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# UNO DICE

## Uno Dice rules

**Ages:** 7 and Over

**Players:** 2 to 4

**Components:** 25 dice, 1 storage pouch

Please remove all components from package and compare them to the parts list. If any items are missing please call 1-800-524-TOYS.

### Object:

To be the first to score 500 points. Points are scored by getting rid of all the dice in your hand. When you get rid of all the dice in your hand you score points based on the value of the dice held by your opponents.

### Set up:

Each player randomly takes five dice from the storage pouch. The rest of the dice are left in the pouch. Every player begins by rolling their five dice. These dice are called your "hand". Do not hide your dice from your opponents, all hands are supposed to be visible to all players. Only the side of a die facing up is in play.

### The Center Die:

Any player begins the game by randomly taking a die from the pouch and rolling it in the center of the play area. This is the center die. If a number is not rolled, re-roll the die until a number is rolled. A command can never start the game.

### Begin play:

Each player follows the steps below on their turn. The player who rolled the center die goes first and play proceeds to the left.

1. Choose a die from your hand which matches the center die by either **Color**, **Number**, or **Command**.
2. Replace the center die with this new die. This is now the new center die. Put the replaced die into the pouch.

### For example:

*If a **Yellow 3** is face up on the center die, any **Yellow** die or any die showing a **3** could be played. The original **Yellow 3** die is removed from the table and returned to the storage pouch.*

3. If you cannot (or choose not to) make a play, re-roll your **entire hand**.
4. If you still cannot (or choose not to) make a play, a **new die** (if available) must be drawn from the pouch. This new die is rolled and becomes a part of your hand. If you cannot (or choose not to) play this die, **your turn is over**. If this new die is playable, you can play it; **then your turn is over. Do not pick up your die or change what sides are facing up!**

At this point, play passes to the next player who follows the same steps described above.

### Dice with Commands:

Some of the faces of the dice show special commands which when played can effect the next player. When a die with a command facing up is played, the command must be followed:



The direction of play is reversed. Left to right becomes right to left and vice versa. In other words, if the person to play after you was on your right, now the person on your left plays after you.



The next player loses their turn. The player is "Skipped".



The next player loses their turn and must draw 2 dice from the pouch. These two dice are rolled and added to their hand. If the pouch does not have enough dice, take only what is left.



This die can be played on any color, number or command die. The person who played the die calls any color to continue play. A Wild die can be played **even if the player has another playable die in his hand.**



This is the best and most sneaky die to play. Not only does the person who played the die get to call the next color played, but the next player has to pick 4 dice from the draw pile (if available) and lose their turn. However, you can only play this die **when you don't have a die in your hand that matches the color of the die previously played.** If an opponent catches you playing this die illegally, you must take back the die and draw 4 dice (if available) from the pouch yourself!

Dice with commands are played in the same fashion as dice with numbers. In other words, dice with the *same command* can be played on one another.

*For example:*

*A Blue Reverse can be played on a Yellow Reverse.*

Dice with commands can also be played on *matching color* dice.

*For Example:*

*A Blue Reverse can be played on a Blue 4.*

**Ending the Round:**

When you have just one die left in your hand you must announce "UNO!" If you forget to announce UNO and you are caught by an opponent you must draw 2 dice (if available) from the pouch. You cannot be caught by an opponent if the next player has already begun their turn; that is, if they have already played a die or re-rolled.

When a player plays their last die the round is over. He/she is the winner of that round and scores points for the dice held in his/her opponent's hand(s). The winner of a round begins the next round. Keep a running total on a separate sheet of paper as follows:

All dice 1 through 6	Face value
Draw 2.....	20 points
Reverse.....	20 points
Skip.....	20 points
Wild.....	50 points
Wild Draw 4.....	50 points

**Note:**

If the last die played in a hand is a *Draw 2* or *Wild Draw 4*, the next player must draw two or four dice. These dice are rolled and counted when points are totaled.

**Strategy hint:**

If an opponent who goes directly after you has just one die left, and he/she will be able to play their die after you make your play, you might not want to make the play even though it's legal. You might want to re-roll your hand in attempt to get a die such as a *Skip*, *Reverse*, *Draw 2*, *Wild*, or *Wild Draw 4* which would hinder your opponent.

**Shorter Game:**

Before a game begins, players may agree to play to a lower total, i.e. 200 points, 300 points.

**Two Player Game:**

Play UNO Dice with the following special rules:

1. If you play a *Reverse* or *Skip*, you must immediately play another die.
2. If you play a *Draw 2* or *Wild Draw 4*, you must immediately play another die after your opponent has drawn their 2 or 4 dice.