

Uno college essay



UNO, a game from Mattel is the number one game in America. UNO is a game card that is played with a specially printed deck. The game was originally developed in 1971 by Merle Robbins. UNO now is a part of Mattel products. The game's general principles put it into Crazy Eight family of card games.

Oasys Mobile Incorporating is a leading developer, publisher and aggregator of premium mobile games, mobile media applications and services. Oasys Mobile content is distributed through extensive Carrier network that accounts for ninety-seven percent of all wireless subscribers in the United States. Oasys Mobile also maintains multiple direct and indirect relationships with international carriers. Oasys Mobile help the carriers and other content companies expanding their customer base by incorporating rich mobile content into their product brand offerings through its white-label services.

UNO Classic 2007, is a mobile version of a traditional UNO game. Just like the best selling UNO card, this game is easy to pick up, it very hard to put it down. The different of UNO Classic 2007 and the traditional UNO are, there is no traditional special printed deck involved in the UNO Classic 2007 and the mobile version of UNO, which is UNO Classic 2007 has a sound and voice. The UNO Classic 2007 really offers an experience that reflect the social core of this classic card games. UNO Classic 2007 is an Oasys Mobile game now are available on all colours of BlackBerry smart phones, which is including the new BlackBerry Curve and the BlackBerry Pearl models from the Research In Motion. This game is sold through most carriers and major websites that carry content for BlackBerry smart phones.

Oasys Mobile were chosen by Mattel to be their strategic partners is because the reputation of Oasys Mobile Incorporating as a leader in developing, publishing and aggregating of premium mobile games, mobile media applications and services. It is proven as the content of Oasys Mobile is distributed to ninety-seven percent of the wireless account subscribers in United States.