



UNO[®] dice game

Contents: 11 dice

OBJECT OF THE GAME

Be the first person to get rid of all of your dice.

SET UP

Each player takes five dice. This will leave one die that will be used to start the game.

Players roll one of their dice to see who goes first. The player with the highest roll begins. (Count any die with a symbol as zero.)

LET'S PLAY!

Roll all five of your dice and leave them in front of you.

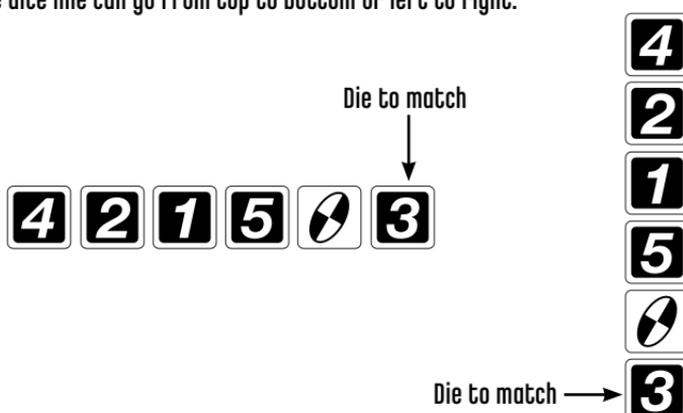
One player rolls the extra die and sets it in the middle of the playing area. If necessary, re-roll until a number, not an action, shows.

On your turn, you must match a die from your hand to the die at the play end of the dice line. You may not roll at this point to try to match.

EXAMPLE: If the last die on the dice line is a red 3, the player must put down a red die OR any color 3.

Alternatively, the player can play a Wild die (See FUNCTIONS OF ACTION DICE).

The dice line can go from top to bottom or left to right.



If you don't have a die that matches the one on the dice line, you must take a die from the back of the dice line and re-roll all of your dice. If one of your dice can be played, you are free to put it down in the same turn. Otherwise, play moves back to the other player.

You may also choose NOT to play a playable die from your hand. If so, you must draw a die from the back of the dice line and re-roll all of your dice. If one of your dice can be played, you are free to put it down in the same turn. Otherwise, play moves back to the other player.

Note: players may not hide their dice. Both players must be able to see the other's player's dice at all times.

ACTION DICE



DRAW ONE: When you play this die, the next player must draw one die from the back of the dice line, re-roll all of their dice and miss their turn. This die may only be played on a matching color or on another Draw One die. If rolled at the beginning of play, re-roll until a non-Draw roll appears.



DRAW TWO: Same as Draw One but you must take a total of two dice.



Wild: When you play this die, you get to choose the color that continues play (any color including the color that was in play before the Wild die was laid down).

SPECIAL CIRCUMSTANCE:

There must always be one die in the dice line. That means:

1/ When a Draw Two is played, you may take only one die if necessary to leave die to match in the playing area.

2/if only one die is on the table and you cannot match it, re-roll all of your dice once. If you still can't match the die, your turn is over. This also applies if the first player cannot match the die to begin the game.

3/if a player does not call "UNO" and there is only one die in the line, they must take a die from their opponent.

GOING OUT

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

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

If the last die played in a round is a Draw Two or Draw One die, the next player must draw (if there are enough dice in the dice line). These dice are counted when the points are totaled.

Remember: Anytime you take new dice, you must re-roll ALL of your dice. If you had to take the dice because of a Draw die, your turn is over. If you took a die because you couldn't, or didn't want to, match the dice line, you may place a playable die after your re-roll.

SCORING

The first player to get rid of their dice in a round receives points for all of the dice left in their opponent's hand as follows:

All number dice (1-5).....Face Value

Draw One.....20 points

Draw Two.....20 points

Wild.....50 points

WINNING THE GAME

The WINNER is the first player to reach 200 points.

ALTERNATIVE SCORING AND WINNING

Rather than counting points for dice, you can play that the winner is the best out of 3 hands.



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