

Players: 2-10    Ages: 7+

**Contents:**

108 cards, Whirlpool, Instructions

**Object:**

The first player to win three hands wins the game.

**Set Up:**

Choose a dealer.

Shuffle the deck.

Each player is dealt 7 cards.

Remaining cards become the Draw pile.

Turn over the top card of the DRAW pile to begin a DISCARD pile.

**Let's Play:**

Player to the left of the dealer plays first.

Play passes to the left.

Match the top card on the DISCARD pile either by number, color or symbol.

No match? Pick a card from the DRAW pile.

If you can play the card, play it. If you can't, play moves to the next player.

Before playing your next to last card, you must say "UNO." If you don't say UNO and you get caught before the next player

begins their turn, take TWO more cards from the DRAW pile. If you don't get caught, you don't have to draw.

Once a player plays their last card, the hand is over.

**The Whirlpool**

When a player plays a Splash Card, a "0", or a "2" the next player, in the current direction of play, must shake the Whirlpool and follow the command that floats to the surface. A "0" or "2" must still be played on a matching color or number.

**Whirlpool Commands:**

1. Draw H20 - next player draws until they get a blue, a "2", a "0" or a Wild card
2. Wave Right - player must show the player on their right one card
3. Wave Left - player must show the player on their left one card
4. Wipeout - reverses the order of play - the player who played the splash card must flip the Whirlpool
5. Draw 3 - player draws 3 cards
6. Draw 2 - player draws 2 cards
7. Give 1 - player gives one card to any player they choose
8. Discard 2 - player may discard any two cards from their hand - the top card becomes the new color and number.

This deck is compatible with the original UNO instructions.

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**SPECIAL CARDS**



**Draw 2 Card** - Causes the next person to draw two cards and forfeit his/her turn. Can only be played on a matching color or on another Draw 2 card.



**Reverse Card** - Reverses direction of play. Can only be played on a matching color or on another Reverse card.



**Skip Card** - Causes the next person in the line of play to be "skipped." Can only be played on a matching color or on another Skip card.



**Wild Card** - Changes the color being played to the color of the players' choice. Can be played even if you have another playable card in hand.



**Wild Draw 4 Card** - This card allows you to call the next color played and requires the next player to pick four cards from the DRAW pile and forfeit his/her turn.



**Splash Card** - If a Splash card is played, the next player must shake the Whirlpool and follow the command. The Splash card is also a Wild card and the player of the card may call a new color.



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