



	7+
	2-10

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. He/she has to match the card on the DISCARD pile, either by number, color or symbol. For example, if the card is a *red 7*, the player must put down a *red* card or any color 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, he/she *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 THE 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* his/her turn. This card can only be played on matching colors 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 changes direction to the right, and vice versa. The card may only be played on a matching color 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 his/her turn and is "skipped". The card may only be played on a matching color 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 color 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 color, which continues play.



Wild Draw Four Card - This is the best card to have. The person who plays it calls the color that continues play. Also, the next player has to *pick up 4 cards* from the DRAW pile and *miss his/her turn*. Unfortunately, the card can only be played when the player holding it does not have a card in his/her hand to match the color 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 he/she is *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, he/she must yell "UNO" (meaning "one"). Failure to do this results in having to pick up 2 cards from the DRAW pile. This is only necessary, however, if he/she is 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 tallied.

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 his/her 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 his/her 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 his/her second-to-last card touches the DISCARD pile. A player may also not be caught for failure to say "UNO" after the next player begins his/her 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, he/she *must* take the 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 color 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® card game 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® card game rules apply in all other instances.

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 tallied and scored for the winning team.

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.

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 PLAY)

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

