GOING OUT

When you play your final card, you must put “GO!” on it to indicate that you have only one card left. If you don’t put “GO!” and you can still choose the next card played, then your turn must end immediately.

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 is a Stop card, and players still have to take turns discarding until the scale tips, that means the player who tried to go out by discarding a Stop card loses the scale and gets a 2-card penalty!

If a player is not able to discard a card (because there are no open trays), then the discard cards that were not used are reshuffled and play continues.

SCORING

The final player to get rid of all their cards in a round receives points for all of the cards left in their opponents’ hands to follow.

All numbers 1-4: Face Value

Draw Two: 20 Points

Reverse: 20 Points

Skip: 20 Points

Wild Card: 55 Points

Wild Draw Four: 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 a player reaches 500 points, that player wins the game.

When a player reaches 500 points, the round is over. Points are scored (see SCORING) and play starts over again.

TIPPING & RESETTING THE SCALE

Whenever there is ONE visible Stop card, both trays are open. But once someone covers one of the Stop cards, only the covered tray can be played on. Remember, if there are two visible Stop cards, both trays are open. While one pile is stopped, players continue to play by discarding in the remaining open tray.

You can play a Stop card on top of another Stop card (as long as color or number of both Stop cards match), but you cannot play a Stop card on top of a Skip card. You can only play a Stop card on top of a Stop card. If the Stop card is played on top of a Skip card, the Skip card is played on top of the Stop card. If the Skip card is played on top of a Reverse card, the Reverse card is played on top of the Skip card.

The number, color or symbol (symbols represent Action Cards; see FUNCTIONS OF ACTION CARDS) of the Stop card determines who takes the 2-card penalty. The 2 most important things to remember about Stop cards are:

- They are only played on a matching color or on another Stop card.
- They cannot be played on a Skip card.

PLAYING WITH ACTION CARDS

When you play an Action Card, you must make sure that the discarding player is aware of your ability to discard at this time. Action cards come in 4 different colors (Red, Green, Blue, Yellow) and are worth either 1 or 2 points.

Draw Two Card – When you play this card, the next player must draw 4 cards and lose their turn.

Reverse Card – When you play this card, the next player must draw 2 cards and reverse the order of the trays.

Skip Card – When you play this card, your next place is “skipped” (leaves your turn). This card may only be played in a matching color or on another Skip card.

Go Wild Card – When you play this card, you get to choose the color that continues play (any color including the color you played the . Wild Card was laid down). You may play a Wild Card on your turn or if you receive another player’s card on your turn.

Draw Four Card – When you play this card, you get to choose the cards that continue play. The next player must draw 4 cards and lose their turn.

Wild Card – When you play this Wild card, you may play a Wild Card on your turn or if you receive another player’s card on your turn.

You may not play a Wild Card on top of another Wild Card.

The Wild Card may only be played once per game and is considered a Special Card.

When a Wild Card is played, the next player chooses the color of the discarding player.

While one pile is stopped, players continue to play by discarding in the remaining open tray.

When a Wild Card is played, the next player chooses the color of the discarding player. If the chosen color is not available, the next player draws 2 additional cards from the DRAW pile.

The 2 most important things to remember about Stop cards are:

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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 is a Stop card, and players still have to take turns discarding until the scale tips, that means the player who tried to go out by discarding a Stop card loses the scale and gets a 2-card penalty!

If a player is not able to discard a card (because there are no open trays), then the discard cards that were not used are reshuffled and play continues.

SCORING

The final player to get rid of all their cards in a round receives points for all of the cards left in their opponents’ hands to follow.

All numbers 1-4: Face Value

Draw Two: 20 Points

Reverse: 20 Points

Skip: 20 Points

Wild Card: 55 Points

Wild Draw Four: 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 a player reaches 500 points, that player wins the game.

When a player reaches 500 points, the round is over. Points are scored (see SCORING) and play starts over again.

TIPPING & RESETTING THE SCALE

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Reverse Card – When you play this card, the next player must draw 2 cards and reverse the order of the trays.

Skip Card – When you play this card, your next place is “skipped” (leaves your turn). This card may only be played in a matching color or on another Skip card.

Go Wild Card – When you play this card, you get to choose the color that continues play (any color including the color you played the . Wild Card was laid down). You may play a Wild Card on your turn or if you receive another player’s card on your turn.

Draw Four Card – When you play this card, you get to choose the cards that continue play. The next player must draw 4 cards and lose their turn.

Wild Card – When you play this Wild card, you may play a Wild Card on your turn or if you receive another player’s card on your turn.

You may not play a Wild Card on top of another Wild Card.

The Wild Card may only be played once per game and is considered a Special Card.

When a Wild Card is played, the next player chooses the color of the discarding player.

While one pile is stopped, players continue to play by discarding in the remaining open tray.

When a Wild Card is played, the next player chooses the color of the discarding player. If the chosen color is not available, the next player draws 2 additional cards from the DRAW pile.

The 2 most important things to remember about Stop cards are:

- They are only played on a matching color or on another Stop card.
- They cannot be played on a Skip card.
GOING OUT
When you play your last hand, 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 is a red Draw Two or red Wild Draw Four card, the next player must draw two or
three cards respectively. These cards are counted as normal when the points are tabulated.

The last card played in a Draw Four card is dealt so players will have time to discard without disturbing the
card stack. If the player who receives the card does not go by discarding it (leaving the score pile and entering the
2-Card penalty),

If no player has no cards left in their respective trays, the DISCARD cards that were not cards are
removed and reinserted.

SCORING
The points are the sum of the points in the cards in a round's discard piles and points for all of the cards
left in the opponent's hands at the end of the round.

All number cards - Face Value

Draw Two - 20 Points

Reverse - 20 Points

Skip - 20 Points

Wild - 55 Points

Wild Draw Four - 55 Points

If there is no one else left, subtract from the score (see ALTERNATIVE SCORING AND WINNING).

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 person to reach 500 points.

ALTERNATIVE SCORING AND WINNING

Another way to score cards is to keep a running tally of the points each player is left with at the end of each
round (see ALTERNATIVE SCORING & WINNING).

When no player reaches 500 points, the person with the lowest points wins.

SETUP
1. Place the scale in the center of the playing area and arrange the four trays for play at the top of the scale.
2. Each player draws a card, the player that draws the highest number deals the cards in a clockwise order.
3. The dealer arranges the stack of cards before dealing to each player.
4. Place the trays in the narrow side up, as shown. When the tray is flipped into position for holding cards, the
narrow side should be true no matter what else happens in subsequent turns.

TIPPING & RESETTING THE SCALE
Whenever an Action card is played, the next player must follow that action regardless of what is on top of
the scale. If play is currently to the left, and vice versa). This card may only be played on a matching color or
number indicating they are Stop cards. You’ll play one of these cards like you would any number card.

When a Stop card is played, the person to the left of the dealer starts play. If you don't have a card that matches
the top card on either DISCARD pile, you must take a card from the DISCARD pile. The cards set aside can later be
reshuffled if the DRAW pile becomes depleted.

FUNCTIONS OF ACTION CARDS

Reverse Card - When you play this card, the direction of play reverses (it goes to the right, and vice versa). This
card may only be played on a matching color or on another Reverse card.

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.

TILTING Card – When you play this Wild card, someone will be forced to tip the scales! Starting with the
top card on the scale as the reference point, the top card will turn over and play the next player in the correct
direction that is opposite of your last play. This card may only be played on a matching color or.

STOP! The 6 most important things to remember about Stop cards are:

1. Never place a Stop card on top of another Stop card. This will cause the scale to fall over.
2. When a Stop card is played, the person to the left of the dealer starts play.
3. If you don't have a card that matches the top card on either DISCARD pile, you must take a card
from the DISCARD pile.
4. Any Wild card on top of a Stop card opens that pile for play.
5. If a Stop card is played on top of another Stop card, you must draw 4 cards from the DRAW pile and lose your
turn.
6. If a Stop card is played on top of a Matching Card, the person to the left of the dealer starts play.

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from the DISCARD pile.
4. Any Wild card on top of a Stop card opens that pile for play.
5. If a Stop card is played on top of another Stop card, you must draw 4 cards from the DRAW pile and lose your
turn.
6. If a Stop card is played on top of a Matching Card, the person to the left of the dealer starts play.
GOING OUT
When you play your 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 by the next player before they try to grab the 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 this last card played is a 1 Card, the next player must draw two cards if it is a 2 Card, three if it is a 3 Card, and so on. The person who tips over the scale is the winner and play continues.

If no player has run out of cards in the turn, the player wins and the cards are reshuffled and play continues.

SCORING
To win the game, you must get rid of all of your cards. You'll win a point for each of the cards your opponent is left holding.

When a player reaches 500 points, the player with the lowest points is the winner.

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.

Whichever method you use, keep track of the score and the player with the lowest score wins.

FUNCTIONS OF ACTION CARDS

- **Stop Card** – When you play this card, the player who puts the card on top must take 2 cards.

- **Reverse Card** – When you play this card, the next player must reverse the direction of play. This card may only be played if the previous card is a Stop card.

- **Skip Card** – When you play this card, the next player skips their turn and may only play if the previous card is a Stop card.

- **Draw Two** – When you play this card, you get to draw two cards from the face-down pile in front of the person who played the card.

- **Wild Draw Four** – When you play this card, you get to choose the color that continues play PLUS the color on the disc that the Wild Draw Four was played on.

- **Wild Card** – When you play this card, you get to choose the color that continues play (any color except red). This card may only be played if the previous card is a Stop card.

- **Reverse Wild Card** – When you play this card, the next player must reverse the direction of play. This card may only be played if the previous card is a Stop card.

- **Skip Wild Card** – When you play this card, the next player skips their turn. This card may only be played if the previous card is a Stop card.

- **Two of a Kind** – When you play this card, the next player must either play the card on top or play two of a Kind of that card from their hand. This card may only be played if the previous card is a Stop card.

- **Tilt Card** – When you play this card, the next player must take a card from the face-down pile in front of the person who played the card and place it on top of the discard pile. The next player must also reverse the direction of play.

- **4 - 2 Draw Two** – When you play this card, you get to draw two cards from the face-down pile in front of the person who played the card. This card may only be played if the previous card is a Stop card.

- **4 - 2 Draw Four** – When you play this card, you get to choose the color that continues play PLUS the color on the disc that the 4 - 2 Draw Four was played on. This card may only be played if the previous card is a Stop card.

- **4 - Wild Draw Four** – When you play this card, you get to choose the color that continues play PLUS the color on the disc that the 4 - Wild Draw Four was played on. This card may only be played if the previous card is a Stop card.

- **4 - Wild Card** – When you play this card, you get to choose the color that continues play (any color except red). This card may only be played if the previous card is a Stop card.

- **4 - Reverse Wild Card** – When you play this card, the next player must reverse the direction of play. This card may only be played if the previous card is a Stop card.

- **4 - Skip Wild Card** – When you play this card, the next player skips their turn. This card may only be played if the previous card is a Stop card.

- **4 - Two of a Kind** – When you play this card, the next player must either play the card on top or play two of a Kind of that card from their hand. This card may only be played if the previous card is a Stop card.

- **4 - Tilt Card** – When you play this card, the next player must take a card from the face-down pile in front of the person who played the card and place it on top of the discard pile. The next player must also reverse the direction of play.

- **4 - 2 Draw Two** – When you play this card, you get to draw two cards from the face-down pile in front of the person who played the card. This card may only be played if the previous card is a Stop card.

- **4 - 2 Draw Four** – When you play this card, you get to choose the color that continues play PLUS the color on the disc that the 4 - 2 Draw Four was played on. This card may only be played if the previous card is a Stop card.

- **4 - Wild Draw Four** – When you play this card, you get to choose the color that continues play PLUS the color on the disc that the 4 - Wild Draw Four was played on. This card may only be played if the previous card is a Stop card.

- **4 - Wild Card** – When you play this card, you get to choose the color that continues play (any color except red). This card may only be played if the previous card is a Stop card.

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- **4 - Tilt Card** – When you play this card, the next player must take a card from the face-down pile in front of the person who played the card and place it on top of the discard pile. The next player must also reverse the direction of play.

STOP!
The 4 most important things to remember about Uno cards are:

• When there are only Uno cards left, play continues with the new discard pile in the same manner.

• When there are no Uno cards left, play continues with the new discard pile in the same manner.

• When there are 2 Uno cards left, play continues with the new discard pile in the same manner.

• When there are 0 Uno cards left, play continues with the new discard pile in the same manner.

The 5th player wins the game at this point.
GOING OUT
When you play your last card, you must say “UNO” (meaning “one”), to indicate that you have only one card left. If you don’t say “UNO” and you are caught before the next player begins his turn, you must draw two cards. If you have no cards left, the round is over, and the player with the least number of cards wins. If no player has less than 0 cards, the game continues. SCORING
The final player to get rid of all cards in a round receives points for all of the cards that his opponents haven’t been able to discard.

WINNING THE GAME
Play continues until all players are out of cards. Each player has 200 points at the start of the game. Each round in which a player doesn’t go out correctly is worth 200 points. If a player tries to go out by discarding it risks having the scale tip and earning the 2-card penalty!

TIPPING & RESETTING THE SCALE
Whenever the scale dumps cards, reset the scale by placing the top 2 cards in each DISCARD pile back in their respective trays and set all other cards aside. The cards set aside can later be reshuffled if the DRAW pile becomes depleted.

Let’s Play
The player to the left of the dealer starts play.


FUNCTIONS OF ACTION CARDS
Stop Card – When you play this card, turn it over to reveal the card underneath. It may not be played on a matching or on another Stop card.
Reverse Card – When you play this card, the direction of play reverses (play is now going in the opposite direction). This card may only be played on a matching color or on another Reverse card.
Skip Card – When you play this card, the next player in order is skipped (loses their turn). This card may only be played on a matching color or on another Skip card.

GOING OUT
When you play your last card, you must say “UNO” (meaning “one”), to indicate that you have only one card left. If you don’t say “UNO” and you are caught before the next player begins his turn, you must draw two cards. If you have no cards left, the round is over, and the player with the least number of cards wins. If no player has less than 0 cards, the game continues.

SCORING
The final player to get rid of all cards in a round receives points for all of the cards that his opponents haven’t been able to discard.

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Stop Card – When you play this card, turn it over to reveal the card underneath. It may not be played on a matching or on another Stop card.
Reverse Card – When you play this card, the direction of play reverses (play is now going in the opposite direction). This card may only be played on a matching color or on another Reverse card.
Skip Card – When you play this card, the next player in order is skipped (loses their turn). This card may only be played on a matching color or on another Skip card.