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Instructions for Energy and Matter - Uno

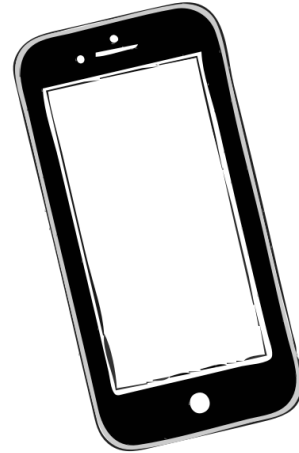
Energy and Matter - Uno

1. Each player starts by getting 5 cards.
2. A card is flipped face up next to the deck.
3. The person to the left of the dealer goes first and must place a card that matches either the “energy” by color, or the “matter” by object.
4. The “Skip” card skips the next player's turn, The “Reflection” card reverses the order of play, The “pick-up 2” makes the next person pick up two cards and miss their turn.
5. When a person has one card left they must be the first person to proclaim “Science!” or else they will get a 2 card penalty.
6. A player wins when they run out of cards.

Electrical



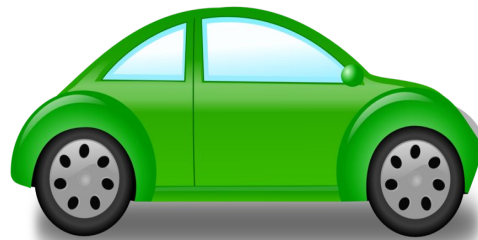
Electrical



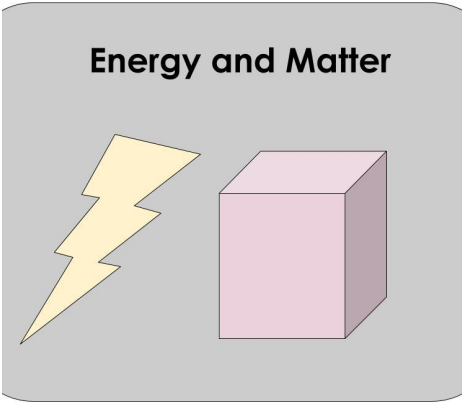
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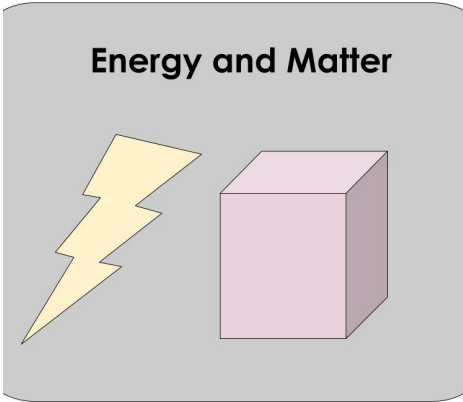
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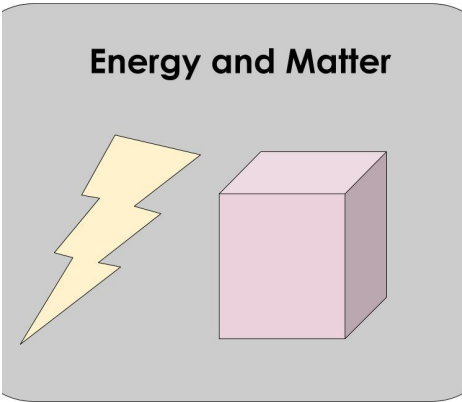

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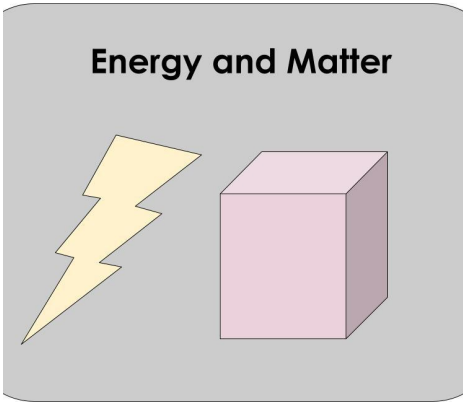

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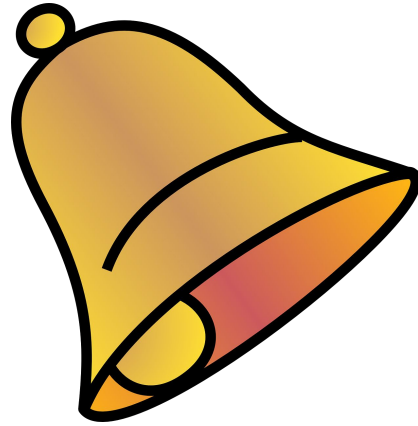

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Mechanical



Mechanical



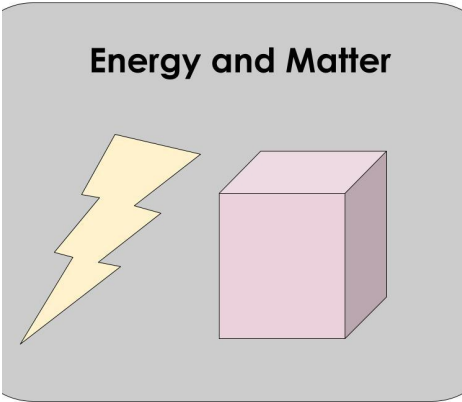
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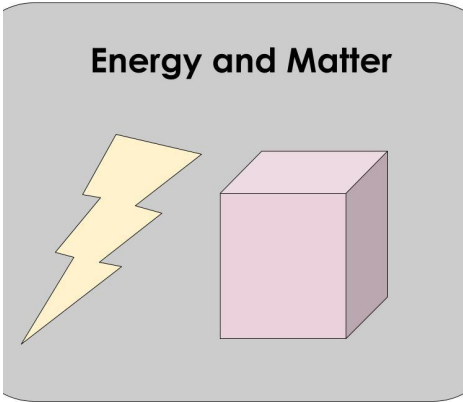
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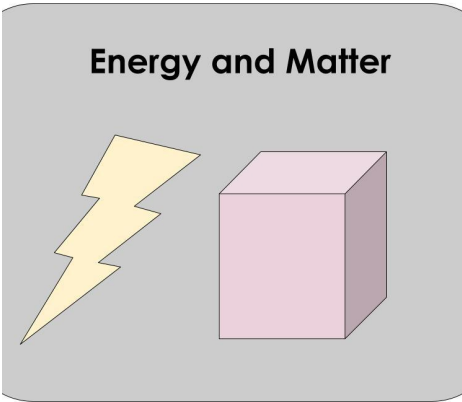

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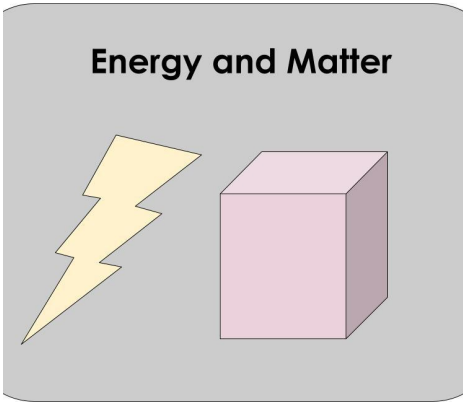

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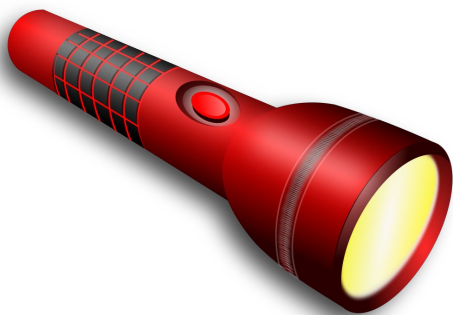

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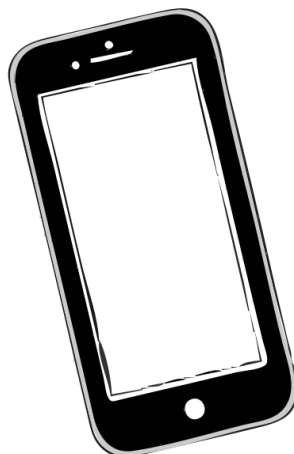

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Light



Light



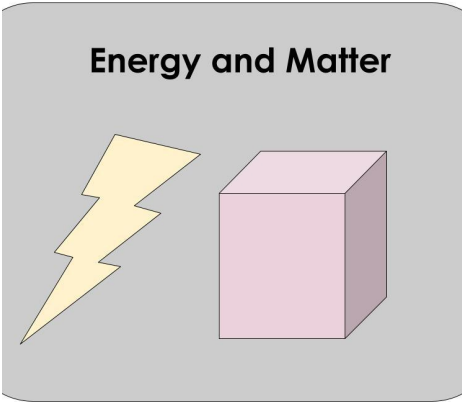
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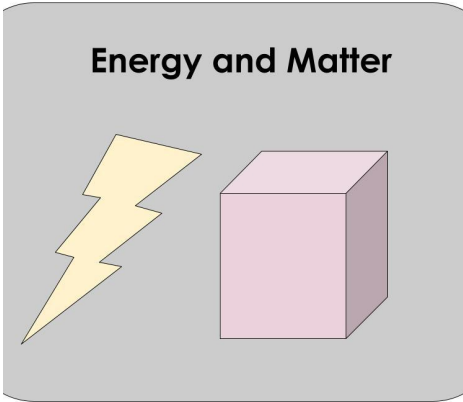
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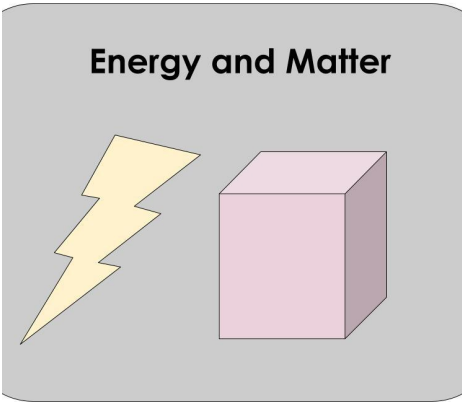

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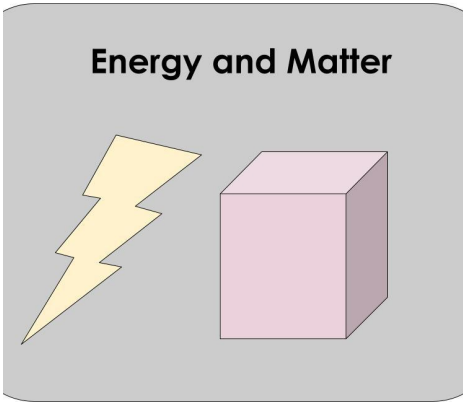

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Accelerating Success



Thermal



Thermal



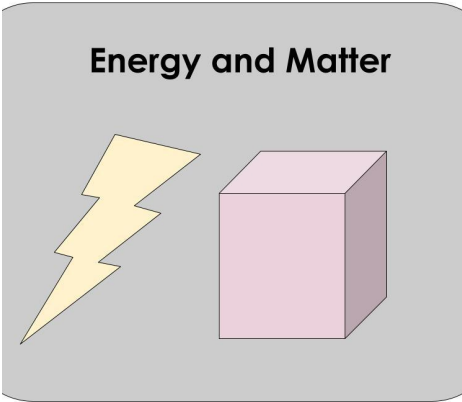
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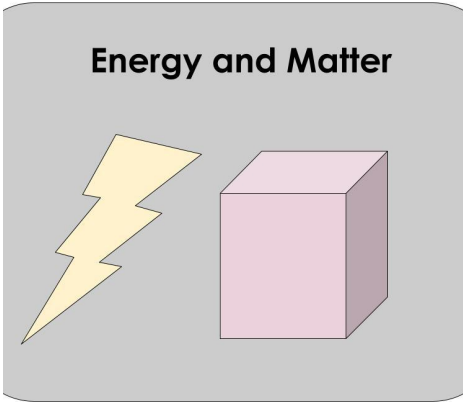
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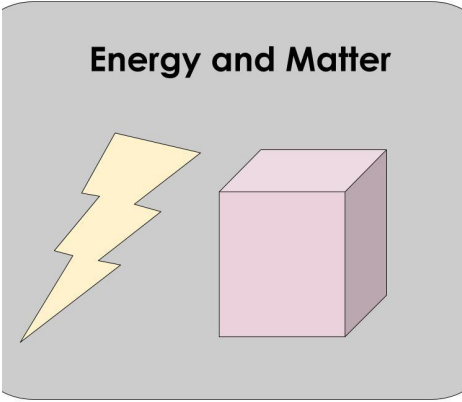

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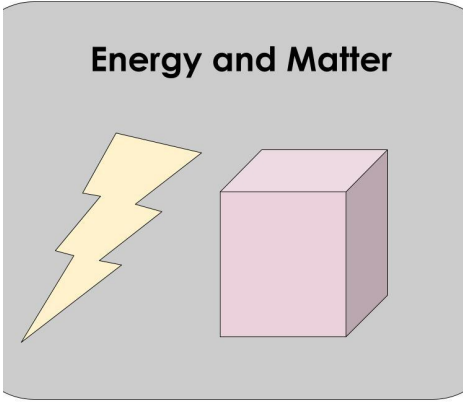

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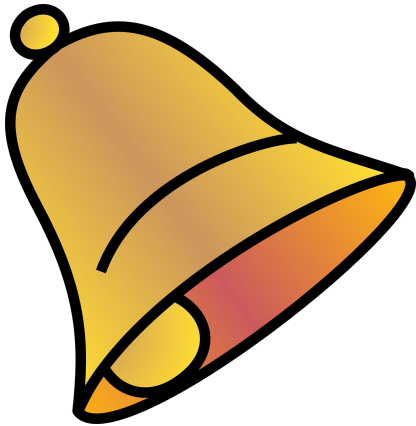

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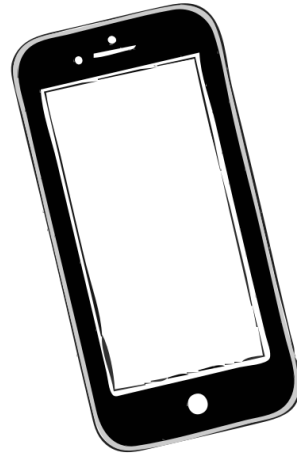

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Sound



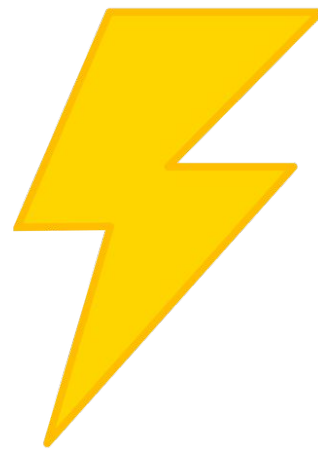
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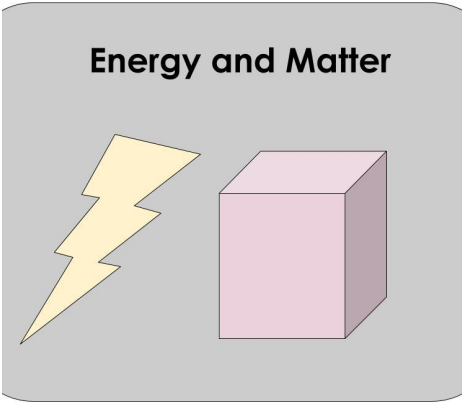
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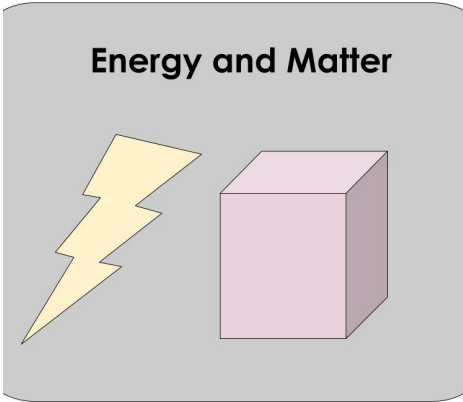
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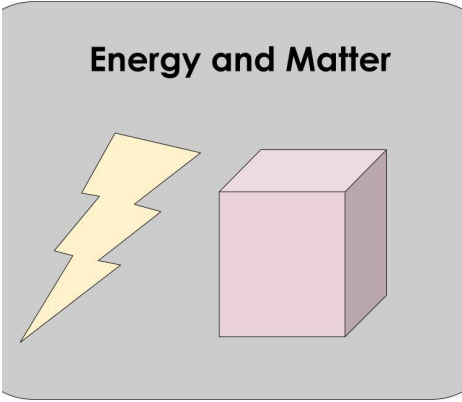

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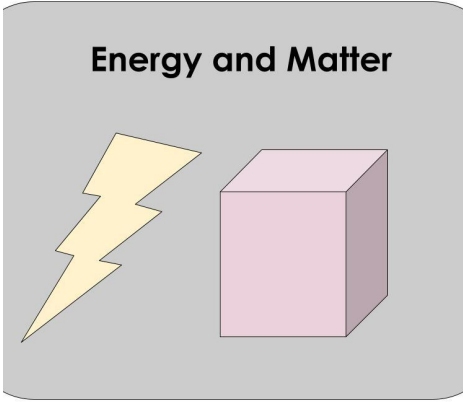

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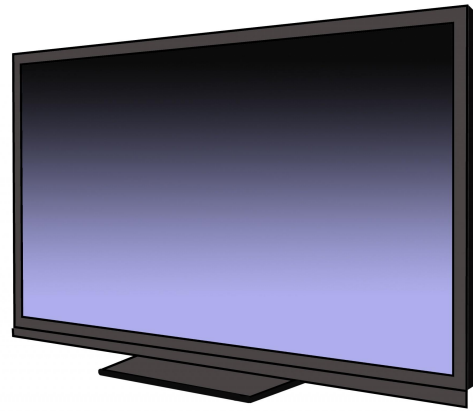

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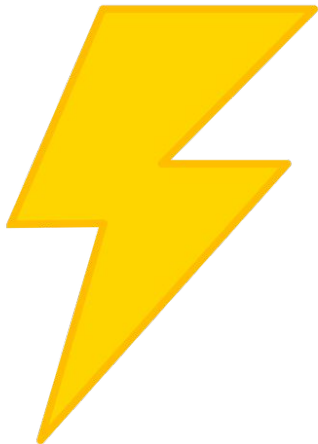
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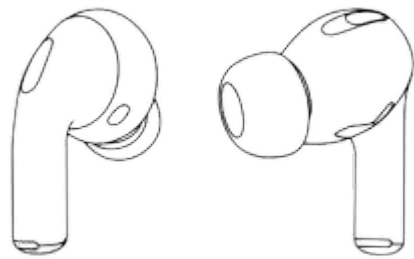
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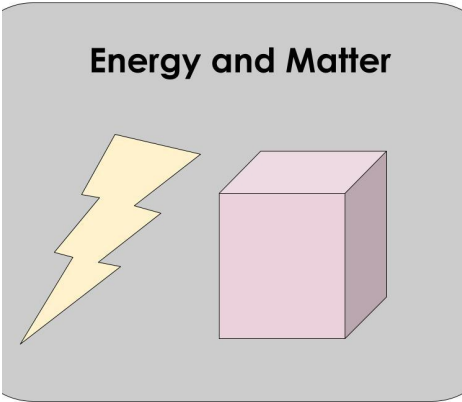
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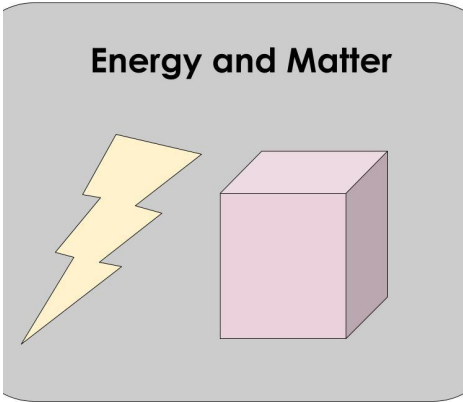
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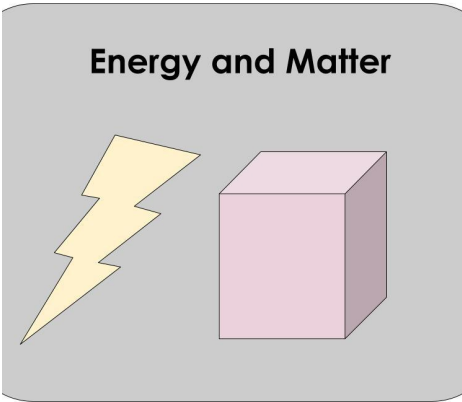

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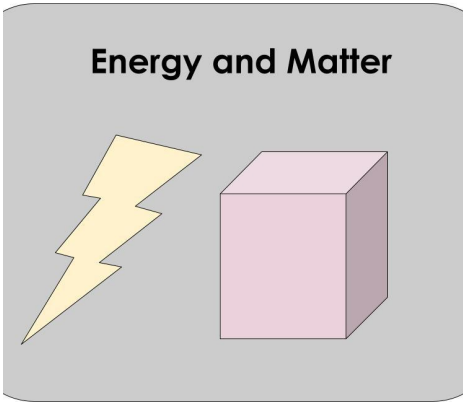

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Mechanical



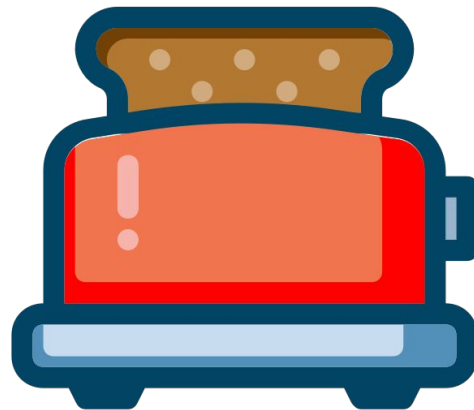
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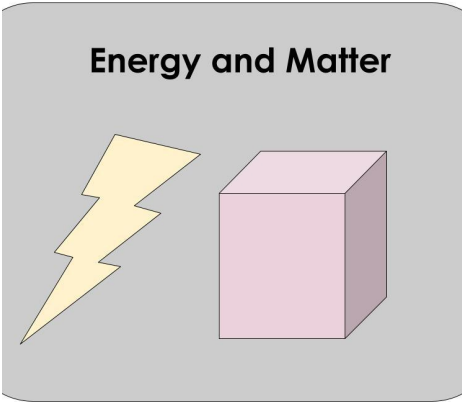
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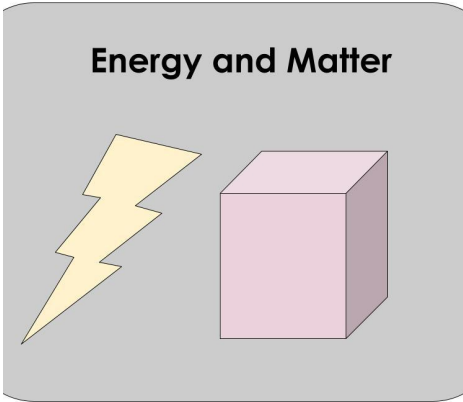
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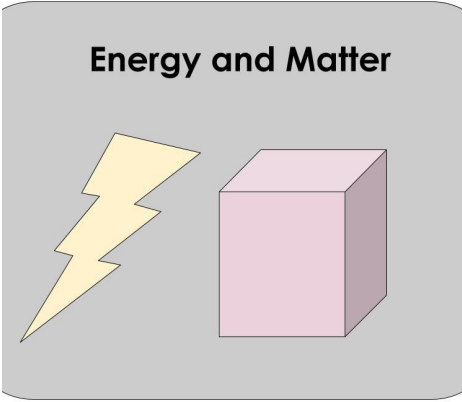

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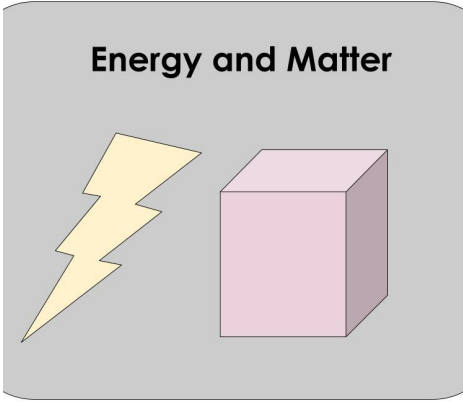

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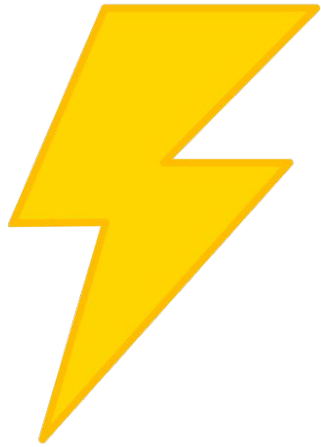

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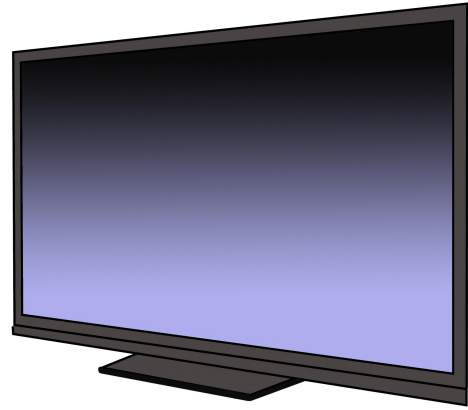

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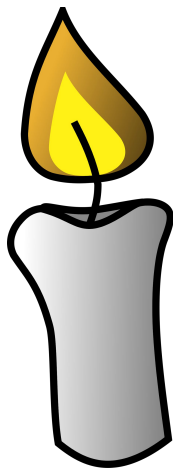
Light



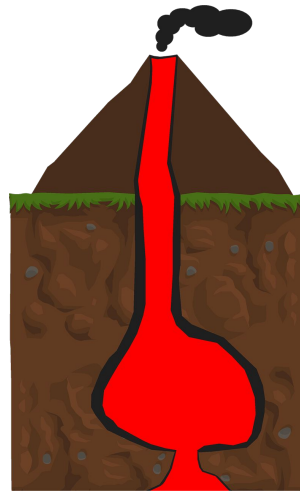
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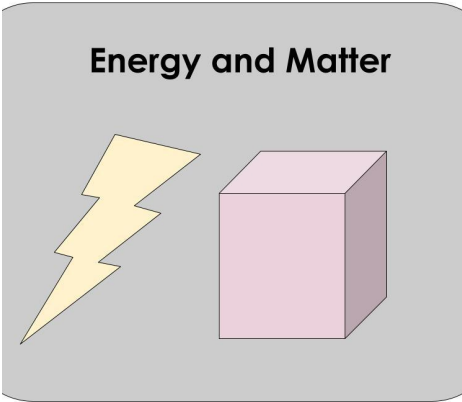
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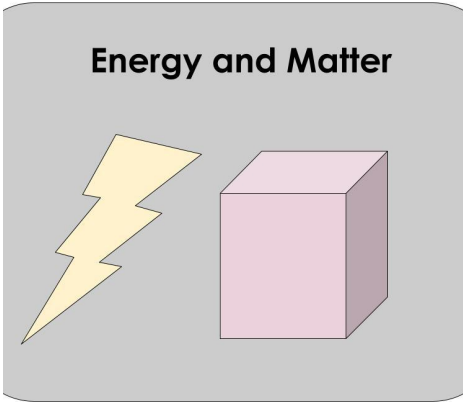
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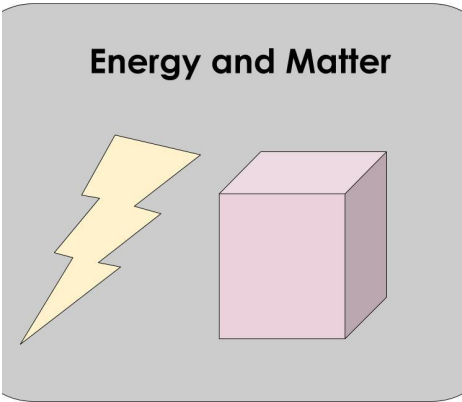

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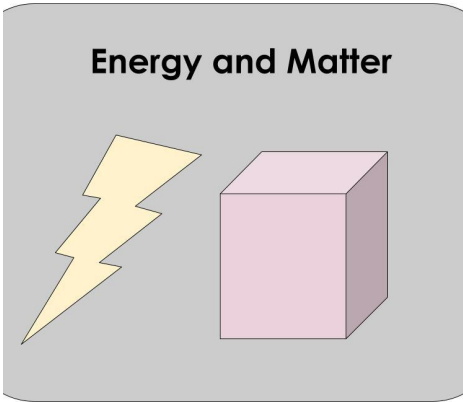

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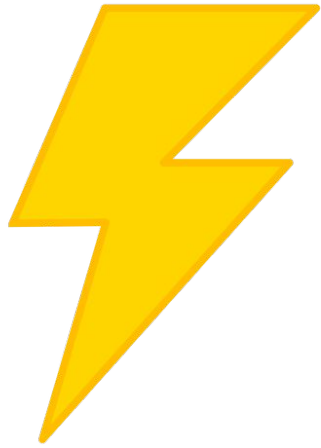

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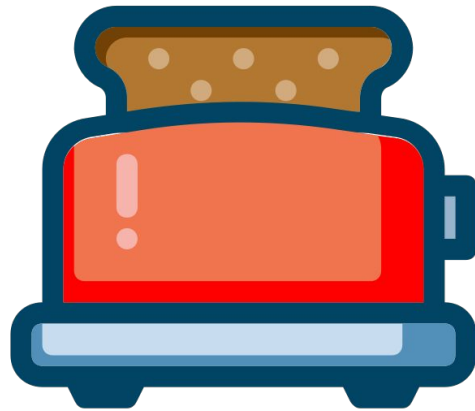

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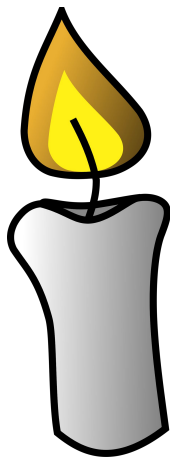
Thermal



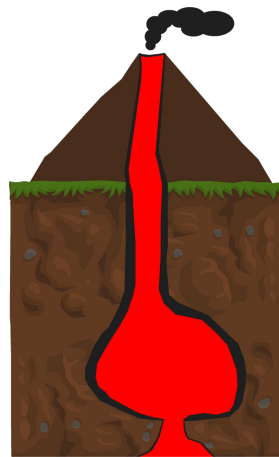
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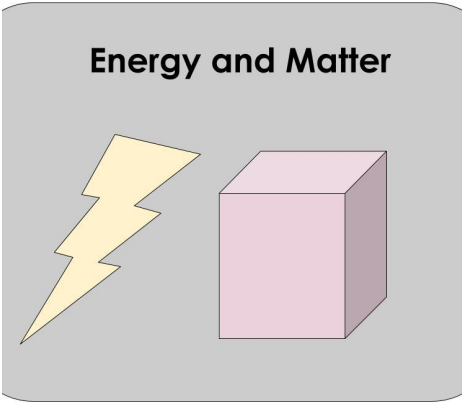
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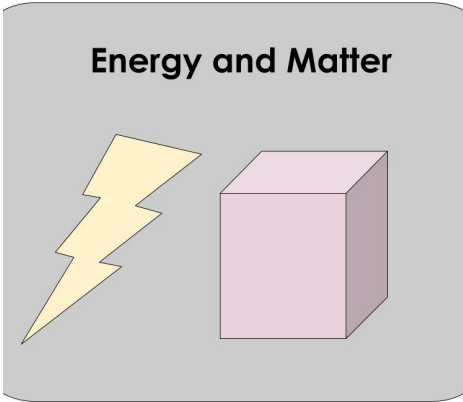
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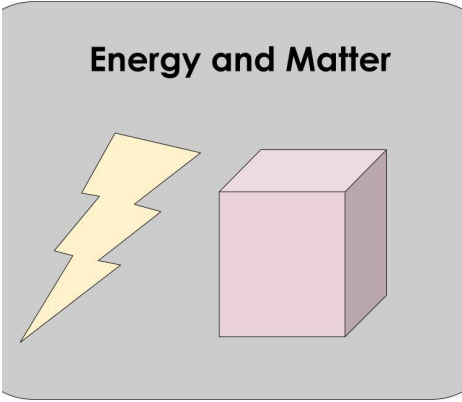

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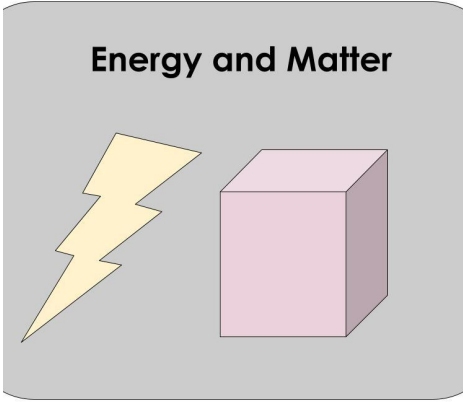

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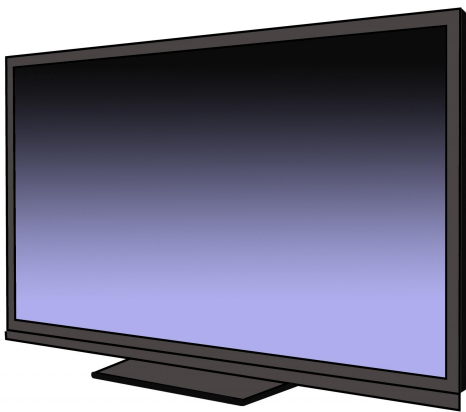
Sound



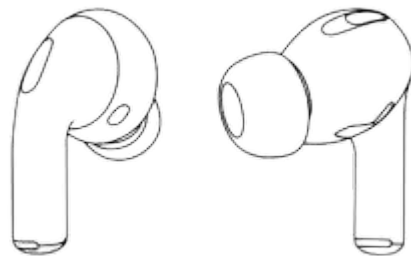
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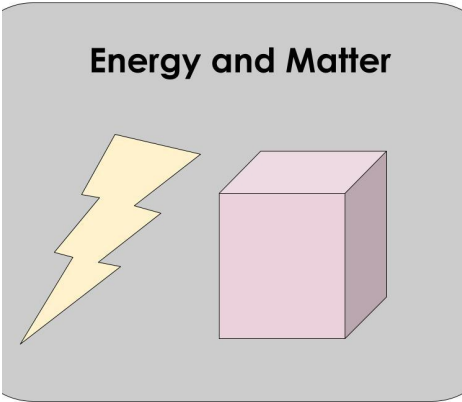
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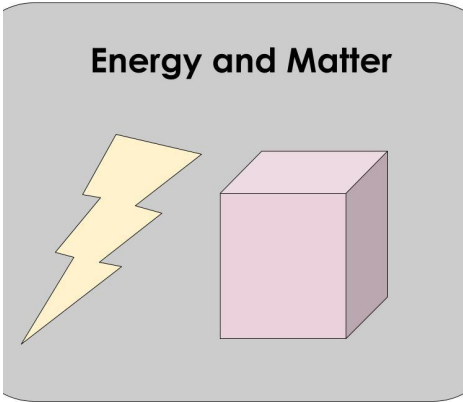
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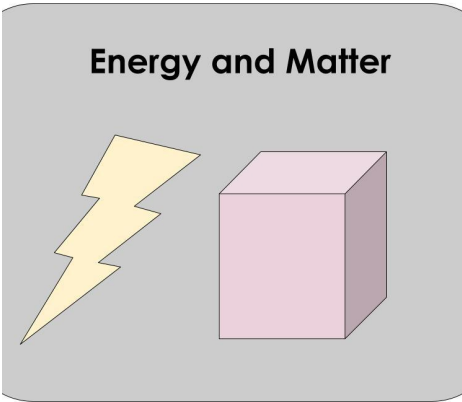

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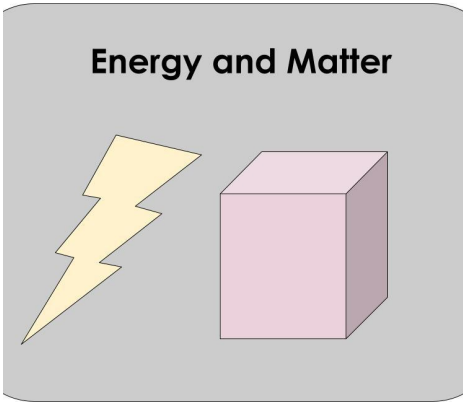

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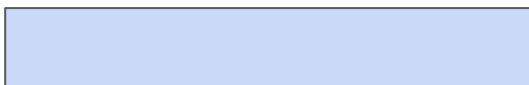

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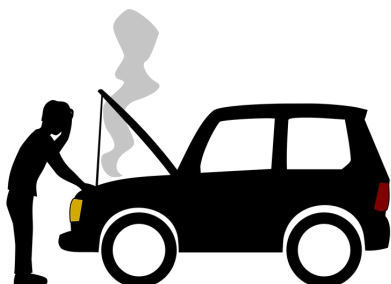
**Power is out!
Skip turn!**



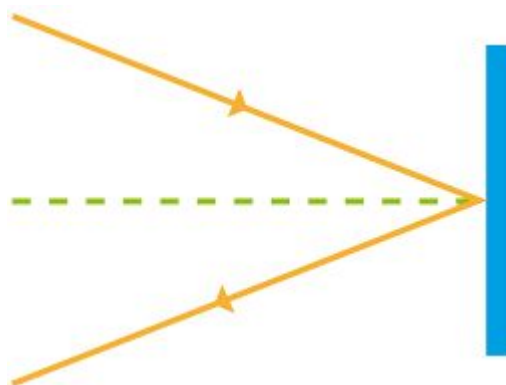
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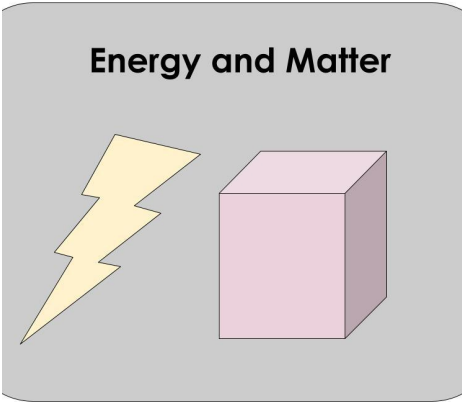
**Car breaks down!
Pick up +2!**



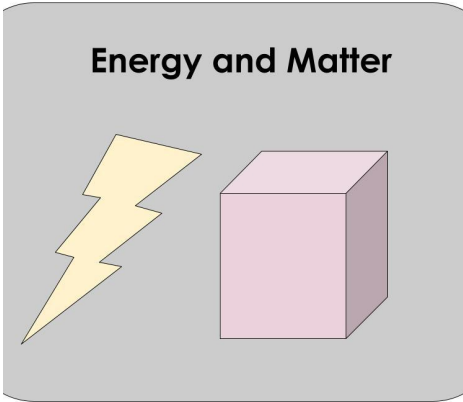
**Light Reflection!
Reverse!**



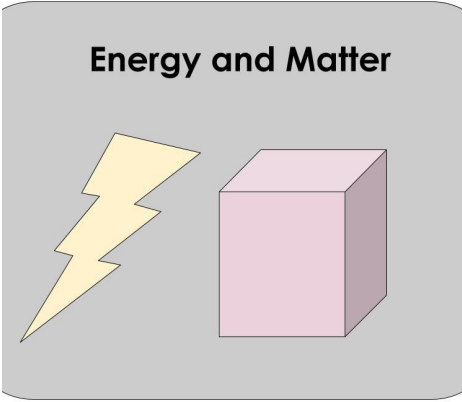

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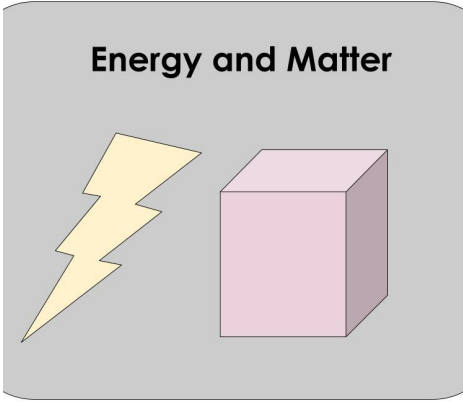

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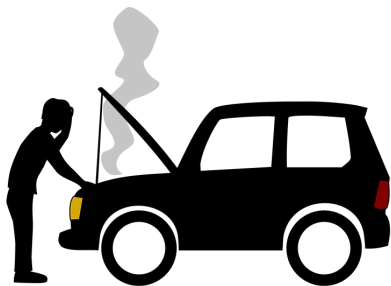
**Power is out!
Skip turn!**



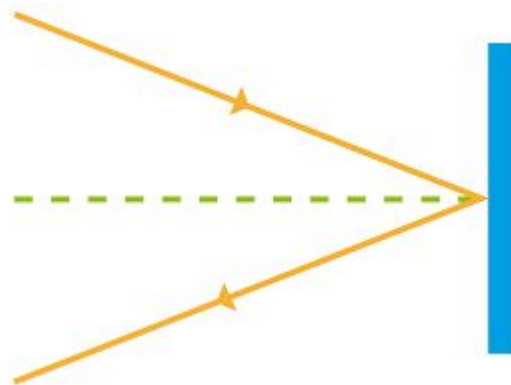
**Power is out!
Skip turn!**



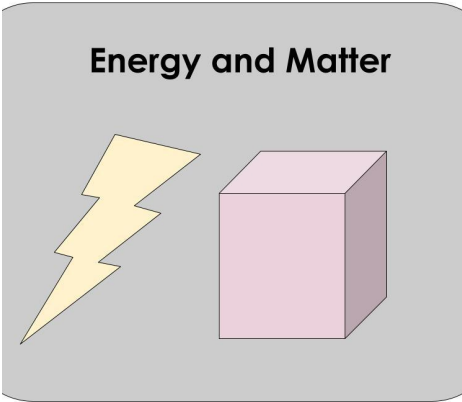
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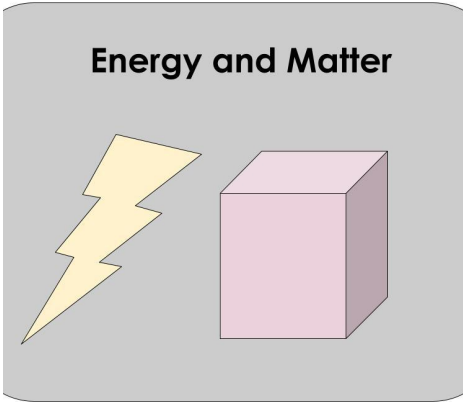
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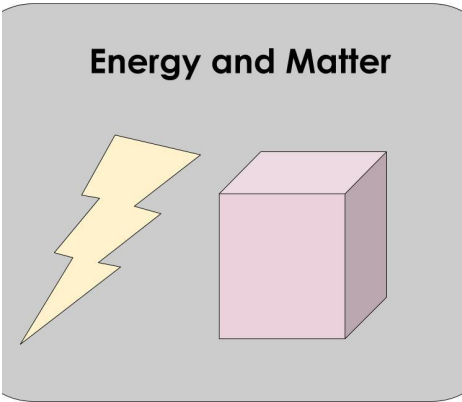

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