



Stó:lō Shxwélf

Lets'e (UNO)

Set Up: Each player receives 7 cards face down. The rest of the cards are placed in a pile face down. Next to the pile a space should be designated for a discard pile. The top card is placed in the discard pile and the game begins.

Play game: The player views his/her cards and tries to match the card in the discard pile. You have to match the color or number. Keep drawing cards until you have a card you can place down.

- If you get a **reverse** then you can go counter clock wise.
- If you get a **draw two** the next player draws two cards.
- If you get a **draw four** the next player draws four cards.
- If you get a **wild** card, you get change color, depending on what numbers you have.

Card commands

Reverse	xélts't
Skip	xeyp xwiq (miss a turn)
Wild Card	skwíkwex
Draw 2	kwú:t isá:le
Draw 4	kwú:t xe'óthel

Colours

Yellow – sqwóqwiyeł Blue – tsmeth' Green – tsqwá:y Red – tskwí:m

all colours- lets'ló:tstel

Numbers:

1 – léts'e 2 – isá:le 3 – lhí:xw 4 – xe'ó:thel 5 – lheq'á:tseł 6 - t'xem. 7 – th'ó:kws 8 – teqá:tseł 9 – tú:xw 0 – eweta

Win

I win – tl'xwéleqtsel

You win – tl'xwéleq chexw