

2-10
PLAYERS

UNO

HOW TO PLAY
BY ARETINA CHAN

AGES
7+

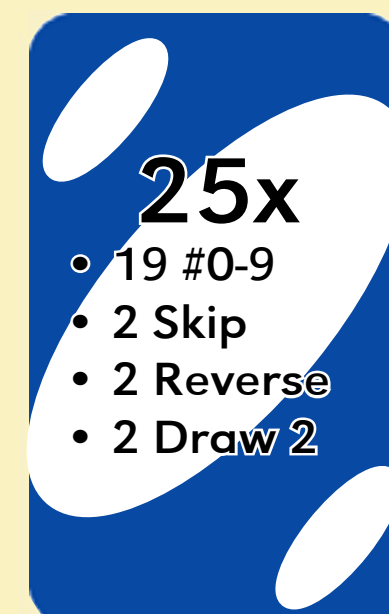
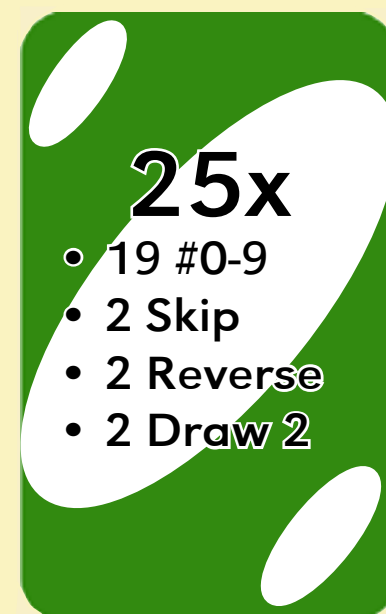
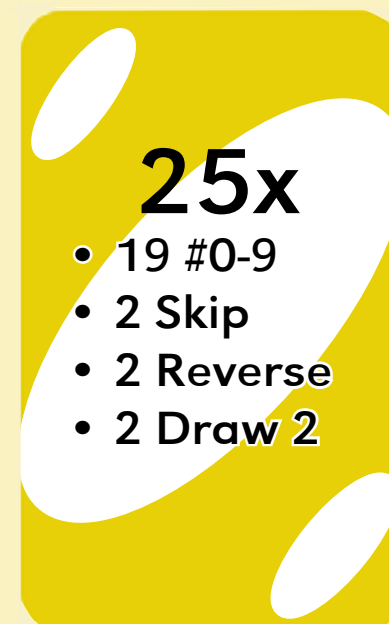
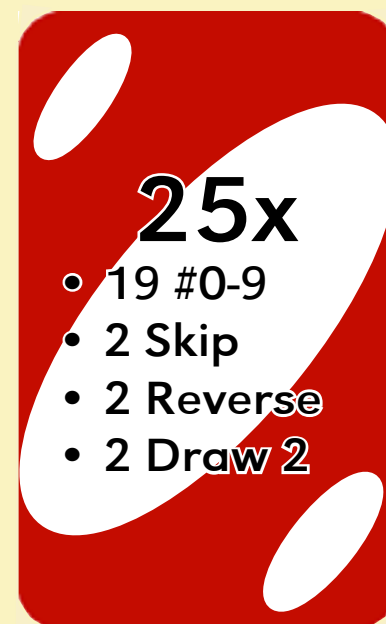


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DECK CONTENTS



Total: 112 cards



SPECIAL CARDS

DRAW 2 CARDS

- » *When you play this card, the next person must draw two cards and forfeit their turn.*
- » If turned up at the beginning of play, the first player must draw two cards.
- » This card may only be played on a matching color or on another Draw 2 card.

REVERSE CARD

- » *When you play this card, reverse direction of play.*
- » If turned up at the beginning of play, the player to the right now plays first, and play then goes to the right instead of left.
- » This card may only be played on a matching color or on another Reverse card.

SKIP CARD

- » *When you play this card, the next person in line to play skips their turn.*
- » If turned up at the beginning of play, the first player left to the dealer is skipped.
- » This card may only be played on a matching color or on another Skip card.

WILD CARD

- » *When you play this card, you may change the color being played to any color.*
- » When you play this card, you may change the color being played to any color.
- » If this card is turned up at the beginning of play, the player to the left of the dealer chooses the color to begin play, and plays the first card.
- » You can play a Wild card even if you have another playable card in hand.



SPECIAL CARDS

WILD DRAW 4 CARD

- » *When you play this card, you can call the next color played and requires the next player to pick 4 cards from the DRAW pile, and forfeit their turn.*
- » You can only play this card when you don't have a card in your hand that matches the color of the last card played.
- » If turned up at the beginning of play, return this card to the deck, and pick another card.
- » If the person required to draw four cards suspects that the player has played a Wild Draw 4 illegally, they may challenge them.
- » A challenged player must show their hand to the player who challenged.
 - If the challenged player is guilty, they must draw four cards.
 - If the challenged player is not guilty, the challenger must draw six cards.

BLANK CARD

- » Blank cards can be used in 2 ways:
 - If an UNO card in your deck is lost or damaged, use this card as a replacement.
 - If you have special UNO rules you prefer to play with, write them on these cards, and add them to the deck!



OBJECTIVE

The first player to play all of the cards in their hand in each round scores points for the cards their opponents are left holding.

The first player to score 500 points wins the game!

SET UP

1. Each player **draws** a card.
2. Player with the highest point value is the dealer.
3. **Shuffle** the deck.
4. **Deal** seven cards to each player.
5. **Place** the remaining cards facedown to form a DRAW pile.
6. **Turn over** the top card of the DRAW pile to begin a DISCARD pile.
 - » If the top card is a Wild or Wild Draw 4, return it to the deck and pick another card.
7. For all other cards, refer to “Special Cards”.

DID YOU KNOW

UNO was invented in 1971 by Merle Robbins, a barbershop owner and a family man.



LET'S PLAY!

1. Player to the left of the dealer plays first.
2. Player passes to the left to start.
3. Match the top card on the DISCARD pile either by number, color, or word. Or you may play any Wild card or a Wild Draw 4 card.
 - *For example: If the card is a Green 7, you must play a Green card or any color 7.*
 - » If you don't have anything that matches, you must pick a card from the DRAW pile.
 - » If you draw a card you can play, play it. Otherwise, play moves to the next person.
4. Before playing your next to last card, you must say “UNO”.
 - » If you don't say UNO, and another player catches you with just one card before the next player begins their turn, you must pick four more cards from the DRAW pile.
 - » If you are not caught before the next player either draws a card from the DRAW pile, or draws a card from their hand to play, you do not have to draw the extra cards.
5. Once a player plays their last card, the hand is over.
6. Tally the points (refer to “Scoring”), and start over again.

DID YOU KNOW

UNO was made on the family's dining room table from the \$8,000 the Merle family had gathered.



GOING OUT

WHAT IF I DON'T PLAY A PLAYABLE CARD IN MY HAND?

- » You must draw a card from the DRAW pile.
 - If playable, that card can be played, but you may not play a card from your hand after the draw.

WHAT IF I FORGOT TO SAY "UNO!"?

- » If you forgot to say "UNO" before your card touches the DISCARD pile, but you "catch" yourself before any other player catch you, you are safe and not subject to the four-card penalty.

CAN I CATCH A PLAYER FOR FAILURE TO SAY "UNO!"?

- » You can only catch a player when their second-to-last card touches the DISCARD pile.
- » You may not catch a player for failure to say it after the next player begins their turn (i.e. draw a card from the DRAW pile, or draw a card from your hand to play).

WHAT IF THE LAST CARD PLAYED IN HAND IS A **DRAW 2 CARD** or **WILD DRAW 4 CARD**?

- » The next player must draw 2 or 4 cards respectively. These cards are counted when pointed are totaled.

WHAT IF NO ONE IS OUT OF CARDS BY THE TIME THE DRAW PILE IS DEPLETED?

- » Reshuffle the DISCARD pile and continue play.

DID YOU KNOW

UNO was created to help solve an argument about Crazy Eights.



SCORING

If you are first to get rid of all your cards, you get points for the cards left in the other players hands.

Use the included score pad to record your score after each hand. each card is worth the following:

All number cards (0-9)	Face Value
Draw 2	20 pts
Reverse	20 pts
Skip	20 pts
Wild	50 pts
Wild draw 4	50 pts
Blank	?

The first player to reach 500 points is the WINNER!

TIP! This game may be scored by keeping a running total of the points each player is caught with at the end of each hand.

- » When one player reaches 500 points, the player with the lowest points is the winner.

DID YOU KNOW

Initial phase Merle sells UNO from his shop and some local game stores.



TWO PLAYERS & PARTNERS

RULES FOR TWO PLAYERS (“CHALLENGE UNO”)

When two players are left in the game, they play head to head. This is the most challenging way to play.

1. Playing a Reverse card works like playing a Skip card.
2. After playing a Reverse card, you may immediately play another card.
3. After playing a Skip card, you may immediately play another card.
4. After playing a Draw 2 card or a Wild 4 card, your opponent draws the number of cards indicated, and play is back to you.

RULES FOR PARTNERS (FOUR PLAYERS)

1. Sit across from your partner.
2. When either partner goes out, the hand is over.
3. Total all of the points in both opposing partners' hands, and score for the winning team.

DID YOU KNOW

In 2019, UNO became available in braille.



MULTI-TABLE TOURNAMENTS

RULES FOR VARIATION (FOUR AND EIGHT PLAYERS)

- » If playing four players, play four hands with each of the other three players as your partner.
- » If playing eight players, play two separate games at two tables, with each player having every other player as a partner for four hands each.
- » The same rules apply to four, and eight player games.
 1. Each player keeps track of their points scored in each partnership.
 2. Play several rounds.
 3. The person scoring the highest number of points is the winner.

DID YOU KNOW

There are 500+ UNO variations official and unofficial.



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