

Contents
 112 cards as follows:
 19 Blue cards - 0 to 9
 19 Green cards - 0 to 9
 19 Red cards - 0 to 9
 19 Yellow cards - 0 to 9
 8 Draw Two cards - 2 each in blue, green, red and yellow
 8 Reverse cards - 2 each in blue, green, red and yellow
 8 Skip cards - 2 each in blue, green, red and yellow
 4 Wild Draw Four cards
 1 Wild Shuffle Hands card
 3 Wild Customizable cards

Object of the Game
 Be the first player to get rid of all of your cards in each round and score points for the cards your opponents are left holding. Points in rounds accumulate and the first player to reach 500 points wins.

- Setup**
- Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
 - The dealer shuffles and deals each player 7 cards.
 - Place the remainder of the deck face-down to form a DRAW pile.
 - The top card of the DRAW pile is turned over to begin a DISCARD pile. NOTE: If any of the Action Cards (symbols) are turned over to start the DISCARD pile, see FUNCTIONS OF ACTION CARDS for special instructions.

Let's Play
 The person to the left of the dealer starts play. On your turn, you must match a card from your hand to the card on the top of the DISCARD pile, either by number, color or symbol (symbols represent Action Cards; see FUNCTIONS OF ACTION CARDS). **EXAMPLE:** If the card on the DISCARD pile is a red 7, the player must draw a red card OR any color 7. Alternatively, the player can put down a Wild card (See FUNCTIONS OF ACTION CARDS).

If you don't have a card that matches the one on the DISCARD pile, you must take a card from the DRAW pile. If the card you picked up can be played, you are free to put it down in the same turn. Otherwise, play moves on to the next person in turn. You may also choose NOT to play a playable card from your hand. If so, you must draw a card from the DRAW pile. If playable, that card can be put down in the same turn, however you may play any other card from your hand after the draw.

Functions of Action Cards

Draw Two card - When you play this card, the next player must draw 2 cards and miss their turn. This card may only be played on a matching color or on another Draw Two card. If turned up at the beginning of play, the same rule applies.

Reverse card - When you play this card, the direction of play reverses if play is currently to the left; then play changes to the right, and vice versa. This card may only be played on a matching color or on another Reverse card. If this card is turned up at the beginning of play, the dealer goes first, then play moves to the right instead of the left.

Skip card - When you play this card, the next player is "skipped" (loses their turn). This card may only be played on a matching color or on another Skip card. If a Skip card is turned up at the beginning of play, the player to the left of the dealer is "skipped"; hence the player to the left of that player starts play.

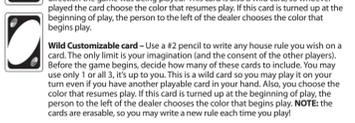
Wild card - When you play this card, you get to choose the color that continues play (any color including the color you played before the Wild card was laid down). You may play any Wild card on your turn even if you have another playable card in your hand. If a Wild card is turned up at the beginning of play, the person to the left of the dealer chooses the color that continues play.

Wild Draw 4 card - When you play this card, you get to choose the color that continues play PLUS the next player must draw 4 cards from the DRAW pile and lose their turn. However, there is a hitch! You may only play this card when you do NOT have another card in your hand that matches the COLOR on the DISCARD pile (but it is acceptable to play this card if you have matching number of Action Cards). If turned up at the beginning of play, return this card to the deck and pick another card.

NOTE: If you suspect that a Wild Draw 4 card has been played on you illegally (i.e. the player has a matching card), then you may challenge that player. The challenger player must show you the challenger's hand. If guilty, the challenged player must draw the 4 cards instead of you. However, if the challenged player is innocent, you must draw the 4 cards PLUS an additional 2 cards (6 total).

Wild Shuffle Hands Card - When you play this card, collect EVERY card from EACH player's hand. Shuffle all the cards together and then deal them back to each player, starting with the player to the left of the player who played the card. Deal the cards until there are no cards left. This may mean that certain players end up with more or less cards than they had. Play then continues in the current direction the game was being played. This card is also a wild card, so whoever plays the card choose the color that resumes play. If this card is turned up at the beginning of play, the person to the left of the dealer chooses the color that begins play.

Wild Customizable card - Use a #2 pencil to write any house rule you wish on or a card. The only limit is your imagination (and the consent of the other players). Before the game begins, decide how many of these cards to include. You may use only 1 or all 3. It's up to you. This is a wild card so you may play it on your turn even if you have another playable card in your hand. Also, you choose the color that resumes play. If this card is turned up at the beginning of play, the person to the left of the dealer chooses the color that begins play. **NOTE:** the cards are erasable, so you may write a new rule each time you play.



Shuffle Hands rule submitted by Global Rule Contest winner Kagami Hanaya.

Using Customizable Cards
 The customizable rule cards can be as wild as you like. Use them to speed up the game, add a bit more strategy, or force someone to do something silly. Here are some thoughts started for your own custom rules:

- The next player must draw until they draw a card of a certain color.
- Everyone but you must discard all their Wild cards.
- If the next player plays a card, they take THREE cards from the DRAW pile.
- Take an extra turn.
- The next player must draw or discard until they have exactly 7 cards.
- Everyone must discard (or draw) until they have exactly 3 cards.
- Everyone must play with their hand face up until your next turn.
- Tell a joke. If someone laughs, discard down to 1 card (don't forget to yell "UNO!") if no one laughs, draw 4 cards.
- The next player cannot bend their elbows until someone says "UNO!"
- The next player must perform their best rooster call or "chicken out" and draw 4 cards.

Going Out
 When you play your next-to-last card, you must yell "UNO" (meaning 'one') to indicate that you have only one card left. If you don't yell "UNO" and you are caught before the next player begins their turn, you must draw two cards.

Once a player has no cards left, the round is over. Points are scored (see SCORING) and play starts over again.

If the last card played in a round is a Draw Two or Wild Draw Four card, the next player must draw the 2 or 4 Cards respectively. These cards are counted when the points are totaled.

If no player is out of cards by the time the DRAW pile is depleted, the DISCARD pile is reshuffled and play continues.

Scoring
 The first player to get rid of their cards in a round receives points for all of the cards left in their opponents' hands as follows:

All number cards (0-9)	Face Value
Draw Two	20 Points
Reverse	20 Points
Skip	20 Points
Wild	50 Points
Wild Draw Four	50 Points
Wild Shuffle Hands	40 Points
Customizable	40 points

Once the score for the round has been tallied, if no player has reached 500 points, reshuffle the cards and begin a new round.

Winning the Game
 The WINNER is the first player to reach 500 points.

Alternative Scoring and Winning
 Another way to score points is to keep a running tally of the points each player is left with at the end of each round. When one player reaches 500 points, the player with the lowest points is the winner.

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内容
 112张卡牌，如下：
 19张蓝色卡牌 - 0到9
 19张绿色卡牌 - 0到9
 19张红色卡牌 - 0到9
 19张黄色卡牌 - 0到9
 8张抽取两张牌 - 蓝卡、绿卡、红卡和黄卡各张
 8张反转卡牌 - 蓝卡、绿卡、红卡和黄卡各张
 8张抽牌 - 蓝卡、绿卡、红卡和黄卡各张
 4张万能牌
 4张万能抽牌
 1张万能洗牌手牌
 3张万能定制卡牌

游戏目标
 成为每轮首先出完手中所有牌的玩家。那么剩下所有玩家的积分之和就是这个玩家的积分。每轮得分累加，第一个达到500分的玩家为赢家。

- 准备**
- 每位玩家抽取一张卡牌，抽到最大数字卡牌的玩家为庄家（带有符号的卡牌按0计算）。
 - 庄家向每位玩家发牌7张。
 - 将剩余的牌面朝下堆成，作为牌库。
 - 庄家翻开牌库最上面一张牌，放入弃牌堆。作为弃牌卡。注意：如果翻过来的弃牌卡是功能牌（符号等），参见「功能牌的功能」中的特别说明。

玩法
 从庄家左手边的玩家开始。
 轮到你时，你必须出一张符合弃牌卡的牌，比如颜色或数字或符号与其相同的牌（符号代表功能牌；参见「功能牌的功能」）。

例如：如果弃牌堆中的牌是蓝色，则玩家必须出一张蓝色牌或任何颜色数字为7的牌。或者，玩家也可以出一张万能牌（参见「功能牌的功能」）。

如果你手中的牌没有一张与弃牌堆中的牌相符合，那么你必须从牌库中抽一张牌。如果你抽出的牌可以出，你可以选择在这一回合中打出。如果选择不抽这张牌，则轮到下一个玩家出牌。

你也可以选择不出手可以出的牌。如果是这样，那么你必须从牌库中抽一张牌。如果你抽出的牌可以出，你可以在这一回合中将这张牌打出，但是抽牌之后，你不可以从手中选择任何其他的牌打出。

功能牌的功能

罚抽两张牌——当你打出这张牌时，下一个玩家必须抽两张牌，并且不能出这张牌。仅仅只能在颜色符合时打出，或跟其他的「罚抽两张牌」打出。如果这张牌在游戏开始时出现，同样适用该规则。

反转牌——当你打出这张牌时，出牌方向反转（如果现在的出牌方向是向右，则打出这张牌后，出牌方向变为向右，反之亦然）。这张牌只能在颜色符合时打出，或跟其他的「反转牌」打出。如果这张牌在游戏开始时出现，则庄家先出牌，然后出牌方向由向左变为向右。

跳过——当你打出这张牌时，下一个玩家被跳过去了（即不能出牌）。这张牌仅仅只能在颜色符合时打出，或跟其他的「跳过」打出。如果这张牌在游戏开始时出现，则庄家先出牌，然后出牌方向由向左变为向右。

万能牌——当你打出这张牌时，你可以选择一个颜色继续游戏（任何颜色，包括打出万能牌之前正在玩的颜色）。轮到出牌时，就靠你手中有其他可出的牌。你也可以打出万能牌。如果万能牌在游戏开始时出现，则由庄家左手边的玩家选择出牌的颜色。

万能并罚抽四张牌——当你打出这张牌时，你有权选择一个颜色继续游戏，而且下一个玩家必须从牌库中抽四张牌，并且不能出牌。但是，有一个限制条件！只有当你手中有其他与弃牌的牌相符合的牌时，才能打出这张牌（数字相符或功能牌相符时则可以打出这张牌）。如果这张牌在游戏开始时出现，则庄家先出牌，然后出牌方向由向左变为向右。

注意：如果你怀疑某玩家对你打出「万能并罚抽四张牌」违反规定（即，该玩家有一张相符的牌），那么你可以向该玩家提出质疑。这名玩家必须向你展示手中的牌。如果被质疑者真的违反规定，那么这名玩家必须罚抽四张牌（一共罚抽六张牌）！

万能洗牌手牌——当你打出这张牌时，将每个玩家手中的每一张牌收起来，将所有的牌放在一起洗牌，然后发给每个玩家。从打出这张牌的玩家的左手边的玩家开始。直到所有牌变为为止。这可能意味着有些玩家的发到牌比他们原来手中的牌要多或更少。在目前的出牌方向继续游戏。这张牌也是万能牌，所以打出这张牌的玩家可以继续出牌的颜色。如果这张牌在游戏开始时出现，则由庄家左手边的玩家选择出牌的颜色。

万能定制牌——使用0.2铅笔在这张牌上写下任何你想要的游戏规则。你可以想到的任何规则均可（但是要得到其他玩家的同意）。游戏开始前，可先决定这样的数量。你可以使用一张规则牌或张。取决于你自己。这是一张万能牌，只有在你打出牌时，靠你手中有其他可出的牌。你也可以打出这张牌，而且，由你来选择继续出牌的颜色。如果这张牌在游戏开始时出现，则由庄家左手边的玩家选择出牌的颜色。

注意：牌上的字迹是可以抹掉的，所以每次洗牌时可以写新的规则！

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內容
 每副UNO均包含112張遊戲牌。詳情如下：
 0張深藍色卡共19張
 0張深綠色卡共19張
 0張深紅色卡共19張
 0張深黃色卡共19張
 每種顏色各有2張「罰抽兩張」卡，共8張
 每種顏色各有2張「反方向」卡，共8張
 每種顏色各有2張「略過」卡，共8張
 4張「轉色」卡
 4張「轉色及抽牌」卡
 1張「轉色及洗牌」卡
 3張「話事」卡

玩法
 玩家需要儘快打出手上的所有遊戲牌，並取其他人手中剩餘的遊戲牌所代表的分數。最先累積滿500分的玩家為最終贏家。

- 規則**
- 每人先抽一張牌，獲得最大數字遊戲牌的玩家為莊家（帶有符號的遊戲卡均以0計算）。
 - 莊家輪流向每人發給7張牌。
 - 剩餘的遊戲牌面朝下堆成，作為牌庫。
 - 莊家將牌庫最上面一張牌，放入手牌堆。作為一張棄牌卡。註：如果第一張棄牌卡是功能牌（印有符號），則參考「功能牌用法」的說明。

開始遊戲
 由莊家左邊的玩家開始出牌。
 玩家打出的牌，必須跟棄牌堆中最上面一張牌的數字、顏色或符號相同（符號代表功能卡，詳參「功能牌用法」的說明）。

例如：如果棄牌堆中最上面一張牌是紅7張卡，玩家需要打出一張紅色7張卡；玩家亦可打出「轉色」卡（詳參「功能牌用法」的說明）。

若玩家沒有合適的牌可打出，則需從牌庫中抽一張牌。如果抽出那張牌可打出，即可以立即出牌，否則，需由下一個玩家繼續遊戲。

玩家亦可選擇不出牌，然後從牌庫中抽出一張牌。如果抽出的那張牌適合打出，即可以立即出牌，但只可以出兩張牌中的牌，而非手上的其他牌。

功能牌用法

罰抽2張——當莊家打出這張牌，下需抽兩張牌，並於本輪暫停出牌。此牌只適合在同等牌或其他「罰抽2張」牌後打出。如果遊戲一開始時已出現此牌，亦需按照此規進行。

反方向——出牌後，遊戲方向將逆轉（如果遊戲原本的方向是向右，則要變成向左，反之亦然）。此牌只適合在同等牌或其他「反方向」牌後打出。如果遊戲一開始時已出現此牌，莊家出牌後，則會由右邊的玩家繼續遊戲。

略過——出牌者的下家會在該輪被略過（暫停出牌）。不論手上有沒有任何同等牌或其他「略過」牌後打出。如果遊戲一開始時已出現此牌，莊家左邊的玩家繼續遊戲。

轉色——出牌者可以指定一種顏色。下個玩家需要根據指定顏色繼續遊戲（可以選擇任何顏色中任何一種，包括出牌前的顏色）。不論手上有沒有其他合適的牌，玩家可以選擇於任何一輪打出這一張牌。如果遊戲一開始已出現，莊家的左邊玩家可以指定任何一種顏色繼續遊戲。

轉色及罰抽4張——出牌後，下個玩家需要抽四張牌，並暫停於本輪出牌。由下一個玩家按出牌者所指定的顏色出牌。然而，玩家只可在手上沒有任何合適顏色的牌可出時，才可打出此牌（不限於手上有合適的數字或功能牌）。如果遊戲一開始時已出現此牌，返回此牌，並重新抽一張牌。

註：假如抽到出牌者有牌（即下家牌被出牌者沒有合適的牌可出），玩家可以挑戰該牌者。出牌者須向挑戰者展示手上的牌。如果出牌者沒有違反規則，則罰抽下家抽四張牌；如果出牌者有違守規則，下家則罰抽多抽兩張牌（即總共6張）！

轉色及洗牌——出牌後，收每個玩家手上的所有牌，洗牌後，將牌發還到每個玩家手上。由出牌玩家開始，向左邊開始發牌，直至發完所有牌。這表示所有棄牌亦一起洗牌。然後，手牌堆將增加至少一張牌，以洗牌的定向繼續遊戲。此牌亦是一張轉色卡，出牌的玩家可指定下一個玩家出牌的颜色。如果遊戲一開始時已出現此牌，莊家左邊玩家可以指定任何一種顏色繼續遊戲。

話事——用鉛筆隨意寫上任何想加的遊戲規則，任何規則均可（需所有玩家同意）。請留意數量，應寫決定至少3張「話事」卡在被廢棄，只可重複放3張，或全部3張。假使手上有其他可出的牌，玩家可以選擇在任何一輪打出此牌，同時可以指定下一個玩家出牌的颜色。如果遊戲一開始時出現此牌，莊家左邊的可指定任何一種顏色繼續遊戲。註：遊戲規則每次都可以修改更改！

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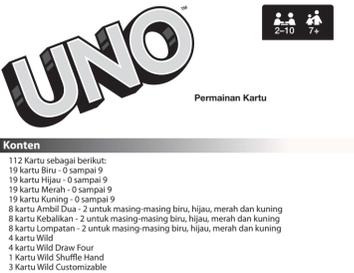
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Konten
 112 Kartu sebagai berikut:
 19 kartu Biru - 0 sampai 9
 19 kartu Hijau - 0 sampai 9
 19 kartu Merah - 0 sampai 9
 19 kartu Kuning - 0 sampai 9
 8 kartu Ambil Dua - 2 untuk masing-masing biru, hijau, merah dan kuning
 8 kartu Kebalikan - 2 untuk masing-masing biru, hijau, merah dan kuning
 8 kartu Lompatan - 2 untuk masing-masing biru, hijau, merah dan kuning
 4 kartu Wild
 4 kartu Wild Draw Four
 1 Kartu Wild Shuffle Hand
 3 Kartu Wild Customizable

Tujuan Permainan
 Jadilah pemain pertama yang menyingkirkan semua kartu pada setiap putaran dan mencatat poin untuk kartu-kartu yang tersisa di lawan Anda. Poin dalam putaran diakumulasikan dan pemain pertama yang mencapai 500 poin memenangkan permainan.

- Persiapan**
- Setiap pemain mengambil sebuah kartu; pemain yang mengambil angka tertinggi membagikan kartu (kartu dengan simbol dihitung sebagai nol).
 - Pembagi mengocok dan membagikan 7 kartu kepada setiap pemain.
 - Letakkan sisa deck menghadap ke bawah untuk membentuk tumpukan AMBIL.
 - Kartu teratas dari tumpukan AMBIL dibalikkan untuk memulai tumpukan BUANG. CATATAN: Jika Aksi Aksi (simbol) saja saja dibalikkan untuk memulai tumpukan BUANG, lihat FUNGSI KARTU AKSI untuk instruksi khusus.

Mari Bermain
 Pemain di sebelah kiri pembagi memulai permainan.
 Pada giliran Anda, Anda harus mencocokkan sebuah kartu di tangan Anda dengan kartu pada bagian atas tumpukan BUANG, baik dengan angka, warna atau simbol (simbol mewakili Kartu Aksi, lihat FUNGSI KARTU AKSI).

CONTOH: Jika kartu pada tumpukan BUANG adalah biru 7, pemain harus melatakan sebuah kartu berwarna biru ATAU warna apa saja dengan angka 7. Alternatif lain, pemain dapat melatakan sebuah Wild card (lihat FUNGSI KARTU AKSI).

Jika Anda tidak memiliki sebuah kartu yang cocok dengan kartu di atas tumpukan BUANG, Anda harus menarik sebuah kartu dari tumpukan AMBIL. Jika kartu yang Anda ambil dapat dimainkan, Anda dapat melakkannya di putaran yang sama. Jika pemain mengambil berpindah ke pemain berikutnya.

Anda juga dapat memilih untuk TIDAK memainkan kartu yang dapat dimainkan dari tangan Anda. Jika demikian, Anda harus menarik sebuah kartu dari tumpukan AMBIL. Jika dapat dimainkan, kartu dapat diletakkan pada putaran yang sama, bagaimanapun Anda tidak boleh memainkan kartu lain di tangan Anda setiap permainan.

Fungsi Kartu Aksi

Kartu Ambil Dua - Ketika Anda memainkan kartu ini, pemain berikutnya harus menarik 2 kartu dan melewatkan giliran mereka. Kartu ini hanya dapat dimainkan pada warna yang sesuai atau kartu Ambil Dua lainnya. Jika muncul pada awal permainan, peraturan yang sama berlaku.

Kartu Kebalikan - Ketika Anda memainkan kartu ini, arah permainan berbalik (jika permainan sedang mengarah ke kiri, maka permainan berubah ke kanan, dan sebaliknya). Kartu ini hanya dapat dimainkan pada warna yang sesuai atau kartu Kebalikan lainnya. Jika kartu muncul pada awal permainan, maka pemain di sebelah kiri memulai terlebih dahulu, lalu permainan bergerak ke kanan dan bukan ke kiri.

Kartu Lompatan - Ketika Anda memainkan kartu ini, pemain berikutnya "terlewat" (kehilangan giliran mereka). Kartu ini hanya dapat dimainkan pada warna yang sesuai atau kartu Lompatan lainnya. Jika kartu Lompatan muncul pada awal permainan, pemain di sebelah kiri memulai terlebih dahulu, maka pemain di sebelah kiri memulai terlebih dahulu.

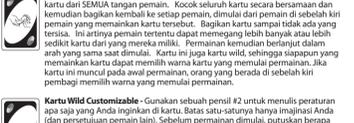
Kartu Wild - Ketika Anda memainkan kartu ini, Anda bisa memilih warna yang menentukan permainan (warna apa saja termasuk warna dalam permainan sebelum Wild card diletakkan). Anda dapat memainkan Wild card pada giliran Anda bahkan jika Anda memiliki kartu lain yang dapat dimainkan di tangan Anda. Jika Wild card muncul pada awal permainan, pemain di sebelah kiri pembagi memilih warna yang melanjutkan permainan.

Kartu Wild Draw 4 - Ketika Anda memainkan kartu ini, Anda bisa memilih warna yang menentukan permainan PLUS pemain berikutnya harus menarik 4 kartu dari tumpukan AMBIL dan kehilangan giliran mereka. Bagaimanapun, ada sebuah halangan! Anda hanya boleh memainkan kartu ini ketika Anda TIDAK memiliki kartu lain di tangan Anda yang cocok dengan WARNA pada tumpukan BUANG (tetapi Anda boleh memainkan kartu ini jika memiliki angka yang sesuai atau Kartu Aksi). Jika muncul pada awal permainan, kembalikan kartu ini ke deck dan ambil kartu lain.

CATATAN: Jika Anda curiga bahwa kartu Wild Draw 4 telah dimainkan pada Anda secara ilegal (contoh, pemain tersebut memiliki kartu yang sesuai, maka Anda boleh menantang si pemain). Pemain yang ditantang harus menunjukkan kepada Anda (penantang) tangan mereka. Jika terbukti bersalah, pemain yang ditantang harus mengambil 4 kartu dan bukan Anda. Bagaimanapun, jika pemain yang ditantang tidak bersalah, Anda harus mengambil 4 kartu DAN 2 kartu tambahan (total 6 kartu)!

Kartu Wild Shuffle Hand - Ketika Anda memainkan kartu ini, kumpulan SETAP kartu dari SEMUA tangan pemain. Kocok seluruh kartu secara bersamaan dan kemudian bagikan kembali ke setiap pemain, dimulai dari pemain di sebelah kiri pemain yang memainkan kartu tersebut. Bagikan kartu sampai tidak ada yang tersisa. Ini artinya pemain tertentu dapat memegang lebih banyak atau lebih sedikit kartu dari yang mereka miliki. Permainan kemudian berlanjut dalam arah yang sama saat dimulai. Kartu ini juga kartu Wild, sehingga siapapun yang memainkan kartu dapat memainkan warna yang memulai permainan. Pemain yang kartu ini muncul pada awal permainan, orang yang berada di sebelah kiri pembagi memilih warna yang memulai permainan.

Kartu Wild Customizable - Gunakan sebuah pensil #2 untuk menulis peraturan apa saja yang Anda inginkan di kartu. Batas satu-satunya hanya majalah Anda (dan persetujuan pemain lain). Sebelum permainan dimulai, putusan berapa banyak kartu yang akan disertakan. Anda boleh hanya menggunakan 1 atau ketiganya, terserah Anda. Ini adalah sebuah wild card sehingga Anda bisa memainkannya pada giliran Anda bahkan jika Anda memiliki kartu lain yang dapat dimainkan di tangan Anda. Juga, Anda memilih warna yang melanjutkan permainan. Jika kartu ini muncul pada awal permainan, orang yang berada di sebelah kiri pembagi memilih warna yang memulai permainan. **CATATAN:** kartu-kartu ini dapat dihapus, sehingga Anda bisa menulis sebuah peraturan baru setiap kali bermain!



Shuffle Hands rule submitted by Global Rule Contest winner Kagami Hanaya.

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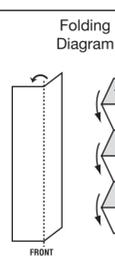
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4XN: ENGLISH / CHINESE (PRC) / Chinese (Hong Kong) / INDONESIAN

Updated the rule for Wild Shuffle Hands card. 2017 04/12Remarked: Remove the statement.

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