

UNO®

CARD GAME



Contents

113 Cards - including 1 collectable foil card – see the UNO Ultimate™ Chase Foil® section for details.

Object

Be first to get rid of all the 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 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, 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.

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)

CARD from the Draw Pile.

1. If your *new* card can be played, 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 beats you to it and calls out 'UNO' before the next player takes 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 card - When played, the next player must draw 2 cards and lose their turn.



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



Skip card - When played, the next player loses their turn.



Wild card - 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 Shuffle Hands card - This card matches anything so you can play it no matter what card is on the Discard Pile. When you play this card, do the following:

- Collect EVERY card from EACH player's hand and shuffle them together.
- Starting with the player to your left, deal these cards to all players until none are left. Players may end up with more or fewer cards than they started with.
- Play then continues in the current direction the game was being played.

When you play a Wild Shuffle card, you also get to choose the color that continues play.



Wild Draw Four card - 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 Four 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).



Wild Customizable card - Mix up the game by making your own wild rules! Prior to playing the game, write (with pencil) your own special rules on these cards. This card is a wild match so you can play it no matter what card is on the Discard Pile. Once played, follow the rule written on the card. When you play a Wild Customizable card, you also get to choose the color that continues play.

Using Customizable Cards

Here are a few thought starters for your customizable cards:

1. The next player must draw until they get a specific color.
2. Everyone but you must discard all their Wild cards.
3. If the next player can't play a card, they take **THREE** cards from the **DRAW** pile.
4. Take an extra turn.
5. The next player must draw or discard until they have exactly 7 cards.

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 Shuffle Hands, Wild Customizable	

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

UNO ULTIMATE™ CHASE FOIL CARD

CONGRATULATIONS! In this package you received a random, collectible UNO Ultimate™ foil card! This is a collectible version of the kind of cards used in the UNO Ultimate™ card game. What's that, you ask? Well, let me tell you...



UNO Ultimate™ is a game where each player takes on the identity of a character from the world of entertainment. For example, if you are a Marvel fan, the first edition of UNO Ultimate™ features Thor, Iron Man, Black Panther and Captain Marvel. Each player gets their own Character Deck based on the character they choose, and there are special rules for each character. There are also dangerous Enemy attacks and unpredictable Events that can really change the game!

Each specially marked UNO® package contains a different, random foil card! You can also find them in the UNO Ultimate™ Core game and in UNO Ultimate™ Add-On packs.

Other games and Add-On packs sold separately, subject to availability. Certain products may not be available in every country.

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

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