

Number 1 for
Holiday Fun!



A card game for
2-10 players, age 7+

CONTENTS:

108 cards as follows:

19 Blue cards - 0 to 9
19 Green cards - 0 to 9
19 Red cards - 0 to 9
19 Yellow cards - 0 to 9
8 Draw Two cards - 2 each
in blue, green, red and yellow

8 Reverse cards - 2 each
in blue, green, red and yellow
8 Skip cards - 2 each
in blue, green, red and yellow
4 Wild cards
4 Wild Draw Four cards

OBJECT OF THE GAME



To be the first player to score 500 points. Points are scored by getting rid of all the cards in your hand before your opponent(s). You score points for cards left in your opponents' hands.

HOW TO PLAY



Every player picks a card. The person who picks the highest number deals. Action Cards count as zero for this part of the game.

Once the cards are shuffled each player is dealt 7 cards. The remainder of the deck is placed face down to form a DRAW pile. The top card of the DRAW pile is turned over to begin a DISCARD pile. If an Action Card is the first one turned up from the DRAW pile, certain rules apply (See FUNCTIONS OF ACTION CARDS).

The person to the left of the dealer starts play. They have to match the card on the DISCARD pile, either by number, colour or symbol. For example, if the card is a *Red 7*, the player must put down a *red* card or *any colour 7*. Alternatively, the player can put down a *Wild* card (See FUNCTIONS OF ACTION CARDS).

If the player doesn't have a card to match the one on the DISCARD pile, they must take a card from the DRAW pile. If the card picked up can be played, the player is free to put it down in the same turn. Otherwise, play moves on to the next person in turn.

Players may choose not to play a playable card from their hand. If so, the player must draw a card from the DRAW pile. If playable, that card can be put down in the same turn, but the player may not use a card from the hand after the draw.



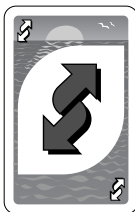
FUNCTIONS OF ACTION CARDS

The functions of the Action Cards, and when they may be played, are set out below.



Draw Two Card

When this card is played, the next person to play *must draw 2* cards and *miss* their turn. This card can only be played on matching colours and other Draw Two cards. If turned up at the beginning of play, the same rule applies.



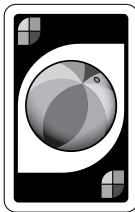
Reverse Card

This simply reverses direction of play. Play to the left changes direction to the right, and vice versa. The card may only be played on a matching colour or on another Reverse card. If this card is turned up at the beginning of play, the dealer goes first, then play moves to the right instead of the left.



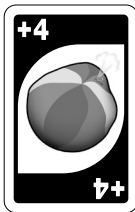
Skip Card

The next player to play after this card has been laid loses their turn and is "*skipped*". The card may only be played on a matching colour or on another Skip card. If a Skip card is turned up at the beginning of play, the player to the left of the dealer is "skipped", hence the player to the left of that player commences play.



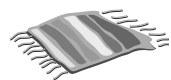
Wild Card

The person playing this card calls for any colour to continue the play, including the one currently being played, if so desired. A Wild card can be played at any time - even if the player has another playable card in the hand. If a Wild card is turned up at the beginning of play, the person to the left of the dealer determines the colour which continues play.



Wild Draw Four Card

This is the best card to have. The person who plays it calls the *colour* which continues play. Also, the next player has to pick up 4 cards from the DRAW pile and *miss their turn*. Unfortunately, the card can only be played when the player holding it does not have a card in their hand to match the *colour* on the DISCARD pile. If the player holds matching numbers or Action Cards, however, the Wild Draw Four card may be played. A player holding a Wild Draw Four may choose to bluff and play the card illegally, but if they are '*caught*' certain rules apply (See PENALTIES). If this card is turned up at the beginning of play, it is returned to the deck and another card is picked.



GOING OUT

When a player has only one card left, they must yell "*UNO*" (meaning "one"). Failure to do this results in them having to pick up 2 cards from the DRAW pile. This is only necessary though, if they are caught by one of the other players (See PENALTIES).

Once a player has no cards left, the hand is over. Points are scored (see SCORING) and play starts over again.

If the last card played in a hand is a Draw Two or Wild Draw Four card, the next player *must* draw the 2 or 4 cards respectively. These cards are counted when the points are totaled. If no player is out of cards by the time the DRAW pile is depleted, the deck is reshuffled and play continues.



SCORING

The first player to get rid of their cards receives points for cards *left* in opponents' hands as follows:

All number cards (0-9)	Face Value
Draw Two.....	20 Points
Reverse	20 Points
Skip	20 Points
Wild	50 Points
Wild Draw Four	50 Points



WINNING THE GAME

The WINNER is the first player to reach 500 points. However, the game may be scored by keeping a running total of the points each player is caught with at the end of each hand. When one player reaches 500 points, the player with the lowest points is the winner.



PENALTIES

A player who forgets to say "UNO" before their second-to-last card touches the DISCARD pile, but remembers (and shouts "UNO") before any other player "catches" them, is safe and is not subject to the penalty. Players may not be caught for failure to say "UNO" until their second-to-last card touches the DISCARD pile. They may also not be caught for failure to say "UNO" after the next player begins their turn. "Beginning a turn" is defined as either taking a card from the DRAW pile or drawing a card from your hand to play.

Players who make card play suggestions to the other players *must* draw 2 cards from the DRAW pile.

If a player plays a wrong card and it is noticed by any of the other players they *must* take their card back and take 2 extra cards from the DRAW pile. Play continues with the next person in turn.

If a Wild Draw Four card is played illegally (that is, if the player holds a matching *colour* to one that's on the DISCARD pile) and the person who plays it is challenged, the hand *must* first be shown to the player who has made the challenge. If the Wild Draw Four card has been played illegally, the offending player *must* draw 4 cards. If the card has been correctly played, the challenger *must* draw 2 cards in *addition* to the 4. The challenge can *only* be made by the player who is required to pick up the 4 cards after the Wild Draw Four card is laid.



TWO-HANDED PLAY, PARTNERS AND MULTI-TABLE TOURNAMENTS

Two-Handed Play (UNO with two players)

This is played with the following special rules:

1. Playing a Reverse card acts like a Skip. The player who plays the Reverse may immediately play another card.
2. The person playing a Skip card may immediately play another card.
3. When one person plays a Draw Two card and the other player has drawn the 2 cards, the play is back to the first person. The same principle applies to the Wild Draw Four card. The usual UNO rules apply in all other instances.

Partners

Partners sit across from each other. When either partner goes out, the hand is over. All the points in both the opposing partners' hands are totaled and scored for the winning team.

Variation

With four players, four hands can be played, with each player partnering a different person in each hand. All players keep track of the points scored in each of their partnerships. Several rounds could be played, with the person scoring the highest number of points declared the winner.

With eight players, two separate games can be played at two tables, with each player having each other player as a partner for four hands each (a total of 28 hands). Score as above.

Challenge Uno

This game is scored by keeping a running total of what each player is caught with in their hands. As a player reaches a designated amount, possibly 500, that player is eliminated from the game. When only two players are left in the game, they play head to head. The player who reaches or exceeds the amount designated loses. The winner of that final hand is declared the winning player of the game. (See special rules for TWO HANDED UNO.)



HOUSE RULES

You may want to try some of the following 'House' Rules when playing UNO.

Progressive Uno

Same rules as UNO, except:

1. When a player plays a Draw Two card, the next player may play another Draw Two card, causing the *next* player to draw 4 cards.
2. Same rule applies to Wild Draw Four cards: When a player plays a Wild Draw Four card, the *next* player may play another Wild Draw Four card, causing the next player to draw 8 cards. The last player to play a consecutive Wild Draw Four card calls the colour to continue play. If a Wild Draw Four card is played illegally and the player is challenged the usual rules apply (See PENALTIES), except that the penalty will increase depending on the number of cards played.
3. Players can continue to play consecutive Draw Two or Wild Draw Four cards, as long as they have them in their hands. For example, if 4 players in a row played Draw Two cards, the next player (who doesn't have a Draw Two card) would have to draw 8 cards.
4. You can only play one Draw Two or Wild Draw Four during your turn, even though you may have multiples of these cards in your hand.

Seven-O Uno

Same rules as UNO, except:

1. Every time a "0" is played, all players pass their hands to the next player in direction of play.
2. Every time a "7" is played, the player who played the "7" card *must* trade their hand with another player of their choice.

Jump-In Uno

Same rules as UNO, except:

If you are holding the exact same card (identical colour and number) as the card on top of Discard Pile, you may play it immediately, regardless of whose turn it is. For example: If a "Blue 6" is on top of the Discard pile and you have a "Blue 6" in your hand, you may play it even if it's not your turn. Play resumes from the player who played the last card (the player who "jumped in").

Two important things to remember:

1. If you have 2 matching cards in your hand, you may play them back-to-back, but they must be played one at a time (place one card in the Discard pile, reach back to your hand, then play the second). This gives another player a chance to '*jump in*' and stop you from playing a second card.
2. If you '*jump in*' with a Skip, Reverse, Draw Two or Wild Draw Four, the second identical card played cancels out the first. (Follow normal UNO rules for these cards beginning with the player who played the second identical card.)

For a truly twisted game, try combining multiple UNO HOUSE RULES. If the rules conflict, let YOUR HOUSE define the best way to play!

Enjoy UNO - and may the best or luckiest player win!



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