

UNO SPIN™

7+ 2-10

CARD GAME

CONTENTS

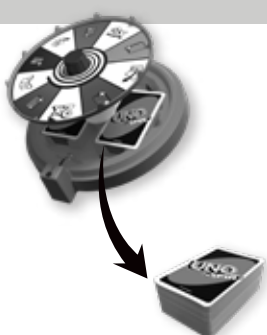
1 UNO Spin™ Wheel
112 Cards

OBJECT

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

SETUP

- Carefully remove the top of the Spin Wheel, take the cards from inside the unit and then place the top back onto the Spin Wheel.
- Choose a dealer and shuffle the cards.
- Deal 7 cards to each player.
- Place the remaining cards **FACEDOWN** in the center of the table. This is the **DRAW PILE**.
- 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.
- Place the Spin Wheel where all players can reach it.
- The player to the left of the dealer goes first and play proceeds clockwise.



SPIN CARDS

If you play a Number Card that features a swirling pattern, this is a "Spin Card" and the special rule applies.



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.

- 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.
- 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.

- If your new card can be played (see above), then you may play it now.
- 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!

FUNCTIONS OF THE ACTION CARDS

NOTE: Action cards may be played on other Action cards of the same color. Wild cards may be played at any time.



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 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).



Spin Cards (24): Five cards of each color (numbers 1 through 5) and 4 Wild Cards have a swirling pattern around the number (like a thumbprint) indicating they are Spin Cards. A player may play a Spin Card as they would a regular Number or Wild Card, however, whenever a Spin Card is played, they must spin the wheel (see **THE UNO SPIN™ WHEEL**).

THE UNO SPIN™ WHEEL

If a player plays a Spin Card, they must spin the wheel and follow the action of the icon indicated by the arrow, as follows.



COLOR DRAW: Depending on which color (Red, Blue, Green, Yellow) the Spin Wheel stops on, you must draw cards from the Draw Pile until you get a card of that color. Show it to the other players before adding it (and **ALL** other cards you have drawn) to your hand.



WILD COLOR DRAW: Choose a color (Red, Blue, Green, Yellow), then draw cards from the Draw Pile until you get a card of that color. Show it to the other players before adding it (and **ALL** other cards you have drawn) to your hand.



COLOR DISCARD: Choose a color (Red, Blue, Green, Yellow), then take all cards of that color from your hand and place them on the **BOTTOM** of the Discard Pile.



SWAP HANDS: Choose another player and swap hands with them.



2x: Beginning with the next player in current order, all players get to play 2 cards on their turn if they are able. This lasts until the wheel is spun again.

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	

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

FOR COLORBLIND PLAYERS

Special graphic symbols have been added to each card to help identify the color(s) on that card. This will allow players with **ANY** form of color blindness to easily play!



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