

UNO[®] RUMMY-UP[™]

The fun of Rummy Tiles with
the magic of UNO

INSTRUCTIONS

IMPORTANT: Please read these instructions first before playing this game.

UNO RUMMY-UP combines two favorite classics, UNO and RUMMY TILES into one game. In this game, colorful UNO tiles are played like rummy, but also use special UNO rules which make this game fun and exciting.

AGES: 7 to adult

PLAYERS: 2 to 4

OBJECT OF THE GAME: To score the highest number of points by ridding yourself of all tiles before your opponents.

EQUIPMENT:

4 Clear Tile Racks

100 Tiles including -

72 NUMBER TILES:

(numbers 1, 3, 4, 6, 8, 9, 10, 11, 12)

2 of each color red, yellow, green, blue

24 WORD/NUMBER TILES:

(Draw 2/Number 2, Skip/Number 5, Reverse/Number 7)

2 of each color red, yellow, green, blue

4 WILD DRAW FOUR TILES

TERMS USED IN THIS GAME: Players play tiles in UNO RUMMY-UP by either making Runs or Sets of tiles.

RUNS: All runs must consist of at least 3 tiles of the same color—**Examples:** #4 blue, #5 blue, #6 blue or #1 red, #2 red, #3 red, #4 red. (Note: Runs can be as long as 12 tiles.)

SETS: Groups must consist of 3 or 4 tiles of different colors with the same number
Example: #4 red, #4 blue, #4 green. Not acceptable: #4 yellow, #4 yellow, #4 blue.

SUMMARY OF THE GAME: Each player takes one tile rack. Place all the tiles FACE DOWN on the table. Each player should draw 14 tiles and place them on his/her rack. Four starting tiles are placed FACE UP in the center of the table.

Each player takes turns by playing at least one tile, but no more than four tiles from his/her rack. Tiles are played by adding to RUNS and SETS already on the table or adding complete RUNS or SETS from the tiles on their racks. Special word tiles change the play (see details).

When you have only one tile left, you must call out "UNO!" (meaning one). Failure to do this results in your having to draw two extra tiles.

game you want to play (see Scoring Section).

Now for the Details

1. **CHOOSE A STARTING PLAYER** - Before setting up the game, each player should pick one tile. The highest number picked will be the first player. Play then proceeds to the left at the start of the game. (Reverse tiles may change this direction.)
2. **THE TILES** - There are four suits of tiles, red, yellow, blue and green. Each suit contains two tiles each of the numbers 1-12. There are also four tiles that contain special instructions:

WILD DRAW FOUR - This tile may be used in place of any other tile and when played from your rack, it forces the next player to draw four tiles and skip his/her turn.

Draw Two (#2) - This tile is played as a two, but when played from your rack, it forces the next player to draw two tiles and skip his/her turn.

Skip (#5) - This tile is played as a five, but when played from your rack, it forces the next player to skip his/her turn.

Reverse (#7) - This tile is played as a seven, but when played from your rack, it reverses the direction of play to the previous player.

If these word tiles are moved and recombined with other tiles after they have been played, they become inactive. In other words, they lose their ability to Skip, make players Draw, or Reverse the direction.

If more than one of these word tiles are played from your hand in the same run or set, you must choose one of the tiles to be in effect, *not all of them*.

Note: All tiles drawn in the game are taken from the remaining FACE DOWN tiles on the table.

3. **THE STARTING TILES** - These four tiles are placed FACE UP on the table at the start of the game. These tiles can be used in combination with tiles from your rack to form RUNS or SETS, or in combination with RUNS or SETS played on the table at a later time during the game. However, players do not have to use them at any time. If not used, they stay on the table as single tiles.
4. **TILE LIMITS PER TURN** - On a turn, a player must play at least one tile. If no plays are available, the player must draw 1 tile from the remaining face down tiles. If this tile is playable, it can be played immediately and the turn ends. If the tile is not playable, it is added to the player's rack and the turn ends.

The maximum number of tiles played *from a player's rack* is four per turn. Any tiles moved around on the table are not counted as part of the four tile limit.

5. **REARRANGING TILES ON THE TABLE** - When playing tiles from your rack, you may combine and rearrange tiles already on the table. However, the RUN and SET rules always apply—that is, any RUNS or SETS remaining or formed must contain at least three tiles. A RUN can be as long as 12 tiles since the tiles are numbered 1 to 12. However, a SET can only be a maximum of four tiles since there are only four colors suits in the game.

Long RUNS can be broken apart as long as the remaining parts end up with the three tile minimum at the end of the player's turn.

6. **SUBSTITUTING WILD DRAW FOUR TILES** - If a RUN or SET on the table has a WILD DRAW FOUR tile in it, a player may substitute the actual tile that the WILD DRAW FOUR tile represents and then use the WILD DRAW FOUR tile.

For example, a RUN on the table is — RED 3, RED 4, WILD DRAW FOUR, RED 6. A player having the actual RED 5 tile that the WILD DRAW FOUR represents may, on his turn, substitute the RED 5 for the WILD DRAW FOUR. The WILD DRAW FOUR must then be used immediately with any other RUN or SET from the table or from the player's rack.

7. OTHER WILD DRAW FOUR RULES - Only one WILD DRAW FOUR tile can be part of any SET.

However, a RUN can consist of any number of WILD DRAW FOUR tiles as long as they are not consecutive. **For example:** Correct - RED 2, RED 3, WILD DRAW FOUR, RED 5, WILD DRAW FOUR. Incorrect - RED 2, RED 3, WILD DRAW FOUR, WILD DRAW FOUR, RED 6.

8. WORD TILE RULES - When any word tile is played from a player's rack either alone or as part of a RUN or SET, the word rule is active on the tile and affects the other players (see the TILES). Once a word tile is played on the table and acted on, that word tile becomes an ordinary number tile for the rest of the game. **Note: the word tile has its effect only when it is first played from the player's rack.** Also, if any of the four starting tiles are word tiles, they have no effect except as ordinary numbers or a wild tile as with the WILD DRAW FOUR.
9. CALLING "UNO!" RULES - When a player has only one tile left in his/her rack, that player must call out "UNO!" The racks are designed in a clear plastic so that all players can see how many tiles each player has. In this way, if a player is caught for not saying "UNO!", the player must immediately draw two tiles as a penalty.

There are some additional important rules concerning this play-

- A. A player cannot be caught for *not saying UNO* while his/her turn is in progress. (A player's turn officially ends once the player is finished playing and announces to the other players that the turn is over).
- B. Similarly, once the next player begins his/her turn by touching a tile and playing it, the previous player can no longer be caught for not saying "UNO!".
- C. Also, most importantly for UNO RUMMY-UP, if a player has 2, 3 or 4 tiles in his/her rack at the beginning of the turn, the player can successfully play all the remaining tiles in the rack *and not have to say "UNO!"* It is only when the player has one tile left at the end of the turn that the "UNO!" rule applies.
10. GOING OUT - When a player runs out of tiles from his/her rack, the round is over.
11. SCORING/WINNING - When a round is over, all the players add up the points in their rack. The totals of everyone's rack tiles are then added together and given to the winner of the round.

Each tile is worth its face value (other than Draw 2, Skip 5, and Reverse 7 which are all worth 20 points each). Wild Draw Four tiles are worth 50 points each. The first player to total 200 points is the winner.

NOTE: In the rare case that all the tiles are used up before anyone goes out, the player with the lowest count remaining on his/her rack is considered the winner of that round. All the other players now add up their tiles and total them in the favor of the winner.

NOTE: For longer or shorter games, the point total for winning can be adjusted.

EASY GAME ALTERNATIVE WITHOUT SCORING:

Play UNO RUMMY-UP based on a number of rounds won without scoring points. We suggest playing until one player wins 2 rounds or for a longer game, 4 rounds.