Object of the Game

Be the first player to get rid of all of your cards in each round and score points for the cards your opponents are left holding. There is no automatic end to the game, so there may be several rounds before one player reaches 500 points.

Setup

1. Each player puts down a set of cards (the number that shows the highest number on each card has a symbol at its left). This is the beginning of the discard pile. Each player also receives a set of cards. Each player begins their hand with 7 cards.
2. The dealer shuffles and deals each player 7 cards.
3. Place the remaining deck face down on the table. Both ends of the cards, written in white on black, are the positions for the discard pile.
4. Turn over the 7 card on top of the deck. This is the first card to be dealt into the discard pile. (Note: if the 7 card is a Wild card, turn over the card above the 7 card so that the symbol on the 7 card is not exposed.)
5. If the 7 card is a 2, the discard pile contains 2 cards.
6. The first player to get rid of their cards in a round receives points for all of the cards left in their opponent's hand. Points in rounds accumulate and the first player to reach 500 points wins.

Let's Play

The person to the left of the dealer starts play.

1. Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
2. When one player reaches 500 points, the player with the lowest points is the winner.

Going Out

When you play your last card to a round card, and you yell “UNO” (providing that you have only one card, and you are not caught in a “wild” situation), the player who has the most number of cards, loses.

Once a player has called “UNO,” the next player must play the card they pick up or continue play on the color they see when the card is turned. When UNO has been called, the next player to have a card with the same color must play it or yell “UNO” again to prevent the current player from being able to play a card.

If you draw a card and cannot play it, you must place it on top of the discard pile. If you play another card, draw two cards from the discard pile. You get to see the two cards, but you cannot choose which one to play. If you still cannot play a card, you may discard the two cards. If you have the card, you may play it. If you are caught in a wild situation, you must play the card you draw, and count the points for the cards that your opponent is left holding. If you are caught in a wild situation, you must play the card you draw, and count the points for the cards that your opponent is left holding.

Winning the Game

The winner is the first player to reach 500 points.

Alternative Scoring and Beatles

Players may choose to have a variety of points for each card and also to add a variety of points to the end of each round. When one player reaches 1000 points, the player with the lowest points wins.

Card Game

Creating your own rules is a popular way to personalize a game. Simply add points to the cards and also to include additional cards that can be played. This adds variety to the game, making it more fun for everyone.

Functions of Action Cards

- Skip Card – When you play this card, the next player skips their turn. After the skipping player, the play continues as normal.
- Reverse Card – When you play this card, the next player must play a card of the same color in reverse order. If the next player cannot play a card of the same color, they must draw a card from the discard pile. If a player places a card on the discard pile, they must follow the rules of the discard pile.
- Draw Two Card – When you play this card, your next two opponents must put two cards down. If the last card played in a round is a Draw Two card, the next player must draw two cards from the discard pile.
- Wild Card – When you play this card, you get to choose the color that continues play. This card is used when you have no cards that match the color on the discard pile, or when you need to change the color of play. The color of the card is also a Wild card, and it can be played like any other card.
- Wild Draw Four Card – When you play this card, all of the other players must draw four cards from the discard pile. This card is used when you need to change the color of play or when you need to increase the points in a round.
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Winning the Game

The winner is the first player to reach 1000 points.

Alternative Scoring and Beatles

Players may choose to have a variety of points for each card and also to add a variety of points to the end of each round. When one player reaches 1000 points, the player with the lowest points wins.
Alternative Scoring and Winning

Winning the Game

When both players have used all of their cards and each has made a round of points for the card game you are currently playing, the player with the lowest points wins.

Scoring

The player with the most cards played to the top of the DISCARD pile at the end of the game wins.

Functions of Action Cards

Draw Two Card – When you play this card, you must draw two cards from the DRAW pile before your turn ends. You cannot pass this card to another player.

Reverse Card – When you play this card, you choose the number that continues play clockwise. If you do not have a card in your hand that matches the number, you must draw a card from the DRAW pile.

Skip Card – When you play this card, you choose the number that continues play counterclockwise. If you do not have a card in your hand that matches the number, you must draw a card from the DRAW pile.

Wild Card – When you play this card, you choose the number that continues play clockwise. If you do not have a card in your hand that matches the number, you must draw a card from the DRAW pile.

Wild Draw Four Card – When you play this card, you choose the number that continues play counterclockwise. If you do not have a card in your hand that matches the number, you must draw a card from the DRAW pile.

Let’s Play

Setup

1. Place the UNO cards facedown in a row on the table. The person to the left of the dealer chooses the color that begins play (or he or she may choose to play a Wild card on his or her turn if he or she has one) otherwise, the dealer goes first.

Object of the Game

The object of the game is to collect the most cards by the end of the game. Points in rounds accumulate and the first player to reach 500 points wins.

Going Out

To go out on your turn, you must play an Action Card. You cannot go out on your turn with a UNO card. For example, if you have 5 cards left and you play a Draw Two card, you are not allowed to draw two cards before your turn ends.
### Functions of Action Cards

#### Draw Two Card
- When you play this card, you must draw 2 cards and show them to your opponent.
- If you have no cards to draw, you must draw from the discard pile instead.

#### Reverse Card
- When you play this card, you must draw the card on the discard pile and place it to the right of your opponent's discard pile.
- You may also choose to put the card on top of the discard pile if you have no card to place next (i.e., if your discard pile is empty).

#### Skip Card
- When you play this card, your opponent must skip their turn and draw 2 cards from the discard pile.
- You may also choose to place the card on the discard pile if you have no card to place next (i.e., if your discard pile is empty).

#### Wild Card
- The Wild card may be played on any player regardless of the color in play.
- You may also choose to place the card on the discard pile if you have no card to place next (i.e., if your discard pile is empty).

#### Olaf's Summertime Card
- The Olaf's Summertime card may be played on any player regardless of the color in play.
- You may also choose to place the card on the discard pile if you have no card to place next (i.e., if your discard pile is empty).

### Going Out

To go out, you must play the final card of the round and optionally call the color (with a Wild card if you have one). The object is to avoid drawing cards in the last round.

#### Calling the Color
- If you call the color, you must play a Wild card on your turn (any color including the color in play before the Wild card was laid down).
- If you have another playable card in your hand, you may also choose to play it in addition to the Wild card.

#### Drawing the Final Card
- If you have no cards to play, you must draw from the discard pile until you have a playable card.
- You may also choose to place the card on the discard pile if you have no card to place next (i.e., if your discard pile is empty).

### Score Keeping

Points are scored as follows:

- 20 points for each card above the discard card
- 40 points for the first card played (a Draw Two or Wild Draw Four)
- 100 points for the first card played when you can no longer play a card
- 100 points for the first card played when your opponent has no more cards
- 100 points for the first card played when you are the last player to play
- 100 points for the first card played when you are the last player to play and you have no more cards

### Winning the Game

The player who reaches or goes over 500 points wins.

### Alternative Scoring and Winning

Another way to score points is by keeping a running tally of the points each player is left with at the end of the game. When one player reaches 500 points, the game ends and that player wins.