

MARIO KART™

2-10

7+

UNO®

Card Game

Contents

112 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 green, blue, red and yellow

8 Reverse cards - 2 each in green, blue, red and yellow

8 Skip cards - 2 each in green, blue, red and yellow

4 Wild Draw Four cards

8 Wild Item Box cards

UNO® Mario Kart In A Nutshell

It plays like the classic UNO you know and love, except every card has an ITEM icon in the corner (Mushroom, Banana Peel, Green Shell, Lightning, or Bob-omb). The ITEMS don't do anything during normal play, but if you play a **Wild Item Box Card** you get to flip over the top card of the Draw Pile and immediately use the ITEM on that card! Each ITEM has a different action (more on that later).

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. Points in rounds accumulate and the first player to reach 500 points wins.

Setup

1. Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
2. The dealer shuffles and deals each player 7 cards.
3. Place the remainder of the deck facedown to form a DRAW pile.
4. The top card of the DRAW pile is turned over to begin a DISCARD pile. **NOTE:** If any of the Action Cards (symbols) are turned over to start the DISCARD pile, see FUNCTIONS OF ACTION CARDS for special instructions.

Let's Play

The person to the left of the dealer starts play.

On your turn, you must match a card from your hand to the card on the top of the DISCARD pile, either by number, color or symbol (symbols represent Action Cards; see FUNCTIONS OF ACTION CARDS).

EXAMPLE: If the card on the DISCARD pile is a blue 7, the player must put down a blue card OR any color 7. Alternatively, the player can put down a Wild card (See FUNCTIONS OF ACTION CARDS).

If you don't have a card that matches the one on the DISCARD pile, you must take a card from the DRAW pile. If the card you picked up can be played, you are free to put it down in the same turn. Otherwise, play moves on to the next person in turn.

You may also choose NOT to play a playable card from your hand. If so, you must draw a card from the DRAW pile. If playable, that card can be put down in the same turn, however you may not play any other card from your hand after the draw.

Functions of Action Cards



Draw Two Card – When you play this card, the next player must draw 2 cards and miss their turn. This card may only be played on a matching color or on another Draw Two card. If turned up at the beginning of play, the same rule applies.



Reverse Card – When you play this card, the direction of play reverses (if play is currently to the left, then play changes to the right, and vice versa). This 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 – When you play this card, the next player is “skipped” (loses their turn). This 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 starts play.



Wild Draw 4 Card – When you play this card, you get to choose the color that continues play PLUS the next player must draw 4 cards from the DRAW pile and lose their turn. However, there is a hitch! You may only play this card when you do NOT have another card in your hand that matches the COLOR on the DISCARD pile (but it is acceptable to play this card if you have matching number or Action Cards). If turned up at the beginning of play, return this card to the deck and pick another card.

NOTE: If you suspect that a Wild Draw 4 card has been played on you illegally (i.e. the player has a matching card), then you may challenge that player. The challenged player must show you (the challenger) their hand. If guilty, the challenged player must draw the 4 cards instead of you. However, if the challenged player is innocent, you must draw the 4 cards PLUS an additional 2 cards (6 total)!



Wild Item Box Card – When you play this card, take the top card from the Draw Pile and place it face-up on the Discard Pile. Check out what Item Box Icon is on the card and it will tell you what action to take (see Item Box Actions below).

IMPORTANT: If the card is an action card (Draw Two, Reverse, Skip, Wild Draw 4) you DO NOT TAKE THE ACTION on the card, you ONLY take the action associated with the Item. Since it's a wild card, you may play a Wild Item Box card anytime you want, even if you have another playable card in your hand. If this card is turned up at the beginning of play, the person to the left of the dealer chooses the color that begins play.

NOTE: WHEN PLAY CONTINUES, MATCH THE TOP CARD ON THE DISCARD PILE AS USUAL.

Item Box Actions



MUSHROOM – Take another turn. NOTE: if you have no playable card in your hand, you still have to draw from the Draw Pile as you would on a normal turn.



BANANA PEEL – The player in current order who's turn was immediately BEFORE you must draw two cards. NOTE: if they were skipped on their last turn, that still counted as their turn and it was immediately before you so they must draw two cards.



GREEN SHELL – Any player of your choice must draw one card.



LIGHTNING – All players EXCEPT you must draw one card. Then you get to immediately take another turn.



BOB-OMB – Oh no! You hit a Bob-omb. The bad news is, you must draw two cards. The good news is, since the top card on the Discard Pile is a Wild card, you get to choose the color that continues play. Hey, it's something...

Going Out

When you play your next-to-last card, you must yell "UNO" (meaning "one") to indicate that you have only one card left. If you don't yell "UNO" and you are caught before the next player begins their turn, you must draw two cards.

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

If the last card played in a round 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 DISCARD pile is reshuffled and play continues.

Scoring

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

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

Once the score for the round has been tallied, if no player has reached 500 points, reshuffle the cards and begin a new round.

Winning the Game

The WINNER is the first player to reach 500 points.

Alternative Scoring and Winning

Another way to score points is to keep a running tally of the points each player is left with at the end of each round. When one player reaches 500 points, the player with the lowest points is the winner.



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