

UNO®



GREMLINS™

CARD GAME

Contents

113 Cards - including a Special Rule card – see the Action Cards section for details.

Object

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

Special Foil Card

You will notice there is one extra foil card included. It is a duplicate of the Wild Never Feed Them After Midnight Card that is unique to this deck. You may keep it separate as a collectible or use it in game play to spice up the deck! If you use it, be sure to take the other Wild Never Feed Them After Midnight Card out of the deck and set it aside.

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.

Calling "UNO!"

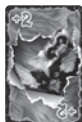
The moment you only have 1 card in your hand, you must yell "UNO" to alert the other players you are about to win.

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 NEVER FEED THEM AFTER MIDNIGHT CARD - When someone unleashes the dastardly Never Feed Them After Midnight card, the first thing they do (before all hell breaks loose) is declare a color. Now, it's feeding time for everyone—whether they're ready or not! In current order, every player must draw 1 card from the Draw Pile and reveal it (except the rule-breaking Gremlin who played the card). If the card matches the chosen color, the curse takes hold. When it does, the same unfortunate souls must draw cards equal to the number of matching cards. For example, if 3 of the revealed cards match the chosen color, the unlucky victims must draw 3 more cards each! Players add those 3 plus the original revealed cards to their hand for a total of 4! Play then resumes with the chosen color.



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).

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 5 Points
- Any Action Card 20 Points
 - Skip, Reverse, Draw 2
- Any Wild Card 50 Points
 - Wild, Wild Draw 4, Wild, Wild Draw 4, Wild Never Feed Them After Midnight

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

Content Rated 13+



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