
	7+
	2-10

## 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 cards**

**4 Wild Draw Four Cards**

**4 Victory Lap Cards**

## OBJECT OF THE GAME

Be the first player to score 500 points. Points are scored by getting rid of all the cards in your hand before your opponent(s). You score points for cards left in your opponents' hands.

## SET UP

Each player picks a card.

The person who draws the highest number deals.

Action Cards count as zero for this part of the game.

Once the cards are shuffled each player is dealt 7 cards.

The remainder of the deck is placed face down to form a DRAW pile.

The top card of the DRAW pile is turned over to begin a DISCARD pile.

## LET'S PLAY

The person to the left of the dealer starts play.

He/she has to match the card on the DISCARD pile, either by number, color or symbol. For example, if the card is a red 7, the player must put down a red card or any color 7. Alternatively, the player can put down a Wild card (See FUNCTIONS OF ACTION CARDS).

If the player doesn't have a card to match the one on the DISCARD pile, he/she must take a card from the DRAW pile. If the card picked up can be played, the player is free to put it down in the same turn. Otherwise, play moves on to the next person in turn.

Players may choose not to play a playable card from their hand. If so, the player must draw a card from the DRAW pile. If playable, that card can be put down in the same turn, but the player may not use a card from the hand after the draw.

# FUNCTIONS OF THE ACTION CARDS



**Draw Two Card** - When this card is played, the next person to play must draw 2 cards and miss his/her turn. This card can only be played on matching colors and other Draw Two cards. If turned up at the beginning of play, the same rule applies.



**Reverse Card** - Reverses direction of play. Play changes direction to the right, and vice versa. The 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** - The next player to play after this card has been laid loses his/her turn and is "skipped." The 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 commences play.



**Wild Card** - The person playing this card calls for any color to continue the play, including the one currently being played, if so desired. A Wild card can be played at any time - even if the player has another playable card in the hand. If a Wild card is turned up at the beginning of play, the person to the left of the dealer determines the color, which continues play.



**Wild Draw Four Card** - This card allows you to call the next color played and requires the next player to pick 4 cards from the DRAW pile and forfeit his/her turn. If turned up at the beginning of play, return this card to the deck and pick another card. **Note:** This card may only be played when the player holding it does not have a card in their hand that matches the **color** on the DISCARD pile. If the player holds matching numbers or action cards, however, this card may be played.



**Victory Lap Card** - When this card is played, each player puts their hand facedown on the table, and then passes it to the next player (consistent with the current direction of the game). Only the player of the Victory Lap card gets to look at the hand in front of them. That player then chooses between keeping it OR passing it to the next player (with all players passing their hands respectively). The player of the

Victory Lap card may then look at the new hand in front of them. This continues until the player of the Victory Lap card has the opportunity—if they wish—to look at all of the hands on the table. When the player of the Victory Lap card selects a hand, they call the color of play and the rest of the players pick up the hand in front of them; play resumes with the next player in the current direction. If the player of the Victory Lap card selects a hand that contains only one card, they must yell "UNO," when they take the card or be assessed the two-card penalty. **NOTE:** If the hands rotate all the way around the table until the player of the Victory Lap card receives their original hand back, the Victory Lap is over and that player must retain their original hand.

# GOING OUT

When you play your second to last card, you must yell "UNO" (meaning "one"). If you don't yell "UNO" and another player catches you before the next player plays you must draw two cards.

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

If the last card played in a hand 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 his/her cards receives points for cards left in 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
<b>Victory Lap Card.....</b>	<b>50 Points</b>

## WINNING THE GAME

The WINNER is the first player to reach 500 points. However, the game may be scored by keeping a running total of the points each player is caught with at the end of each hand. When one player reaches 500 points, the player with the lowest points is the winner.

## TWO-HANDED PLAY, PARTNERS AND MULTI-TABLE TOURNAMENTS

### TWO-HANDED PLAY (UNO® card game with two players)

Playing a Reverse card lets you immediately play another card.

Playing a Skip card lets you immediately play another card.

When you play a Draw Two card or a Wild Draw Four card the other player draws the cards and the play is back to you.

The usual UNO® card game rules apply in all other instances.

### PLAYING WITH PARTNERS

Partners sit across from each other. When either partner goes out, the hand is over.

All the points in both the opposing partners' hands are totaled and scored for the winning team.

With four players, three hands can be played – each player partnering a different person in each hand. All players keep track of the points scored in each of their partnerships.

Several rounds can be played, with the person scoring the highest number of points declared the winner.

### MULTI-TABLE TOURNAMENTS

With eight players, two separate games can be played at two tables, with each player having each other player as a partner for four hands each (a total of 28 hands).

Score as above.

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