

THE MAN FROM U.N.C.L.E.

Card Game for 2 to 6 players

Napoleon Solo, The MAN FROM U.N.C.L.E., matches with with the most clever international criminals. When he is not busy on an assignment, he keeps his mind sharp by playing this interesting card game with his fellow U.N.C.L.E. agents. See if you can outwit your friends in this fast-moving card game.

Players lay down cards, one at a time, ADDING the number on the card played to the total of the numbers on the previously played cards. Players try to play a card whose number will make the total EXACTLY 10, 20, 30, 40, or 50. This is called an "UNCLE" and allows the player to take chips from the pot.

THE OBJECT OF THE GAME is to win the most chips by making "UNCLES."

TO SET UP THE GAME

1. Remove the cover from the plastic chip holder tray and place the tray in the center of the table. Put all the chips into the middle of the tray for a "POT."
2. There are 42 cards, seven each of the numbers 1 through 6.
6. One player, the dealer, shuffles the cards and deals three (3) cards to each player, one at a time going clockwise. The remaining cards are placed, number side down, on the table near the tray as a DRAW PILE.

RULES

1. The player to the left of the dealer begins by playing ONE card from his hand, NUMBER SIDE UP, near the tray in the center of the table. This STARTS The "UNCLE" pile. He then takes the top card from the draw pile, adding it to his hand, to bring it back to 3 cards.
2. Each player, in turn going clockwise, places a card, number side up, on the "UNCLE" pile OVER the previously played cards. After playing a card, he takes a card from the draw pile.
3. Each time a player places his card on the "UNCLE" pile, he ADDS its number to that of the previously played cards and CALLS OUT the added TOTAL. For example: If the first player plays a "2" card, the pile total would be "2;" if the second player places a "1" card, he would call out "3" as the added total; if the third card is a "6," the player would call out "9" (3 + 6) as he places the card.

4. Whenever a player places a card on the "UNCLE" pile which makes the total EXACTLY "10," EXACTLY "20," "30," "40," or "50," that player has made an "UNCLE." He collects chips from the POT for making an "UNCLE," one chip for each "10" total he made. For example: for a "10 UNCLE" he takes 1 chip; for making a "20," he collects 2 chips; for a total of "30," he collects 3 chips, and so on.

5. A player MUST play a card in his turn, even though the card would make the total OVER 10, 20, 30, etc. For example; if the cards in the UNCLE pile total "9," the next player may play a "3" card, making the new total "12," in which case he would NOT collect a chip.

6. The "UNCLE" pile is allowed to accumulate until the added TOTAL becomes "50" or more. If a player's card makes the total EXACTLY "50," he has made a "50-UNCLE," the maximum value, and he collects 5 chips from the pot. If a card played makes the total 51 or more, that player has NOT won any chips. Once the pile has reached "50" or more, it is PUT ASIDE and a ~~NEW~~ pile is started.

7. When the DRAW pile is gone, all the PUT ASIDE (completed "UNCLE" piles) cards are reshuffled to start a new draw pile. DO NOT reshuffle the ACTIVE "UNCLE" pile which is still in play.

8. When all the chips are gone from the pot, the game is ENDED. It is possible that the player making the last "UNCLE" will not find enough chips in the pot to fully collect his winnings. In this case he takes whatever chips are left.

9. Players count their chips, the one with the most being the WINNER. In case of a tie, the tied players each draw a card. Player drawing high card is the winner.