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112 Cards

OBJECT

Be first team to get rid of all the cards in both their hands.

UNO TEAMS™ IN A NUTSHELL

It plays just like classic UNO® by matching color, number or symbol, but instead of playing individually, you play in teams of 2. Before the game each player chooses a partner, and they play as a team throughout the game. Special cards and rules help teammates work together, but both players must get rid of all the cards in their hands to win. And remember, when you (or your partner!) are down to your last card, don't forget to yell "UNO!"

SETUP

1. Choose a partner and sit across from them in the Playing Area.
2. Choose a dealer and shuffle the cards.
3. Deal 7 cards to each player.
4. Place the remaining cards **FACEDOWN** in the center of the table. This is the **DRAW PILE**.
5. 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.
6. Everyone passes one card from their hand to their partner. HINT: try to pass your partner a card you think they will be able to use.
7. 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.

COMMUNICATION

- During play teammates can talk to one another, but they **cannot** talk or drop hints about the cards in their hands.
- When any kind of Wild Card is played, a teammate cannot say anything that will influence the color that is chosen to continue play.

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. You partner may also yell "UNO!" for you.

However, if someone catches you and neither you nor your teammate call out "UNO" before the next player begins their turn, then you must draw 2 cards!

GOING OUT

If you get rid of all the cards in your hand, you partner then passes you half the cards in their hand and you keep playing. If your partner only has 1 card left in their hand, they don't pass anything and you stay out of the game.

NOTE: If your partner has an odd number of cards in their hand, they keep the larger number of cards. For example, if they have 9 cards in their hand, they pass 4 cards to you and keep 5 cards.

TAGGING BACK IN

Even if you're out of the game, you can get tagged back in. While you are out, if your partner draws cards for any reason they immediately pass you half of their cards and you're back in the game.

WINNING

When a team plays their final card and both players are out of cards, 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 Team Play - First, choose a color. Play then SKIPS directly to your partner. If they can play a card on their turn, they do and play continues from there. If they CAN'T play a card, you must draw 2 cards as a penalty. Play continues from your partner with the chosen color.



Wild Team Draw Four - When played, the next player must draw 2 cards and skip their turn, and their partner must also draw 2 cards (even if they are currently out of the game). This is also a wild card, so you choose the color that continues play.

PASSING



Passing Symbol - You will notice some cards have a Passing Symbol on them. When you play a card with a Passing Symbol, you and your teammate both pass each other 1 card. Again, you may not say, indicate or hint anything that will influence which card your teammate chooses to pass.

Keeping Score (Optional Victory Method)

When a team wins a hand, they receive points based on the cards remaining in their opponents' 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 Team Play, Wild Team Draw Four

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

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