

# DOS™

SECOND EDITION!

Card Game



## Contents

112 Cards

## Object

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

## DOS™ IN A NUTSHELL

The game plays just like the classic UNO® you know and love, except for a few special cards and rules. First, there are TWO Discard Piles instead of just one. Next, all the “2” cards in the deck are “Wild DOS™ Cards” (they can be any color but still count as the number 2), and finally there is a special “Wild Play Two” Action Card (more on that later). Oh, and when you’re down to TWO cards, don’t forget to yell, “DOS!”

## Set Up

1. Choose a dealer and shuffle the cards.
2. Deal 7 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 **TWO CARDS** of the **DRAW PILE** and place them **FACEUP** in the center of the playing area to form two **DISCARD PILES**. If any of the cards are Action Cards, flip over new cards until neither Discard Pile shows an Action Card on top.
5. The player to the left of the dealer goes first and play proceeds clockwise.



DRAW PILE



DISCARD PILES

## Let's Play DOS™!

Try to get rid of all your cards by playing cards onto either of the two Discard Piles.

**If you HAVE a matching card in your hand, you may PLAY IT on either Discard Pile.  
You may play to BOTH Discard Piles in the same turn if you are able.**

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)
3. If you play **TWO** Action Cards in the same turn, **BOTH** cards affect the next player in order. **EXAMPLES:** Playing a Draw 2 and a Skip make the next player draw two cards and skip their turn; playing two Draw 2s make the next player draw four cards and skip their turn, and so on...
4. You may add two **SAME-COLORED** cards together to match the number of a top card of a Discard Pile. **NOTE:** the two cards you combine **MUST** be the **SAME COLOR**, but they do not need to match the color of the card on the Discard Pile (remember you are matching number, not color).

**EXAMPLE:** Combine a Red 3 with a Red 4 to match any color 7. You may also use a Wild DOS™ Card to fill out your match.

----- **OR** -----

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

1. If your *new* card can be played (see above), 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.

**NOTE:** if there are no cards left in the Draw Pile, reshuffle the Discard Piles to form a new Draw Pile.

## Calling "DOS"

The moment you have 2 or fewer cards in your hand, you must yell "DOS!" to alert the other players you are about to win.

However, if someone catches you and calls out "DOS!" before you (and before the next player begins 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 Two Card** - When played, the next player must draw 2 cards 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 DOS™ Card** - Counts as a "2" of any color you choose. You may play it by itself on any color two or use it to combine with another card to add up to the number on the top card of a Discard Pile.



**Wild Play Two Card** - When you play this card, the next player in current order must play at least TWO cards on their turn. If they can't, they must draw two cards and skip their turn. Because this card is wild, you choose the color of this discard pile before the next player's turn.

## 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, 3-10) .....	Face Value
Any Action Card .....	20 Points
- Skip, Reverse, Draw 2	
Any Wild Card .....	50 Points
- Wild DOS™, Wild Play Two	

Keep a running tally of each player's points from hand to hand. When a player reaches 500 points, they are the winner.

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