

**HI EVERYONE - THIS IS A REVIEW ABOUT THE CARD GAME UNO. READ IT AND THEN
ANSWER THE QUESTIONS ON PAGE 2!
WE WILL POST A VIDEO WITH SOME STRATEGIES AND ANSWERS SOON!**

UNO REVIEW BY NICK VAN DAM

Uno is one of those games that I've played long enough I can't remember when I learned it. It's like monopoly or checkers it is one of those fundamental game experiences from childhood. I hadn't thought about UNO or played it for years and years until I got married last year. When we moved in together and were arranging things I discovered my wife's copy of UNO. It sat in our gaming closet for a while, but on Thanksgiving last year we did get several games in with my in-laws.

Components

UNO consists of a deck of cards that are of several different colours and numbers/effects. The cards are of standard mass produced quality. The look is simple nice and clean. Some copies, like the one I had growing up, come with a nice deck holder with a space for discards.

Game Play

The object of the game is to get rid of all of your cards. After each player is dealt a hand of 7 cards the next card in the deck is turned over and play begins. The player whose turn it is must play a card that matches the colour or the number/symbol on the card on the top of the discard pile. If they cannot they must take a card. Play continues around with each player playing or drawing a card until someone plays all of their cards and wins the game. Along with the numbered cards there are Draw 2 cards, Skip cards, Reverse cards, Wild cards (that change the colour), and Wild draw four cards. If a player discards their second to last card they are to yell "UNO!" This tells the players, they have one card left and are about to win.

Our Experience

When we played UNO with my family, everyone had a good time. The rules are easy to understand, and play is pretty quick as the decisions are simple. The amount of chance in the game with the card draws and the take that cards makes the game winnable by anyone. Skill and strategy are really mitigated as factors here. That said, the game can be played with a few tactics as it is possible to guess at the colour of cards people have from time to time. For us it was a fun random game, and the kids kept requesting it.

Pros

- UNO is widely available and is relatively cheap
- The rule set is very simple
- A lot of people know it, so it has the advantage of familiarity.

Cons

- Unpredictability and randomness due to card draw and hidden hand
- A lot of 'take that' in the game which can be problematic with some kids
- very little depth

Responses to the Cons

- The randomness and unpredictability help to level the playing field between players. Anyone can win this game, or lose based on card draws.
- The 'take that' part of the game makes players feel more engaged, but can be frustrating for some, so know your group.
- There isn't much depth in the game, but it doesn't try to be a deep game. There are meaningful choices to be made, but their significance can be small based on random draw.

Final Thoughts

UNO is an ok game. It provided us with a good time, but after a few hands I was ready to move on. It brings back fond memories of playing games with my parents, so there is a nostalgia factor at work here for me as well. For these reasons it has a home in our collection. I suggest this game for people with young kids, as it works well in learning and using numbers and colours.

I rate this game a 6/10



QUESTIONS:
YOU CAN WRITE THE ANSWERS OR VIDEO YOUR ANSWERS! DON'T FORGET TO SHARE THEM ON THE MOA HUB FACEBOOK PAGE!

1. What do you think the reviewer thinks of the game? What evidence do you have to justify your thinking...or why do you think this?
2. What got the reviewer playing Uno?
3. Does the reviewer think that the game looks nice? How do you know?
4. What did the reviewer's family think of the game? What reasons did the reviewer give?
5. *'The 'take that' part of the game makes players feel more engaged, but can be frustrating for some, so know your group.'*

What does this quote from the review mean? Explain in your own words!

6. What are some things that the reviewer doesn't like?
7. In the conclusion, (Final Thoughts) the reviewer talks about a *'nostalgia factor'*. What do you think this means?
8. Does this review make you want to play the game? Why?