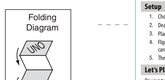
INSTRUCTION SHEET SPECS

Troy:	08430
Trio No.:	W2007-08430
Part No.:	3079
Trim Size:	4.5" W x 19.25" H
Folded Size:	4.5" W x 2.75" H
Type of Fold:	fold in half W and accordion fold 5 times (h)
# colors:	1 (one) both sides
Colors:	Black
Paper Stock:	White 28lbs
Paper Weight:	70 lb
ISSN No.:	

Folding Diagram



8LE: English / Greek / Turkish / Romanian / Bulgarian / Croatian / Serbian / Arabic

English



7+ 2-10

Contents

112 Cards – including 3 Wild Customizable Cards (see the Action Cards section for details).

Object

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

Setup

1. Choose a dealer and shuffle the cards.
2. Deal 7 cards to each player.
3. Place the top card face down 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 all your cards by playing **ONE CARD** onto the Discard Pile.

If you HAVE a matching card in your hand, you MUST PLAY IT on the Discard Pile.	If you DO NOT HAVE a matching card, DRAW ONE CARD from the Draw Pile.
1. You can only play a card if it matches at least one attribute of the top card on the Discard Pile (a color, number, or symbol).	1. If your new card can be played (see above), then you may play it now.
2. If the card you played is an Action Card, it does something special! (see Action Cards below)	2. You may choose to make a card instead of playing one, even if you have a playable card in your hand.

If you run out of cards to 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: 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 Shuffle Hands: 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, you do the following:

- Collect EVERY card from EACH player's hand and shuffle them together.
- Starting with the player to you left, deal these cards to all players until none are left. Players may not look at the cards until they have started with.
- Play then continues in the current direction the game was being played.

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 CARDS IN YOUR HAND THAT MATCH 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, they 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, so you get to choose the color that continues play (regardless of the outcome of any challenge).

Wild Customizable Cards: Mix up the game by making your own wild rule! Prior to playing the game, you have the option to write (with pencil) your own special rules on these cards. This card is wild so it matches any card 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 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.

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