



CARD GAME



GDR45

Contents

56 cards

Object

Be first to get rid of all the cards in your hand.

Set Up

1. Choose a dealer and shuffle the cards.
2. Deal 5 cards to each player.
3. Place the remaining cards **FACEDOWN** in the center of the table. This is the **DRAW PILE**.
4. Flip over the top card of the **DRAW PILE** and place it **FACEUP** to form the **DISCARD PILE**. If this card is an Action Card, ignore it and flip over the next card.
5. The player to the left of the dealer goes first and play proceeds clockwise.

Let's Play UNO®

On your turn, you try to get rid of your cards by playing **ONE CARD** onto the Discard Pile.

If you HAVE a matching card in your hand, you may PLAY IT on the Discard Pile.

1. You can only play a card if it matches at least one attribute of the top card on the Discard Pile: its color, number, or symbol.
2. If the card you played is an Action Card, it does something special!
(see Action Cards below)

If you DO NOT HAVE a matching card, DRAW ONE CARD from the Draw Pile.

1. If your *new* card can be played, then you may play it now.
2. You may choose to draw a card instead of playing one, even if you have a playable card in your hand.

Once you play or draw a card, play continues with the next player.

Calling "UNO!"

The moment you only have 1 card in your hand, you must yell "UNO" to alert the other players you are about to win.

However, if someone beats you to it and calls out 'UNO' before the next player takes their turn then you must draw 2 cards!

Winning

When a player plays their final card, they win. Time to shuffle the cards and play again!

Action Cards



Draw One card - When played, the next player must draw 1 card and lose their turn.



Reverse card - When played, the direction of play is reversed. If play was moving clockwise, it now moves counterclockwise and vice versa.



Skip card - When played, the next player loses their turn.



Wild card - This card matches anything so you can play it no matter what card is on the Discard Pile. When you play a Wild card, you also get to choose the color that continues play.



Wild Draw Two card - Choose the color that continues play **PLUS** the next player in current order must draw 2 cards from the **DRAW** pile and lose their turn. **YOU MAY ONLY PLAY THIS CARD WHEN YOU DO NOT HAVE ANOTHER CARD IN YOUR HAND THAT MATCHES THE COLOR ON THE DISCARD PILE.**

NOTE: If you suspect a Wild Draw Two card has been played illegally, then you may challenge that player. The challenged player must draw four cards. However, if the challenged player is innocent, you must draw four cards!

Keeping Score (Optional Victory Method)

When a player wins a hand, they receive points based on the cards remaining in their opponent's hands.

Cards are valued as follows:

All number cards (1-9)	Face Value
Any Action Card	20 Points
- Skip, Reverse, Draw One	
Any Wild Card	50 Points
- Wild, Wild Draw Two	

Keep a running tally of each player's points from hand to hand. When a player reaches 250 points, they are the winner.

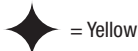


FOR COLORBLIND PLAYERS

Special graphic symbols have been added to each card to help identify the color(s) on that card. This will allow players with ANY form of color blindness to easily play!



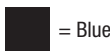
= Red



= Yellow



= Green



= Blue

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