



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 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 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 Power of Togetherness Card – First, identify the player with the most cards in their hand, and then call out the specific number of cards they have. Next, all other players in order must draw cards until their hand has the same number of cards. This card is also a Wild card so the player who played it chooses 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 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 Power of Togetherness	

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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