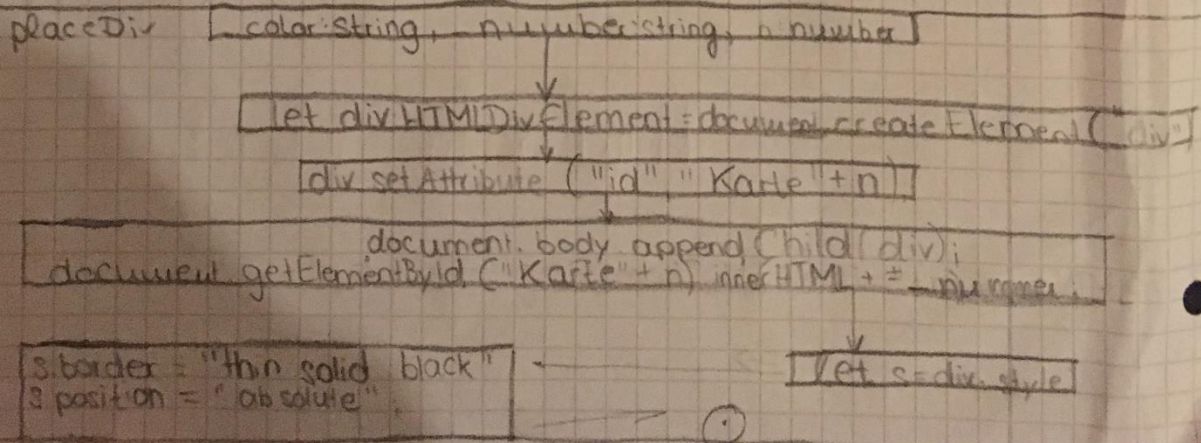
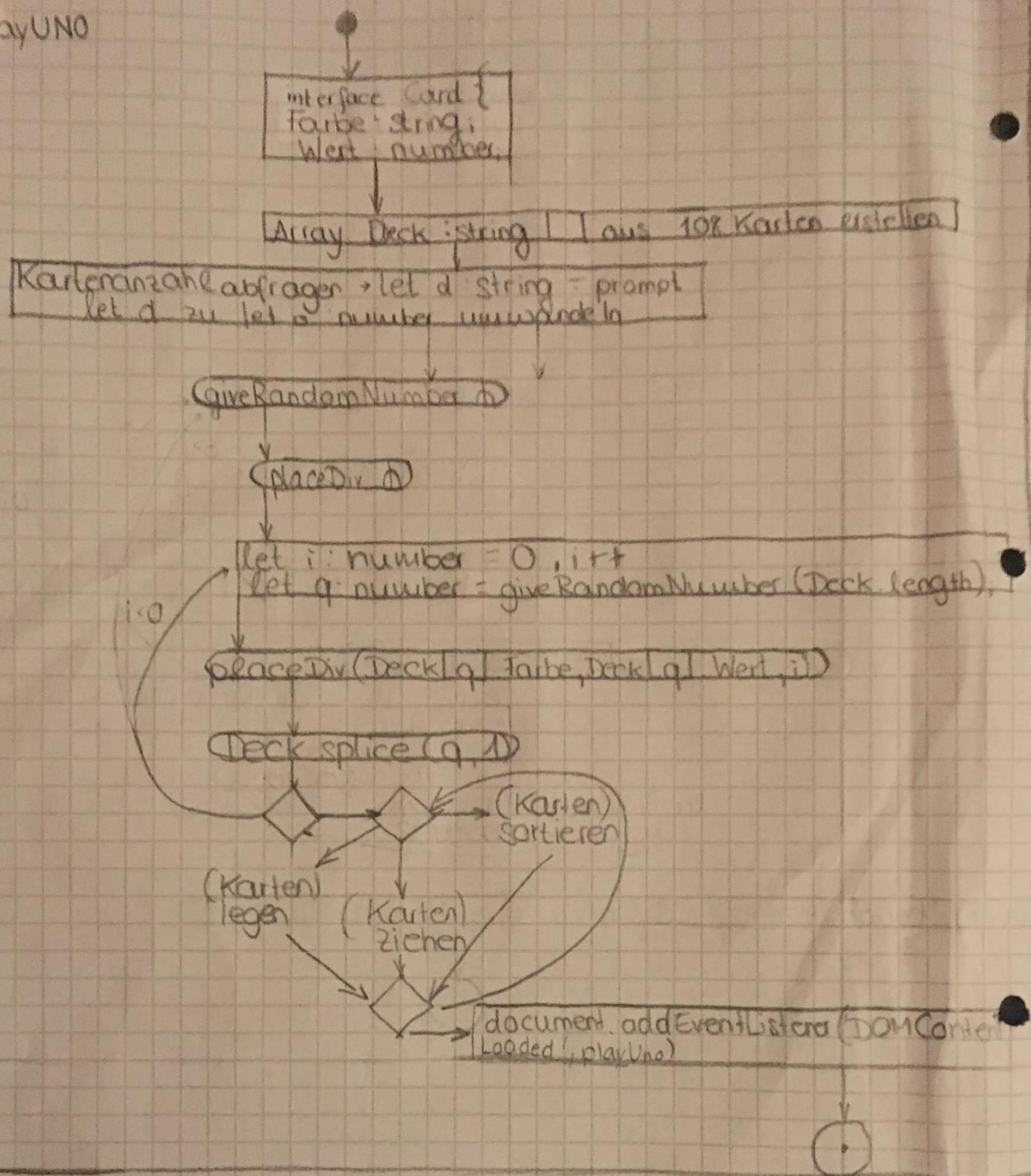
Unan



Spieler/in



playUNO



giveRandomNumber (l: number)

return Math.floor(Math.random()*Math.floor(l))