

# UNO® HEARTS

**PLAYERS:** 2-8 Players      **AGES:** 7+

**COMPONENTS:** 108 Cards (includes 2 extra cards)

24 HEARTS (0-23)  
24 YELLOW (0-23)  
24 PURPLE (0-23)  
24 GREEN (0-23)  
10 WILD DRAW (1-10)

**OBJECT:** Avoid taking point cards. The game ends when one player reaches 60 points. That player, however, is not the winner! The player who has scored the *FEWEST* number of points at game's end is the winner.

**OVERVIEW:** UNO Hearts is played in a series of **hands**. Each hand is comprised of 13 rounds called **tricks**. To complete a trick, each player must play a card. When everyone has played a card, the player who played the highest numbered card of the lead suit (color) "takes the trick". That player must now lead a new card from his hand to begin the next trick. Play continues as above until all the cards have been played from everyone's hand. One "hand" has now been completed. Players add the values of all the point cards in their tricks (if any) and write them on a piece of paper. The player to the left of the previous dealer shuffles the deck and deals a new hand. Play continues until one player reaches 60 points.

## POINT CARDS:

The cards listed below have point values which, if included in your "tricks", will be counted **against you** at the end of each hand.

### HEARTS

Each heart card counts as **ONE POINT**.  
(24 in deck)

### 13 YELLOW

This card counts as **13 POINTS**.  
(1 in deck)

**RULES:** Choose a dealer and deal 13 cards to each player. Place the remaining cards face down on the table to form a *draw pile*. The player to the left of the dealer now leads a card, face up, in the center of the table. In turn, **EACH PLAYER MUST MATCH THE SUIT (NOT NUMBER) THAT IS LED** if possible, by playing a card of the same suit (color). If you don't have the suit that was led, you may play any card in your hand. When everyone has played a card, the player who played the **highest numbered card of the suit led takes all the cards** that have been played.

**EXAMPLE:** The 10 of purple is led. All players must play a purple card if they have one in their hand. The next player plays the 12 of purple. The last player does not have a purple card and plays the 15 of hearts. The player of the 12 of purple "takes the trick" because he has played the highest ranking card of the lead suit (purple).

Cards taken in a trick by a player are placed face down in front of that player to form his "trick pile". He now leads a card from his hand to begin the next trick. During each hand, a heart may NOT be led until a heart or the 13 yellow has been played on a trick. However, you can lead hearts if that is all you have in your hand. Tricks which have been taken remain face down until all 13 tricks have been completed and the hand is over. Players then total the point cards (hearts and 13 of yellow) in their tricks and write that total on a sheet of paper.

## SPECIAL CARDS:

### 8 PURPLE & 8 GREEN

These are "pass hand" cards. They have no point values but if either is played on a trick, players must pass their entire hands to the player next to them after the trick. The direction in which the hands are passed (right or left) is determined by the player **who takes the trick** containing the 8 purple or 8 green.

The pass must occur after the current trick but before the next trick begins.

(If both 8 Pass cards are played in the same trick, treat as if only one of the 8's was played).



## WILD DRAW CARDS

WILDS  
COUNT  
AS ANY  
COLOR



These cards have no point value. They are numbered 1-10. When played (or led), they count as their numerical value in one of the four suits (hearts, yellow, purple or green). The suit is "called" by the player of the Wild Draw card with the following restrictions:

1. A Wild Draw card does **NOT** change the lead suit. All players must **always** match the lead suit if possible, regardless of what Wild Draw cards are played.
2. A Wild Draw card called a heart is not worth any points.
3. You can only play (or lead) a Wild Draw card as a suit that you **do not** hold in your hand.

**EXAMPLE:** The 4 of hearts is led. The next player does not have a heart his hand. Therefore he has the option to play any card in his hand. He chooses a Wild Draw 8. If this Wild Draw 8 is **called purple** (assuming he has no purple cards in his hand) it will not take the trick. If this Wild Draw 8 is **called a heart**, it will outrank the 4 of hearts and could take the trick.

WILDS  
WIN TIES

A Wild Draw card outranks a card with the same numerical value if the Wild Draw card is "called" the same suit.

**EXAMPLE:** A green 7 is led. A Wild Draw 7 is played by another player and "called" green. The Wild Draw 7(green) will outrank the natural green 7 and take the trick. (If no higher numbered green card is played in that trick).

DRAW FROM  
THE DECK

When a Wild Draw card is played in a trick, the player taking that trick must draw from the draw pile the number of cards indicated on the Wild Draw card(s). These cards are turned face up for all players to see. He must then place those cards from the draw pile directly into his TRICK PILE (NOT HAND). In games with more than four players it is possible to deplete the draw pile. If this happens, simply ignore the draw command.

**WINNER:** When (at the end of a hand) one player's point total reaches 60, the game is over. The player with the lowest point total is the winner. For a shorter game, agree to a lower point total for the game to end.

### ADVANCED PLAY:

PASS  
THREE  
CARDS

After the cards are dealt, each player must look at his cards and immediately pass 3 cards face down to the player on his left. You may not look at the cards passed to you until you have passed your cards. All players now pick up the cards passed to them and play continues normally.

"SHOOT  
THE MOON"

For more advanced players, try the "shoot the moon variant". If you are the only player to take points in a hand, you have "shot the moon" and all other players receive 20 points each while you receive none. As an option you may reduce your total score by 20 points.

