



Card Game

Contents

112 Cards

Object

Be first to get rid of all of your cards in your hand.

Set up

1. Choose a dealer and shuffle the cards.
2. Deal 7 cards to each player.
3. Place the remaining cards **FACEDOWN** in the center of the table. This is the **DRAW PILE**.
4. Flip over the top card of the **DRAW PILE** and place it **FACEUP** to form the **DISCARD PILE**.
If this card is an Action Card, ignore it and flip over the next card.
5. The player to the left of the dealer goes first and play proceeds clockwise.

Let's Play UNO®!

On your turn, you try to get rid of all your cards by playing **ONE CARD** onto the Discard Pile.

If you HAVE a matching card in your hand, you may PLAY IT on the Discard Pile.

1. You can only play a card if it matches at least one attribute of the top card on the Discard Pile: its color, number, or symbol.
2. If the card you played is an Action Card, it does something special!
(see Action Cards below)

If you DO NOT HAVE a matching card, DRAW ONE CARD from the Draw Pile.

1. If your new card can be played (*see above*), then you may play it now.
2. You may choose to draw a card instead of playing one, even if you have a playable card in your hand.

Once you play or draw a card, play continues with the next player.

NOTE: if there are no cards left in the Draw Pile, reshuffle the Discard Pile to form a new Draw Pile.

Calling UNO!

The moment you only have 1 card in your hand, you must yell “UNO” to alert the other players you are about to win.

However, if someone catches you and calls out “UNO” before you (and before the next player begins their turn), then you must draw 2 cards!

Winning

When a player plays their final card, they win. Time to shuffle the cards and play again!

Action Cards



Draw Two: When played, the next player must draw 2 cards and lose their turn.



Reverse: When played, the direction of play is reversed. If play was moving clockwise, it now moves counterclockwise and vice versa.



Skip: When played, the next player loses their turn.



Wild: This card matches anything so you can play it no matter what card is on the Discard Pile. When you play a Wild card, you also get to choose the color that continues play.



Wild Friendship Card: Mickey loves to share, so when you play this card every player gets to discard one card from their hand. The player who played the card may discard two cards from his or her hand. Play then resumes in current order with the color or number of the top card on the discard pile. If playing the Friendship card allows one or more players to play their last card and “go out” (see below), then those players each get the full number of points based on the cards left in the other player’s hands.



Wild Draw Four: This card matches anything so you can play it no matter what card is on the Discard Pile. However, there’s a catch: you can only play a Wild Draw 4 if you **DO NOT HAVE ANY CARD IN YOUR HAND THAT MATCHES THE COLOR OF THE DISCARD PILE.**

When played, the next player has 2 options: Draw 4 cards and lose their turn OR challenge.

If the player challenges you, then you must show them your entire hand to confirm whether or not you have a card that matches the color of the discard pile – Wild cards are considered a match, too.

- If you **DO NOT** have a card that matches color: the challenger draws 6 cards instead of 4 and loses their turn.
- If you **DO** have a card that matches color: YOU must draw 4 cards and they draw none.

This card is also a Wild card, so you get to choose the color that continues play (regardless of the outcome of any challenge).

Keeping Score (Optional Victory Method)

When a player wins a hand, they receive points based on the cards remaining in their opponent's hands.

Cards are valued as follows:

All number cards (0-9) Face Value

Any Action Card 20 Points

- Skip, Reverse, Draw 2

Any Wild Card 50 Points

- Wild, Wild Draw 4, Wild Friendship

Keep a running tally of each player's points from hand to hand. When a player reaches 500 points, they are the winner.

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